

## Department of Recreational Sports | Intramural Sports

### 1v1 Tennis Information Sheet

#### Rules of the Game

1. The Game
  - a. The first player to win six games wins the set, provided there is a margin of two games over their opponent.
  - b. If the score reaches six games for both players, a tie-break shall be played. In that case, a 9-point tie-breaker decides the winner. The first player to win 5 points wins the tie-breaker and the set.
  - c. A match consists of the best two out of three sets.
  - d. Before starting play, the opposing player tosses a coin or spins the racket. The winner chooses to serve, receive, or begin on a side of the court.
2. Equipment and Location
  - a. Players are responsible for providing their own equipment.
  - b. Participants may choose to agree to play a match at any tennis court. Courts are available on Washington Street, located next to Hahn Hurst Practice Center.
3. Changing Sides
  - a. Players change sides of the court at the end of the first, third, and every subsequent odd game of each set.
  - b. Players also change ends at the end of each set, unless the total number of games in that set is even. In that case, players change ends at the end of the first game of the next set.
4. Scoring
  - a. A game is scored as follows with the server's score being called first:

i.	No point	Love
ii.	First point	15
iii.	Second point	30
iv.	Third point	40
v.	Fourth point	Game
  - b. If each player has won three points, the score is "deuce." After deuce, the score is "advantage" for the player who wins the next point.
    - i. If that same player also wins the next point, that player wins the game.
    - ii. If the opposing player wins the next point, the score is again deuce.
    - iii. A player needs to win two consecutive points immediately after deuce to win the game.
  - c. If a ball touches a line, it is considered the same as hitting the space inside that line.
5. Serving
  - a. The server remains the same for one complete game of a set, including tie-breakers, as necessary.
  - b. The server stands behind alternate halves of the court between the midline and the singles sideline, starting from the right half of the court in every game.
  - c. The server releases the ball by hand and hits the ball with the racket before the ball contacts the ground. The service motion is completed at the moment that the player's racket hits or misses the ball.
  - d. The service must pass over the net and hit the service court diagonally opposite, before the opposing player returns it.
    - i. Players must let the service hit the ground or they automatically lose the point. Either player may hit the ball before it bounces on their side of the court during the ensuing rally after the service is complete.
  - e. The server has two attempts to put the ball into play. This does not count a tossed ball that is allowed to land with no attempt made on the ball.
  - f. The serve is a fault under the following conditions:
    - i. Foot fault - Stepping outside of the service area or stepping on or over the baseline.
    - ii. Missing the ball when trying to hit it.
    - iii. The service fails to pass over the net and contact the service court diagonally opposite.
      1. If any of these occur on the first service, it is a fault.
      2. If any of these occur on both serves, it is a double fault, and the point is lost.

## 6. The Let

- a. In all cases when a let is called, except when a service let is called on a second service, the whole point must be replayed (example: a ball rolls onto the court during play).
- b. A service let occurs when the ball served touches any part of the net, and is otherwise good.
  - i. The ball is in play if it hits the net during the subsequent rally after the service.
- c. In the case of a service let, that particular service does not count, and the server must serve again, but a service let does not cancel a previous fault.

## 7. Player Loses Point

- a. A player loses the point if any of the following occurs:
  - i. Two consecutive faults.
  - ii. The player does not return the ball in play before it bounces twice.
  - iii. The ball is hit twice while on their side of the court.
  - iv. The player returns the ball so that it hits the ground outside of the correct court.
  - v. The player hits the ball before it passed the net.
  - vi. If a player's body, clothing, or racket touch the net while the ball is in play.