



## Tennis League Rules

Players must be able to play full matches unassisted. Players should bring their own water, towel, and tennis racket.

### League Rules:

Each game a team will play a doubles match to 8 and a singles match to 6. With Ad and tiebreaker if needed. Games will be played at PBMS or Hillcrest Park courts (Depends on number of games)

### Team Dynamics:

A team will consist of two players ranked "1" and "2". Player 1 would be the stronger player, skill wise, out of the two individuals on the team. Player 1 would play the opposing team's Player 1 in singles matches. The same applies to players ranked 2.

### Injuries:

If a player is injured during play, they are allowed up to a 10-minute rest period. If they feel they cannot continue, the injured player's game will result in a forfeit.

### Match rescheduling:

Tournament matches will not be rescheduled except for inclement weather.

Rain outs will be rescheduled within 48 hours and teams will be notified via text of the new match date and time.

Makeup games can be played on weekends, during the week, or weekend. In the event, a team cannot compete on their scheduled date they MUST complete the following steps:

1. Work with their opponent to agree upon a makeup date.
2. Inform the Tennis Program Director of the date and time for the desired schedule change via the Remind app. They will approve or deny the request based on court availability.
3. Notify the Tennis Program Director of the outcome of the match within 24 hours of its completion.

**We strongly urge against last-minute changes out of respect for each player/team's time.** \*If you are unable to complete steps one through three before the original match date, the match will be forfeited.



## The Basics

So, you are all decked out with your racquet in hand and suited up but still struggling with the mind-boggling rules of tennis.

This article aims to provide you with the basic rules of tennis to enable you to inject some competitive spirit into your game.

### Who serves first?

Usually, the age-old question of who serves first is settled by a simple spin of the rack. The person who wins the rack spin may elect to serve first or select a side of the court which he or she would like to receive the opponent's serve.

The server will continue serving the ball to the receiver until the set has ended. After the set has ended, the receiver will become the server and serve the ball until the next set has ended. This process is repeated throughout the match.

### Fault and Double Fault

Do note that the server is given two opportunities to serve the ball within the service court as marked in the diagram below. When the server fails to get his first serve into the diagonally opposite service court, it is called a fault serve. A double fault is committed if the server fails to get his second serve into the diagonally opposite service court and the receiver will then earn a point.

If the ball hits the net and falls within the service court, this is called a "net serve", the server will be entitled to re-serve the ball into the service court. For example, if a "net serve" is made on the server's first serve, the server will be entitled to re-serve his first serve. There are no limits to the number of "net serves" a player can commit.

The server should stand before the right side of the baseline and serve the ball diagonally across to the receiver's right service court and then proceed to serve from his left side of the baseline diagonally across to the receiver's left service court.

### Counting Scores

Keeping score in tennis matches is some tricky business. The server's score is always announced first before the receivers throughout the game.

**The point system of a tennis match is as follows:**

- No points are scored = Love
- 1 point scored = 15 points
- 2 points scored = 30 points
- 3 points scored = 40 points
- 4 points earned = set point (set over)

**\*\*For a tennis player to win a game, he/she must win with at least a two-point lead.**



### **Counting Scores (continued)**

If the score is tied at 40 to 40 (what is called a “Deuce”), a player must earn two consecutive points (an “Advantage” point and “Point”) to win the game. If the player who has an “Advantage” point loses the next point, the score will be “Deuce” once again.

A set is won when a player has won a minimum of six games with a two-game advantage over his opponent; for example, the potential score for a six-game set could be 6 – 0 or 6 – 4 but not 6 - 5. In a scenario where the score is tied at 5 - 5, a player must win 2 consecutive games before he wins a set. For example, a player may win a set with the score of 7 - 5 or 8 - 6.

### **In or Out!**

Whether a shot is “IN” or “OUT” is the big question behind every shot and why tennis pros like Agassi and McEnroe unleash fury on match officials. Here is a guide to both the singles and doubles games.

In a game of singles, the ball must be hit within both “SERVICE COURTS”, the “BACK COURT” and the “ALLEY LINE” as marked in the diagram below for a point to be scored. Balls hit in the between the “SIDELINE” and “ALLEY LINE” are considered balls hit out of court and thus earning your opponent a point.

