

## **Tennis Information You Need to Know**

1. A typical match is best of 3 sets. There are occasions where a tiebreaker is played in lieu of a 3<sup>rd</sup> set (our conference for example).
  - A set is won when a player reaches 6 games (must win by 2 games). A set can be won by a score of 7-5. If the game score reaches 6-6, then a 12-point tiebreaker (first person to 7 points, win by two) must be played to determine the winner of the set. Whoever wins the tiebreak wins the set by a score of 7-6.
2. Tiebreakers. The person who begins serving in a tiebreaker is the one whose serve it is in the game rotation. That person (Player 1) gets one service point on the deuce side. After that point, the next player (Player 2) begins serving on the ad side. After that point, the same player (Player 2) serves again, this time on the deuce side. The next point begins with Player 1 serving on the ad side.  
**Players change sides of the court after every 6 points.**
3. There is a 10-minute warm-up at the beginning of each match. This includes groundstrokes, net practice, overheads, and serves.
4. One player will spin their racket to determine who wins the toss (serve, make your opponent serve, pick a side of the court.)
5. Changing sides of court. Players change side after every odd game. If a set ends in an even number (example 6-4) then there is no change of side to begin the 2<sup>nd</sup> set. If a set ends in an odd number (example 6-3) then players change sides to begin the next set.
6. There are times when Pro-Sets may be played. These can be 8 games or 10 games. First person to this number of games, win by two.
7. In our conference, matches are 2 of 3 sets, with a 3<sup>rd</sup> set tiebreak to determine the match. Doubles are a 10-game pro-set, unless the match is decided, then doubles are an 8-game pro-set.
8. Net Serves. If a serve hits the net AND drops in the correct service box, then that player receives another serve (1<sup>st</sup> or 2<sup>nd</sup> depending on what serve it was).
9. Playing a LET. If you are playing and something out of the ordinary happens (a ball rolls on your court, etc.) then you can call a let and replay that point. You cannot call a let if you fall down or drop your racket.
10. In doubles, once the service rotation and sides of the court (deuce or ad) are selected, teams cannot change until a new set begins.
11. Do not walk behind a player while a point is in progress. Wait until that point is finished.
12. LINE CALLS – If you see a ball out, call it immediately.
13. **Call the score so it can be heard by both players before each point.**