**TENNIS INFORMATION SHEET**

**In USA, Tennis was first played in 1874, at the Staten Island Cricket and Baseball Club**.

**Basic Rules of Tennis**
The rules of tennis are fairly simple. One player hits or serves the ball from a corner of a marked out area called a court, that is divided down the middle with a three feet high (0.914 meter) net. The opposite player's goal is to return the ball, bouncing it no more than once in his own court, aiming for the other player to not be able to hit it. A point is gained when a player is not able to return the ball at all or he hits it out of the court. The ball is always served cross court or diagonally into the service box.

**The Tennis Court**.

**Baseline** -The parallel line at both ends of the court, which marks its border.

**Double Sideline** – furthest sideline marking on the court.
**Singles sideline –** just inside the double sideline connecting to the servers box

**Server line -** Aline parallel to the baseline is marked on either side of the court past the net.

**Center line** - which is perpendicular to the net, is drawn halfway between the sidelines and exactly divides the courts into two halves on either side.

**Service Box –** box diagonal from server that the ball needs to land in or on the line to be considered a legal serve.

The server line and the center line on either side, divides each side of the court into four quarters. The quarter courts near the net are known as 'service courts'.
**Baseline Center Mark** – dash marking that is the midpoint of the baseline.

**Doubles Alleyway** – Space running vertically between the singles and doubles sideline.

**Singles Game Basics**
The server is chosen by a coin toss. The player who wins the toss can choose to serve or choose the side he wants. If the toss winner chooses to serve, his opponent gets to choose the side and vice versa. This applies to both singles and doubles games. In singles, the server (person playing first) and receiver (one who receives the serve) change position (left/right), after every point and the ends are changed after every odd numbered game.

**Doubles Game Basics**
Serving is alternated from team to team and from player to player so that each player serves every fourth game. Both partners (receivers and servers) can stand anywhere they want, however it is traditional for partners to stand side by side. The order of serving needs to be decided before the first game of any set begins.

**Scoring**
A match can either be 'Best of Three Sets (First player to win 2 sets, wins the match) ' or 'Best of Five Sets (First player to win 3 sets, wins the match). A player wins a set, when he wins 6 games, provided he is ahead of his opponent by two games. If the difference between the players is less than 2 games, the game may continue till either wins the set by a margin of two (known as the Advantage set scoring method).

Alternatively, if both players are tied with 6 games to their name, whoever wins the tie-breaker game, will win the set (this is known as the Tie-Breaker Method). The latter strategy is mostly adopted in ATP tournaments. Wimbledon, one of the four prime grand slams, uses the advantage set scoring method, due to the possibility of a game continuing for a long time in some cases.

The scores do not start increasing from single digits. The player who scores four points first, wins the game, provided there is a difference of two points. Zero score is referred to as 'love'. Ergo, the '0-0' score at the beginning of the game is referred to, as 'Love All'! (Thus the game begins with a noble message of love!) Further, the scoring system in the game progresses as follows:

**Points
Zero Points** - Love **1 Point** - 15 **2 Points** - 30 **3 Points** - 40 **4 Points** - Game **Deuce** - see paragraph below

The serving player's score is always mentioned first, when calling. If both opponents or teams are leveled at a 40-40 score, they are said to be in 'Deuce'. Hereafter, the one who scores two points consecutively (with a difference of two points), wins the game. The player who scores a single point after 'Deuce', is said to have an 'Advantage'. However, if both score single points after a 'Deuce', the score is again tied, that is they land up in a 'Deuce' again. The only way a game can end is when a player scores two consecutive points after the tie.

**Set play**

If both players have won 6 games each and the set is tied, a tie-breaker game must be played. The scoring for this game is conventional and linear, starting from 0 to 1, 2, 3 and so on. The first player to score 7 points wins the game and the set, provided he has a two point lead over his opponent. The tie-breaker game continues, till a player achieves the two point lead to win the game and set. During this game, the sides need to be changed after 6 point are scored.

**Service**A player must serve the ball from behind the baseline, standing between the center and side line. The serve execution in the first game of a set, should always be executed from the right side of the court (after point is earned then serve from the left, continue alternating service after each point), by a singles or doubles player. The service must land in the cross court or diagonally opposite service box (area between the net and server line). If the serve happens to land outside the service box or hits the net, the player is allowed to serve again. If the serve is faulted twice, the server's opponent gains a point. In case of a doubles game, the service is shared by the two players of each team alternately and changed between the opposing teams after every game. In a doubles game, two players of the serving team swap positions with each other, after every point.

**Officials**
Only professional tournaments are officiated. One **official** watches the lines to call whether the ball is in or not. **The senior umpire** sits on a high chair outside the sideline, near the net and calls the scores. The senior umpire has the power to overrule all other judges. There is also a **match referee** who sits in the stands and watches. He can be consulted, should there be any major conflicts. Disputing the judges costs points and even disqualification from the game.