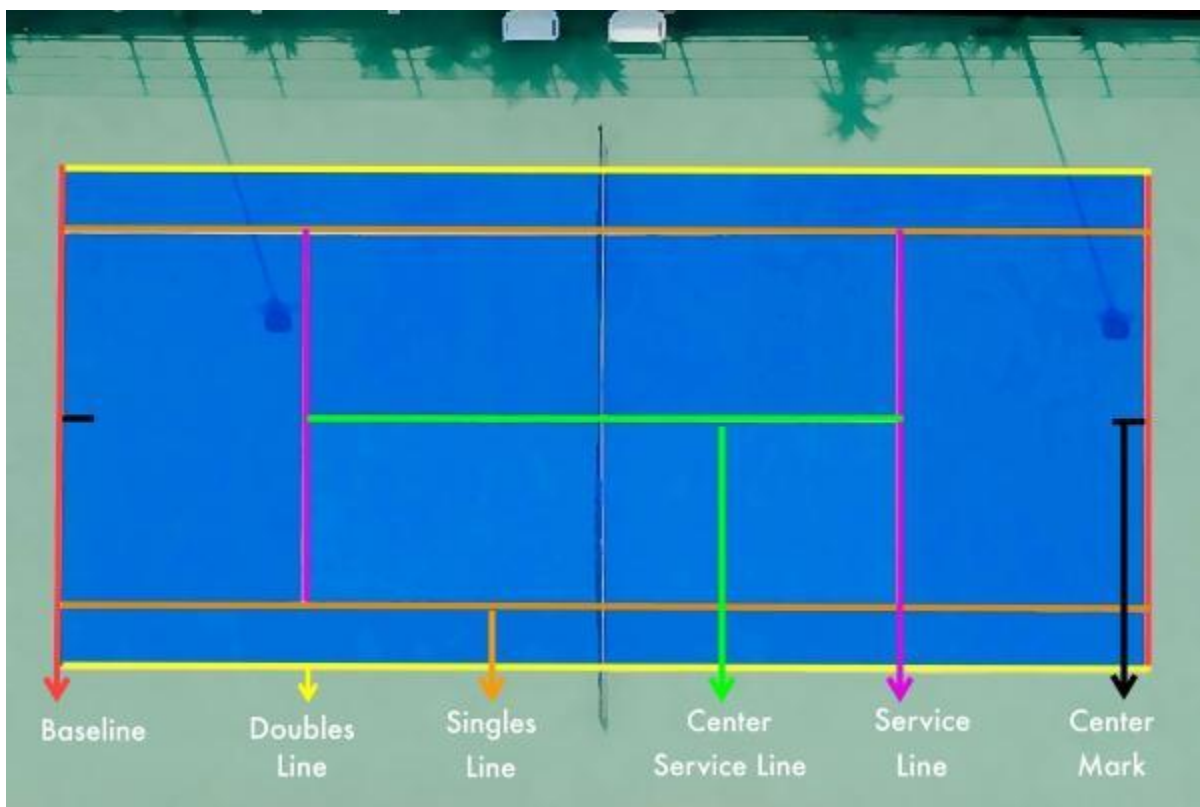
In a doubles game, the ball must be hit within both “SERVICE COURTS”, the “BACK COURT” and the area between the “ALLEY LINE” and “SIDELINE” for a point to be scored.

Tennis rules cover several different areas of the game, which include scoring, violations, court boundaries, time limits, and more. On top of that, different rules apply to singles and doubles matches. While the list of rules is quite extensive, it does not have to be complicated.

## Court Boundaries & Layout

Before getting to the actual rules of tennis, it is important to understand the layout of a tennis court. By doing so, it will be easier to understand the scoring rules and the differences between singles and doubles. Below is a tennis court diagram with basic specifications.

### Court Lines



The picture above contains the name of every [line on a tennis court](#). This is the purpose of each line:

- **Baseline:** The baseline indicates the boundary of the court lengthwise. It serves two purposes: 1) When a player is serving, he or she must stand behind the baseline; and 2) If a player hits a shot that lands past the baseline, the shot is considered out and the player will lose the point.



## Court Lines (continued)

- **Doubles Line:** As the name indicates, the doubles line is only relevant during doubles matches. During a doubles match, it indicates the boundary of the court widthwise. During singles matches, it is irrelevant.
- **Singles Line:** It is the equivalent of the doubles line, but for singles matches. Indicates the widthwise boundaries of the court in a one-vs-one match. Any shot that bounces outside these lines is considered out, which results in the player losing a point.
- **Center Service Line:** This line is aligned with the **center mark**, and it divides the court into a left and a right half. As with the **center mark** and the **service line**, it is only relevant during a player's serve. Depending on the score, a player needs to serve either to the right or to the left of this line. If the player misses the target, the serve is considered a miss.
- **Service Line:** When combined with the **center service line**, the service line forms the area known as the **service box** (see below). The service line indicates the lengthwise limit of the area where a player's serve must land. If a serve lands beyond the service line, it is considered a miss.
- **Center Mark:** This line's sole purpose is to indicate where the player who is serving must stand before the serve. A server will start serving a game serving on the right side of the center mark, and will alternate between left and right every point after.  
Baseline

<https://mytennishq.com/tennis-rules-everything-you-need-to-know/>

<https://www.myactivesg.com/sports/tennis/how-to-play/tennis-rules/basic-rules-of-tennis>