

TENNIS ETIQUETTE AND BASIC RULES OF TENNIS

Besides the rules of tennis there are also some important unwritten laws which come under the title of **tennis etiquette**. Tennis is a social game, a game involving simple politeness and consideration. Everyone will enjoy the game so much more if those standards are maintained. Here are some of the rules which are most important:

- Tennis is a game that requires cooperation and courtesy from all participants – it's all about respect for other players.
- Talk quietly when standing near tennis courts that are in play. Keep noise down while others play on the court beside you.
- Avoid walking behind a court or on a court when a point is still in play. Always wait until the point is over and then cross or collect your stray ball asap.
- Always have 2 balls when you are serving – 1 in your pocket, 1 in your hand. (Do not interrupt the flow of the game searching for a ball.)
- Wear proper shoes for tennis - protect your feet/ankles and do not damage the courts. Remove unwanted balls on a court immediately!
- When you're ready to play, put racket covers, ball cans, jackets etc. out of everyone's way.
- To see who serves first, spin a racket. If you win the toss, the choice is yours. You may serve first, or you may choose to receive first or to pick which end of the court you want to start playing on. As a third choice you may make your opponent choose first.
- When sending balls back to a neighbouring court, roll them on to the back of the court. Never send them back while play is in progress.
- Retrieve balls for your partner and your opponent.
- Never criticize your partner. Offer encouragement.
- Call your own lines (on your side) and let your opponent hear the call. Always respect the line calls of your opponent. If there is a disagreement, replay the point.

- Always display good sportsmanship - compliment your opponent on good shots. No temper tantrums, no throwing your racket, no slamming balls, no sulking, no bad language!

ALWAYS TREAT YOUR PARTNER AND YOUR OPPONENTS WITH COURTESY AND RESPECT

Rules of Play

1. Server/ Receiver-Players stand on opposite sides of court. The person who delivers/hits the ball is the server and the other the receiver.
2. Beginning-Server waits on receiver to be ready and stands **behind the baseline**. Receiver must allow ball to bounce in service box before returning. In delivering the service, server stands alternately behind right and left courts beginning every game from the right side. Ball served shall go over the net and land in service court which is diagonally opposite the server.
3. A fault occurs if the server misses ball in attempting to serve, if the ball does not land in the proper court, or if the ball touches anything before hitting the ground. After a fault (if it is 1st serve), server serves again from the same side/place. If the second serve is also a fault, server loses the point. During service, a ball that touches the top of the net but lands in proper court is termed a **let** and counts for nothing. Serve is replayed. There is no limit to the number of lets.
4. At the end of the first game, the receiver becomes the server. Players change ends at the end of the 1st, 3rd, 5th and subsequent alternate games.
5. Players lose the point if the ball hits the ground twice, if the ball hits any object such as net post before landing inside lines, if player or racket touches the net, if ball touches anything other than player's racket.
6. A BALL LANDING ON ANY PART OF THE LINE IS GOOD. 1% is good.
7. The server keeps a track of the score, calls the score before each serve and the server's score is always given first. (love – 15 – 30 – 40 – deuce (both sides on 40 all) – advantage).
8. A player who wins 6 games wins the set, except the margin must be by 2 games over the opponent. A tiebreaker is played at 6 games all.