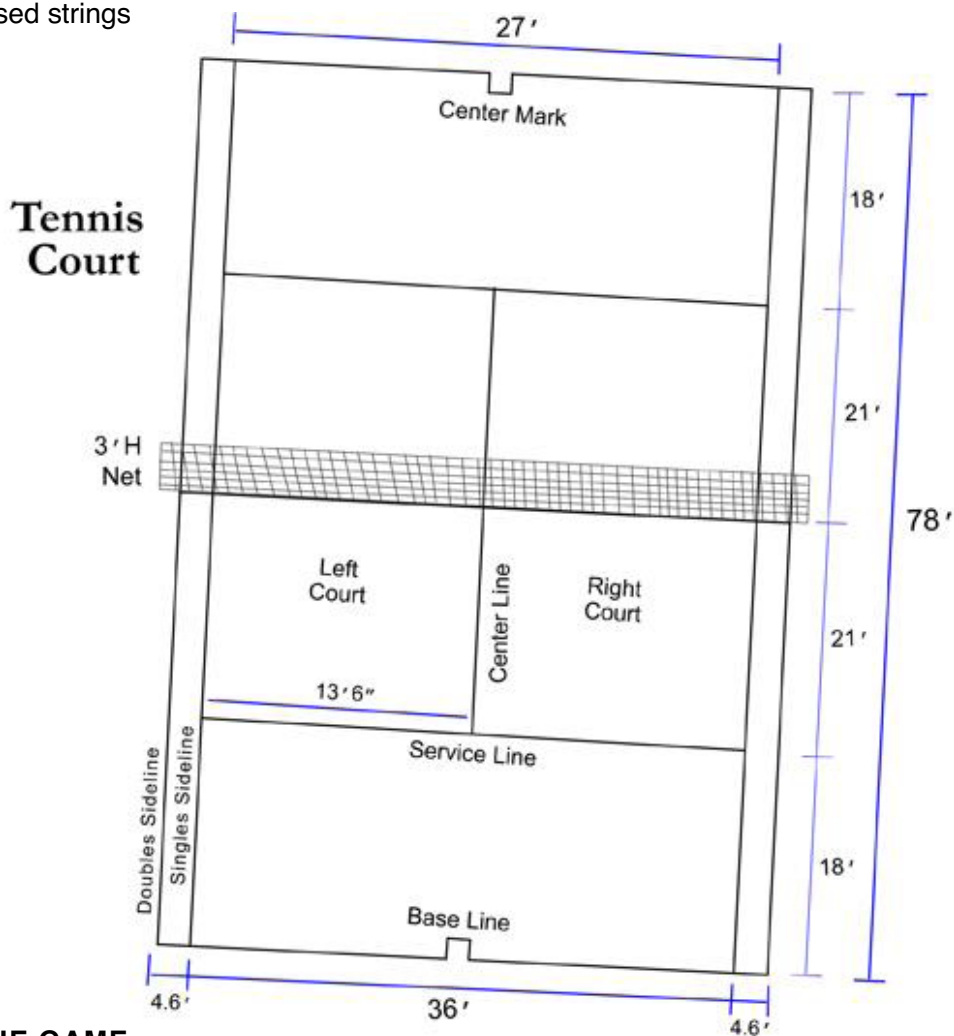


TENNIS

COURT AND EQUIPMENT

- Court measures 78'L x 36"W. The singles court is 27' wide; the doubles court is 4½' wider on each side. Surface is grass, clay composition, hard or carpet.
- Court features:
 - Service lines 18 feet inside the base line and 21 feet from the net
 - A center line that is parallel to the side lines and connects to the service lines
 - Center marks which are 6" lines inside the court from the base lines, midway between the singles side lines
 - Service courts between the service lines and the net, measuring 21' x 13½'
 - A back court between the base line and the service line.
- Net – made of cord and stretched across the midpoint of the court parallel to the base lines; 3' high in the center and 3'6" tall at the supporting side posts.
- Racquet – max length 32" and max width 12½"; flat hitting surface consisting of pattern of crossed strings



OBJECT OF THE GAME

Two or four players using regulation tennis racquets compete to score points by hitting a tennis ball over a net and out of an opponent's reach, or in such a way that it cannot be returned back across the net inside the court.

LENGTH OF GAME

The first player to score 4 points and lead by 2 wins the game. The first player to win 6 games and lead by 2 or win a tiebreaker wins the set. The first player to win 2 sets in a 3-set match (women's and most men's) or 3 sets in a 5-set match wins the match.

