Tournament Notes

- 1. Please be 15 minutes early for your match.
- 2. 5-10 minutes for warm up to keep tournament on schedule.
- 3. Report scores to Caleb when finished.

<u>The Game</u>

- 1. Game Scoring: A game equals four points.
- 2. Match Scoring: 8 Game Point Pro Set. NO AD. Tie breaker at 7-7
- 3. Rights and Duties of Participants: The participants are responsible for officiating their own match.

Doubles Serving Variation

- 1. The order of serving is decided at the beginning of each set. The pair serving first decides who is to serve in the first game, and the other partner will serve in the third game. The opponents also decide who is to serve to first in the second game, and the other partner will serve in the fourth game. Both pairs alternate in the remaining games of the set.
- 2. The server's partner may stand anywhere during service.
- 3. If a player serves out of turn, the proper server must serve as soon as the mistake is discovered. All points earned are counted. If a complete game is played with the wrong server, the order of service remains as altered.

Therefore, when the score is 40-40 (Deuce) in traditional scoring or 3-3 in alternative scoring, **the next point wins the game**.

Prior to playing for this point and ultimately closing out the game, the receiving player or the receiving team in doubles chooses to receive serve in the right service court (deuce court) or the left service court (advantage court).

Mixed-Doubles is the only competition that **negates this rule**. When competing in a mixed-doubles tennis game, the server serves to the receiver of the same gender.

Doubles Receiving

- 1. The order of receiving is decided at the beginning of each set. The pair receiving in the first game decides who will receive first, and that player will continue to receive first in all odd-numbered games of the set. The opponents will also decide who will receive first in the second game, and that player will receive the first service in all even-numbered games of the set. Players alternate receiving services during a game.
- 2. If a player receives out of turn, he/she remains in that position until the game in which it is discovered is completed. The partners then resume their original positions.

Scoring the Game

- 1. The server is responsible for announcing the score before the service. The server's score is always called first.
- A game equals four points. The scoring in tennis is 15 for the first point won, 30 for the second, 40 for the third point won, and "game" for the fourth point. A score of zero is referred to as "love". There is no "ad in" or "ad out." When both players/teams have 40 the next point wins.

- 3. A set is concluded when one player wins eight games. At 7-all, there is a tie breaker.
- 4. A match consists of an 8 game point pro-set.

Doubles Changing Sides

The opposing pairs change sides of court at the end of the first, third, and every subsequent alternate game of each set, and at the end of each set, unless the total number of games in such a set is even, in which case the change is not made until the end of the first game of the next set. The order of service does not change between subsequent sets.

<u>A Let</u>

- 1. A let is a ball which strikes the net, strap or hand, but lands in the proper court on the serve.
- 2. A let is called when a player is unable to play a shot due to circumstances beyond his/her control, such as interference by a ball or a player from another court.
- 3. A let occurs if a serve is delivered before the receiver is ready. If however, the receiver attempts to return the serve, he/she is considered to be ready.
- 4. When a let occurs on a serve, only that serve is repeated.
- 5. The ball is in play if it hits the net during the subsequent play after the serve.

Scoring Points

The opponent will score a point if any of the following occurs:

- 1. If the ball bounces twice on a players side of the net or if a player does not return the ball to their opponent's court.
- 2. If a player's body, clothing or racket touches the net while the ball is in play.
- 3. If a player reaches over the net to play a ball unless the ball has bounced back over the net due to a spin or the wind.
- 4. If the ball is hit twice while on their side of the court.