

HISTORY - Tennis evolved from a game played by the ancient Greeks and Romans similar to modern handball. Louis X of France gave the game the name "Sport of Kings" when he banned it to all except royalty. Major Walter Wingfield gave the game its start in England. Mary Outerbridge brought the game to America in 1874. Here it immediately became one of our most popular games.

II. PRESENT - DAY - DATA

USLTA - United States Lawn Tennis Association - founded in 1881

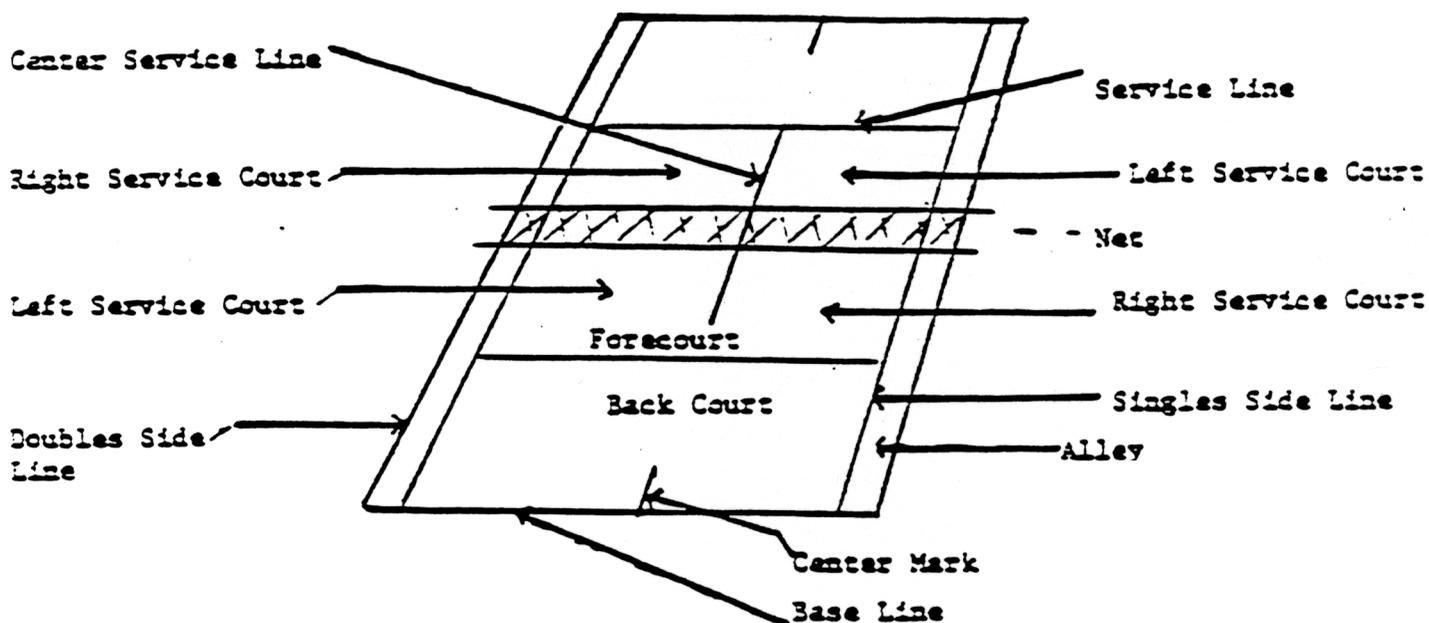
Dictates rules and regulations of the game.

ILTF - International Lawn Tennis Federation.

WCTA - World Championship Tennis Association - founded in 1969. Raised tennis to the "pro" status where it joins other professional sports such as football, baseball, basketball, and boxing.

Famous Matches - Davis Cup (Men since 1900), Wightman Cup (Women since 1919), and Federation Cup (Women since 1963).

III. COURTS - SINGLES AND DOUBLES



In winning a fourth point the player wins the game except as follows:

If both players have won three points, the score is called deuce and the next point won by a player is Advantage or Ad --- "Ad in" if the server wins the first point; "Ad out" if the receiver wins the first point. If the same player wins the next point, he wins the game, if the other player wins the next point, the score is again called deuce; and so on, until a player wins the two points immediately following the score at deuce when game is scored for the player.

Game - a game is scored in points, and the first player to win four points usually wins the game. However, if each player wins three points, then one player must gain an advantage of two points to win.