- A zero score is referred to as *love*. The first point is 15, the second is 30, the third is 40. The fourth point scored (game point) wins the game unless the score is tied at deuce (40-all). Either the serving side or receiving side can score points.
- In the case of a tie, one side must gain a lead of 2 points. The first point scored after deuce is an advantage or ad. If the server goes ahead, it is ad-in; ad-out is when the receiver scores a point.
- If the side with an advantage loses a point, the score returns to deuce. A game continues until one side wins.
- The tiebreaker is won by the first player or side to win 7 points. If the score is tied at 6-all, play continues until one side has a 2-point lead.

PLAYING THE GAME

Games are played indoors or out between 2 players (singles), 4 players (doubles), or a male and female on each team (mixed doubles).

- The winner of a coin toss or racquet spin chooses to serve or to receive and selects which end of the court to begin play.
- The server's score is always given first; for example, if the score is 30-15, the serving side has 2 points and the receiving side has 1 point. In a tiebreaker, points are given in numerical order; the above score would be 2-1.
- Game point decides the result of a game; set point determines the winner of a set; match point is the point on which the result of the match depends.

In singles:

Players serve from behind the right hand court to a service court diagonally opposite, and then from alternate courts after each point. Players keep the serve from a complete game, and alternate throughout the set. Players change ends after the first and third games and follow that sequence until the end of the set. If the total number of games played is even at that point, ends do not change until after the first game of the next set.

In doubles:

The players decide who serves first. The serve changes sides after every game and players on the same team alternate serving. For example, the partner of the first server serves the third game; the first server does not serve again until the fifth game. The players change ends after the second game and every 2 games that follow. Partners also decide who will receive the first serve, which is then taken in alternate turns. The order of serving and receiving shall be decided at the beginning of each set.

Serving:

The ball is served to start every game and after a point is scored. The server stands with both feet behind the base line and anywhere between an imaginary extension of the service mark and the singles side line.

- The serve may be made overhand or underhand. The ball is thrown into the air and must be struck with the racquet before it hits the ground.
- The server may catch the ball before striking it or may let it drop to the court without swinging and then toss it up again.
- The ball must cross the net without bouncing and land in the receiver's service court.
- A *service fault* occurs when the ball goes into the net or lands outside the receiver's court or is swung at and missed.
- A *foot fault* occurs when the server steps on or over the base line with either foot or serves from beyond the center mark or runs or walks before hitting the ball. The server may cross the base line after the racquet strikes the ball.
- If the first serve is a fault, the player is entitled to a second serve from the behind the same half of the court. If another fault occurs, it is a *double fault* and the server loses a point.
- An *ace* is a serve that the receiver cannot play.
- A *let* is called if any serve touches the net but still lands within the service court or touches the receiver before it hits the ground or was served before the receiver was ready. The serve does not count, and the player serves again. A let may also be called if a play has been interrupted.

Service during a tiebreaker proceeds as follows:

1. Side A serves point 1 from the right hand court
2. Side B serves points 2 and 3, alternating courts
3. Side A serves points 4 and 5 from the left and right
4. Side B serves point 6 from the left, and the players change ends
5. Side B serves point 7 from the right
6. Side A serves points 8 and 9, left and right
7. Side B serves points 10 and 11, left and right
8. Side A serves point 12 from the left
9. If the game is 6-all, ends are changed and the game continues, repeating the sequence as from the start

Receiving and play:

The ball is in play from the time it is struck by the server's racquet until a point has been decided. A ball that lands on any line is good and is considered to be within the court area marked by the line.

The receiver must hit a properly served ball on the first bounce and return it across the net into the section between the base line and either the singles or doubles side lines, depending on the game.

After the serve has been returned, it then can be hit by either side as a *volley* (on the fly) or by a *ground stroke* (after one bounce) in to the opponent's court, as above.

A return is good if:

- The ball touches and then goes over the net and lands within the court
- The ball rebounds back over the net (the intended receiver may reach over, but not touch the net, to hit the ball)

- The ball is hit from outside the posts, or if the player's racquet extends over the net after the ball was struck.

A rally is a series of strokes between players until a point is scored.

A side wins a point when an opponent commits one of the following violations after receiving the ball:

- Hits it into the net
- Lets it bounce twice before hitting
- Hits it outside the court
- Hits it before it crosses the net
- Hits it twice or carries it on the racket
- Throws the racket and hits the ball
- Touches the net

A side loses a point for any of the above actions and, on serve, for a double fault.



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