

LEARNING HOW TO PLAY THE GAME

The object of the game of tennis is to hit the ball back and forth over the net within the boundary lines. A point is lost if a player hits the ball into the net, out of bounds, or on more than one bounce.

SCORING

A game consists of at least 4 points. These 4 points are called: 15, 30, 40, Game.

Zero in tennis is called "love". For example, if the server has 2 points and the opponent has none, the score is 30-love. The server's score is always given first.

When the score is 40-all (i. e., each player has won 3 points), it is called "deuce". After deuce, a player must win two consecutive points to win a game. Otherwise, the score returns to deuce.

Advantage in is the point after deuce won by the server.

Advantage out is the point after deuce won by the receiver.

A set is complete when one player has won at least 6 games and is ahead by a margin of 2 games. If the game score reaches 6-all, a tiebreaker may be played; see page 46.

A match is complete when one of the players wins the best of three sets (or the best of 5 sets in men's championship play).

HOW TO PLAY

To start a game, the server stands behind the baseline and puts the ball into play into the opposite service court. The server is given two chances for each serve.

The receiver has to return the ball over the net on the first bounce and within the boundary lines.

The same person serves for an entire game. The first serve is always from the right court to the opponent's right court. The next serve is from the left court to the opponent's left court, and so on, alternating sides after each point.

A double fault is the loss of a point if the server fails to put either of the 2 serves into the proper service court.

Players change sides every time the game score adds up to an odd number so that no one is favored by wind, sun, or other factors.

To test yourself on the rules, turn to the Discussion Guide, pages 53-63.

TENNIS TERMS:

1. Ace - good service that is not touched by the opponent.
2. "Ad" - abbreviation for advantage. It is the next point after a deuce score. "Ad in" means advantage to the server; "ad out" means advantage to the receiver.
3. Backcourt - area of the court between the service line and the baseline.
4. Backhand - stroke used to hit balls on the left side of a right-handed player and the right side of a left-handed player.
5. Baseline - back line at either end of the court.
6. Center service mark - the mark dissecting the baseline, defining one of the limits of the service position.
7. Center service line - the line dividing the service court in halves and separating the right and left service courts.
8. Deuce - a score of 40-40 or any tie of score thereafter in the same game.
9. Double fault - failure on two consecutive serves to hit proper area.
10. Fault - a served ball that does not strike in the proper court or is not properly served.
11. Forecourt - area of the court between the net and service line.
12. Foot fault - stepping on the baseline or into the court before hitting the ball on the serve.
13. Forehand - stroke used to hit ball on the right side of a right-handed player and on the left side of a left-handed player.
14. Let - serve or point that is to be replayed because of interference.
15. Lob - shot hit with a high arc so that it lands near the opponent's baseline.
16. Love - a score of zero.
17. Match - a contest in which one side must win a pre-determined number of sets to be the winner.
18. Net player - the player in doubles who plays near the net while the partner serves.
19. Rally - continued play between the serve and the winning of a point.
20. Service line - the line twenty-one feet from the net that bounds the back of the service courts.
21. Set - the unit of a match when a player has won at least six games and is two games ahead of his opponent or wins the tie-breaker game.
23. Volley - ball hit in the air before it bounces.