Set -The first player to win six games usually wins the set. However, if each player wins five games, then one player must gain an advantage of two games to win. (Ex. of set score 6 - 0, 6 - 4, 7 - 5, 12 - 10)

Match -The overall competition between players is called a match. The first player to win two sets out of three wins the match. Scoring in tennis is the same for singles and doubles.

#### Other Scoring Terminology

ALL - Means for each, apiece, tie score (ex. 15 all) LOVE - no points.

### VI. GAME PROCEDURE AND STRATEGY

- A. Players and Toss - In singles, two players stand on opposite sides of net. Player who puts ball into play is server; opponent is receiver. Player serves for an entire game, then she becomes receiver and her opponent becomes server. Toss or spin of racquet determines who serves first, receives first, or choice of ends of court. End of court is changed after "odd games" that is, end of game 1 game 3, etc.
- B. Delivering the Serve
1. Position of Server - Server must stand with both feet behind the baseline and within the imaginary continuation of the center mark and when ball is contacted.
  2. Delivery - Server - in position above - must toss ball into the air and strike it before it hits the ground. A poorly tossed ball not swung at does not count against; swinging and missing is a fault.
  3. Alternating Courts - Server begins each game from right of center mark and serves to the diagonally opposite service court. The second point is started from the left of the center mark and served to receiver's left service court--alternating service courts until game is finished. Whenever an even number of points have been played in a game (0, 2, 4, etc.) the next point is started in the right court; if uneven number of points, next point is started in left court. If in error as to court, change courts but all points stand.
  4. Faults - On each point, server has two chances to hit the ball over the net so that it will bounce within the boundaries (lines are good) of the diagonally opposite court. A serve that does not land in the proper service court is called a fault; if the first serve is a fault, the server tries again, from behind the same half of the court from which he served the fault, but if the second serve is also a fault, this is a double fault and the receiver gets a point. If the server steps on the baseline or "walks" forward while serving, this is called a foot fault and counts as one of the server's faults.

5. A Let -The service is a let if it touches the top of the net and is otherwise good. A service is also a let if the receiver is not ready or if there is interference. Let serves must be served over, and do not count as a fault. (If the ball touches the net when going into the proper court during a rally, it is good.)
- C. Receiving the Serve  
Receiver may stand in any position she wishes - strategy and skill are the rule. The receiver must allow the serve to bounce before attempting to return it and the ball must be played before it bounces twice.
- D. After the Serve - a player loses the point if
1. ball bounces twice on his side of the net.
  2. he fails to return the ball into his opponent's court.
  3. he returns a ball which hits a permanent fixture before it hits the ground.
  4. he touches the ball before it bounces or volleys it and fails to make a good return even when standing outside the court.
  5. he hits the ball more than once in making a shot.
  6. he, his racquet, or his clothing touch net.
  7. he hits the ball before it crosses the net.
  8. he permits a ball to touch him.
- E. After the Serve - it is a good return if
1. a ball lands on a boundary line (if no judge, each player calls balls on her half of ~~out~~
  2. the ball touches the net as it passes over, providing that it then lands in proper ~~court~~
  3. a ball in play strikes a ball left lying on the court.
- F Doubles - Rules are the same as for Singles with these exceptions:
1. The Court - court for doubles is enlarged by alleys, service court remains same as for singles.
  2. Order of Service - the pair who have to serve in the first game of each set shall decide which partner shall do so, and the opposing pair shall decide similarly for the second game. The partner of player who served in the first game shall serve in the third; the partner of the player who served in the second game shall serve in the fourth, and so on in the same order in all the subsequent games of a set. The order of service having been decided shall not be altered during the set, but it may be changed at the beginning of a new set.
  3. Order of Receiving - The order of receiving the service shall be decided at the beginning of each set. The receiving pair of the first game shall decide which partner shall receive the first service and that partner shall continue to receive the first service in every odd game. The opposing pair shall do the same. The order may be changed at the beginning of a new set but not during a set. Order of serving is independent of order of receiving.
  4. Ball Touching Server's Partner is a Fault - The service is a fault if the ball served touches the server's partner or anything which he wears or carries; but if the ball served touches the partner of the receiver or anything which he wears or carries, before it hits the ground, the server wins the point.
  5. After the serve and its return by the specified receiver, the ball may be returned by either player.