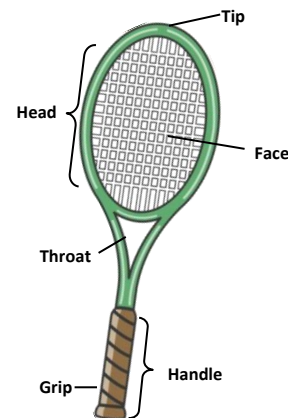
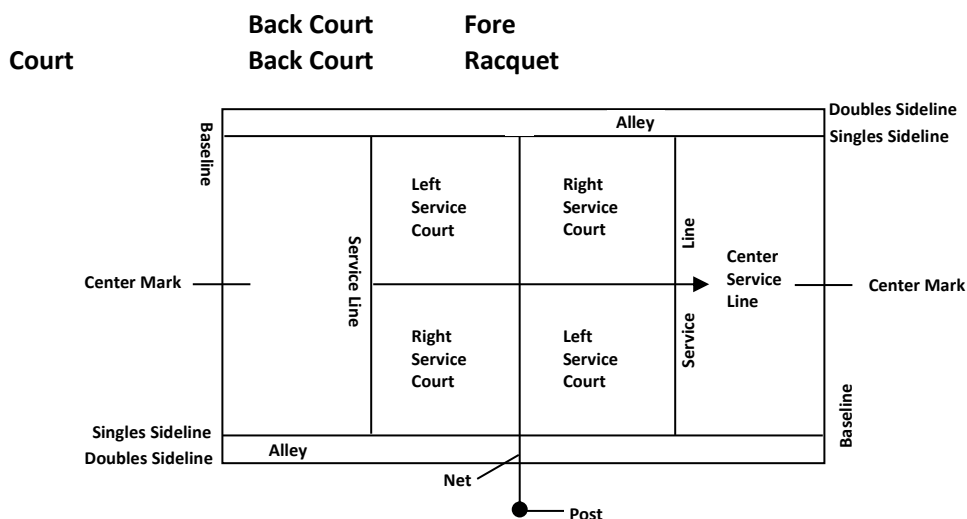


# Tennis Study Guide

## COURT DIAGRAM



## TENNIS TERMS

**Ace** – good service, served so well that the receiver cannot touch it.

**Backhand** – the stroke used to return balls hit to the non-racquet side of a player's body (to the left of a right-handed player or to the right of the left-handed player).

**Double fault** – loss of a point by the server for failing to make either of his two chances to serve.

**Fault** – an illegal return or serve.

**Forehand** – the stroke used to return balls hit to the racquet side of a player's body (to the right of a right-handed player or to the left of a left-handed player.)

**Groundstroke** – a stroke that is made with either the forehand or backhand after the ball hits the ground.

**Lob** – high arching shot that lands near the baseline.

**Smash** – hard, fast downward shot made with an overhead stroke.

**Volley** – a stroke used to hit the ball before it bounces.

## ETIQUETTE

1. The server should always begin a point with at least two tennis balls in his/her possession.
2. The server should call the score before each game and the game score before each point. The server's score is always said first.
3. The server must wait until the receiver is ready for the serve.
4. Do not return or retrieve first serves that aren't good.
5. If a ball is good, say nothing and return it. If a ball is out, call "out" and do **NOT** return it.
6. After each point, collect all the balls and return them directly to the server.
7. Wait until play ends before going into another court to retrieve a ball.
8. When a ball comes into your court, retrieve it promptly – either directly to the player or to the backstop of that court.
9. Each player calls his/her own side of the court. Trust your opponent to do the same.
10. Display good sportsmanship whether winning or losing

## Tennis Study Guide

### START OF PLAY

1. Toss a coin or spin the racquet for the choice of first serve or side of court.
2. One player serves an entire game.
3. The server has 2 chances on each serve.
4. The server stands behind the baseline and to the right of the center mark on the first serve, must serve to the court diagonally opposite the serving court. After each successful serve the server switches sides of the court (right/left/repeat).
5. The server must toss the ball into the air and strike it before it hits the ground.
6. In doubles the same rules apply except:
  - a) the outside boundary includes the alley.
  - b) the order of service:  
\*\*A and B are partners against C and D.  
First game: A will serve.  
Second game:C will serve.  
Third game: B will serve.  
Fourth game:D will serve.  
Repeat in above order until the SET has been completed. A **set** is 6 games, a **match** is 2/3 for women and 3/5 for men.
7. Players change sides at the net after every **ODD** number of **GAMES**.

### RECEIVING THE SERVE

1. The receiver may stand in any position.
2. The receiver **must** let the serve bounce once before trying to return it. After the serve the ball can be hit before it bounces. The ball must be played before it bounces twice.
3. In doubles, the player served to must return the serve.

### SERVICE FAULTS

- A. the server steps on or over the baseline before hitting the ball. (Foot fault)
- B. the serve is delivered in an illegal manner.

- C. the server misses the ball while attempting to strike it.
- D. the ball does not land in the proper service court.
- E. in doubles, the served ball hits the server's partner.
- D. The serve is a **"let"** if the ball touches the top of the net and lands in the correct service court. The server may take that serve again. There is no limit on the number of lets that can occur.

### LOSS OF POINT

- 1.failing to return the ball over the net and into the opponent's court.
- 2.The ball bounces twice before returning it.
- 3.The player touches the net with the body or racket while the ball is being played.
- 4.The player reaches over the net to play the ball. Follow-through over the net is allowed.
- 5.The player hits the ball more than once during the stroke.

### SCORING

1. Points are as follows:  
**0 – Love**  
**1 - 15**  
**2 - 30**  
**3 - 40**  
**4 - Game**

**Deuce** – (right court)a score of 3 points(40-40) or any tie score thereafter.

**Add-in-** (left court)advantage server, server wins first point after deuce.

**Add-out-** (left court)advantage receiver, receiver wins first point after deuce.

**\*Must win by 2 points.**

**\*A ball on the line is good.**