

HOW TO SCORE A TENNIS MATCH

POINTS → GAMES → SETS → MATCH

Points start with the serve and end when it is won/lost.

Each game starts at 0-0 (love-love).



Games are composed of points.

Must win **4 points** (and lead by 2) to win a game. If the score is 6-6 you play a tie breaker (first to win 7 point by a lead of 2).



Sets are composed of games.

Must win **6 games** (and lead by 2) to win a set.



Match is composed of sets.

First to win **2 sets** (out of 3) wins the match.



● Minimum number needed to win a game, a set, and a match

Points naming:

- Zero points is **Love**
- 1 point won is **15**
- 2 points won is **30**
- 3 points won is **40**
- 4 points won is **game**
- Tied at 15 or 30 is **15 All/30 All**
- Tied at 40 is **Deuce**
- Deuce + 1 point won for the server is **Ad In**
- Deuce + 1 point won for the receiver is **Ad Out**

Note: If the **ad-in** or **ad-out** point is won by the player with the advantage, the game is won. Otherwise, the score goes back to deuce.

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TIE BREAKS

Scoring	Set tie-break	3rd set match tie-break
Points to win	7	10
Must win by 2 points	Yes	Yes
Prior to start		
Switch ends prior to start?	No	When there was an odd # of games in the second set
Can doubles switch serving order?	No	Yes
Can doubles switch side played?	No	Yes

Serving


First point	Served from deuce side
Subsequent points	Served from alternating sides. New server always starts on the ad side
Switch servers	After first point, then every 2 points

Changing ends

Regular	After every 6 points played. Change after points 6, 12, 18, etc.
Coman	After first point, then every 4 points . Change after points 1, 5, 9, 13, etc.

Additional rules

- No water breaks at changeover
- Always change ends after the end of a tiebreak, no matter what the score in the tiebreak

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WHO MAKES THE CALL

SITUATION

WHO MAKES THE CALL?

1 POINT END

Calling balls in or out

Players call their own side of the net

Mistakes

- Touching the ball or net
- Crossing the net before ball is hit
- Intentional double hit

The player or team who made the mistake — the point goes to opponent

Double bounce

The player or team who allowed the double bounce — the point goes to opponent

Ball not going over net

- Goes through net
- Bouncing before going over

The opponent of the player who hit the ball — the point goes to opponent

2 LETS

Service let

Any player — the serve is replayed if the ball is in

Let due to ball rolling on

Any player — the point is replayed

Let due to hindrance

The hindered player or team*

3 SERVICE

Fault (1st and 2nd serve)

The receiver

Foot fault

The receiver, but only after the server has been warned

4 REVERSALS AND DISAGREEMENTS

Reversed call

Any player — the point goes to opponent


Partner disagreement

Any player — the point goes to opponent

Service let reversal

Any player — the server gets 2 serves

* If your opponent intentionally hindered you, the point is yours. If the hindrance was unintentional, the point is replayed.

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1 WERE YOU HINDERED?

Important!

All answers must be YES ✓

- **Did it prevent YOU from playing the point?**
- **Could you have made the shot otherwise?**
If your opponent hit a winner, you weren't hindered
- **Did you immediately call a hindrance?**
You must call it before your shot is in/out

2 WHAT WAS THE CAUSE?

You or your equipment

- You trip over your own feet or shoelaces
 - Your shoe comes off, a string breaks or your racquet comes out of your hand
- ✗

Your partner

- Falls, yells, drops racquet, gets stung by a bee
- ✗

Your opponent

- Feigns movement
 - Drops racquet, shoe comes off
 - Grunts (*after warned by an official*)
 - Discards ball after serve (*after warning*)
 - Throws racquet
 - Talks, yells, or phone rings when ball is moving towards your court
 - Hits you on purpose
 - Moves in order to distract you
 - Yells due to an injury
 - Sunglasses or hat comes off
 - Falls
- INTENTIONAL ✓
- UNINTENTIONAL ✓

A player on a different court

- Falls, yells or makes noise
 - Gets in your way (on their court)
 - Gets in your way on your or between courts
- ✗
- ✓

A spectator

- Yells or makes a call
 - Jumps onto your court
- ✗
- ✓

Something already on the court when the point started

- A ball retriever, garbage can, leaf or spectator cup
 - A squirrel, or a rolling ball
- ✗

Something not on the court when the point started

- A squirrel, or a rolling ball
 - You slip on a leaf or a cup that someone threw
- ✓

Something startling and unexpected

- You hear a train horn at a nearby track, thunder, construction sounds
 - You get stung by a bee or hit by something flying into the court
- ✓

The ball in play

- Hits you
 - Hits ceiling or scoring device
 - Gets hit from an outside ball or a bird
 - Breaks
- ✗
- ✓

3 WHAT SHOULD HAPPEN?

If the event was...

A hindrance -----> **Replay the point**

An *unintentional* hindrance by your opponent -----> **Replay the point**

An *intentional* hindrance by your opponent -----> **You get the point**

You can't finish match due to...

Injury -----> **You forfeit**

Injury caused by your opponent -----> **Opponent defaults**

COIN TOSS

Determine which player or team is serving first and where players will start with a "toss". Many players spin a racquet for this, using the racquet butt, label or dampener for the "toss".

The winner can choose...	Then the opponent can choose...
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To serve or receive first	→ The end of the court to start on
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The end of the court to start on	→ To serve or receive first
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To defer the choice	→ To serve or receive first, or the end of the court to start on
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TIME RULES

How long do you get...

For warmup	5 min
Between points	25 secs
Between games	90 secs
Between sets and changeovers	2 min
For an injury timeout	3 min
Before you have to forfeit because you're late	15 min

The maximum time starts from the moment that one point finishes until the first service is struck for the next point.

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