

Tennis Rules

All rules are subject to change at the discretion of the LU IMS Administrative Staff.

I. General Rules

- All matches are two (2) out of three (3) sets to six (6) with a tiebreaker when the match goes to 6-6.
- Tiebreaker format:
 - “A” serves to “B” for the first point in the right court.
 - “B” serves to “A” for the second point from the left court and the third point from the right court, alternating like this until one player gets to seven points.
 - If the score is tied at 6-6, the first player to then lead by two (2) will win the set.
- All players will judge their own shots.
- If ball hits any part of the line, it is considered in.
- Players must bring their own racquets and tennis balls.
- Players will switch sides after every odd numbered game.

II. Scoring

- A Game
 - If a player wins a point, the score is called 15 for that player.
 - On winning his/her second point, his/her score is called 30.
 - On winning his/her third point, his/her score is called 40; and the fourth point won by a player is scored Game for that player.
 - If both players are at 40, it is called deuce.
 - The game is won when, at deuce, a player wins two points in a row
- A Set
 - A player who first wins six games wins the match.
 - You must win by two games unless the score is 6-6, at which time you would play a tiebreaker.
- How to Play
 - The service is delivered in the following manner. Immediately before beginning to serve, the Server stands with both feet at rest behind the baseline and within the imaginary continuations of the center mark and the sideline. He cannot serve until the receiver is ready. The Server then throws the ball into the air in any direction and strikes it with his racket before it hits the ground. To be in, it must land in the “service box” on the opposite side of the court, diagonal from the Server. The Server always begins on the right side of the court in every game.
 - The Receiver may stand wherever he/she pleases on his/her side of the net. However, he/she must allow the ball to hit the ground in the service court before returning it.
 - The service is a fault if the Server misses the ball attempting to serve it, if the ball does not land in the proper service court, or if the ball served touches a permanent fixture other than the net before it hits the ground. A foot fault is called when the Server touches the baseline of the imaginary continuation of either the sideline or the centerline while he/she is in the process of serving. However, having his/her foot in the air over one of these lines is not a fault. If the first serve is a fault, the Server gets another serve. If the second serve is a fault, it is the Receivers point.

- During the service, a ball that touches the net but lands in the proper court is termed a “let” and counts for nothing. That one service is replayed. There is no limit, to the number of let balls, which may be made on the service; the Server continues serving into the same court until a good service is delivered or two faults are made.
- At the end of the first game, the Receiver becomes the Server, and the Server the Receiver; and so on alternately in all subsequent games of a match. The players change ends on every odd numbered game.
- Player Loses Point
 - A player loses the point if:
 - 1) He/she fails to return the ball directly over the net before it has hit the ground twice consecutively
 - 2) He/she returns the ball in play so that it hits the ground, a permanent fixture (other than the net, posts, cord or metal cable), or other object outside any of the lines which bound his/her opponents court
 - 3) He/she volleys the ball and fails to make a good return even when standing outside the court
 - 4) He/she deliberately carries the ball in play on his/her racket or deliberately touches it with his/her racket more than once
 - 5) If the player or any part of his/her racket, clothes, etc. touches the net, post or ground within his/her opponent’s court at any time while the ball is in play
 - 6) He/she volleys the ball before it has passed the net
 - 7) The ball in play touches him/her or anything that he/she wears or carries other than the racket in his/her hand
 - 8) He/she throws his/her racket at and hits the ball
 - 9) He/she deliberately commits any act that hinders his/her opponent in making a stroke.
- A Good Point
 - It is a good return if:
 - 1) The ball touches the net, posts, etc. provided that it passes over any of them and hits the ground within the court
 - 2) The ball, served or returned, hits the ground within proper court and rebounds or is blown back over the net and the player whose turn it is to strike reaches over the net and plays the ball. This is assuming neither he/she nor any part of his/her clothes or racket touches the net, post, etc. or the ground within his/her opponent’s court, and that the stroke is otherwise good.
 - 3) The ball is returned outside the posts, either above or below the level of the top of the net, even though it touches the posts, provided that it hits the ground within the proper court
 - 4) A player’s racket passes over the net after he/she has returned the ball, provided that ball passes the net before being played and is properly returned
 - 5) A player succeeds in returning the ball served or in play, which strikes another ball lying on the court
 - 6) The ball touches any other permanent fixture after it has hit the ground within the proper court
 - **NOTE:** Names and numbers are given for your aid. It would be beneficial to call ahead of time to make sure your opponent will be there on time.