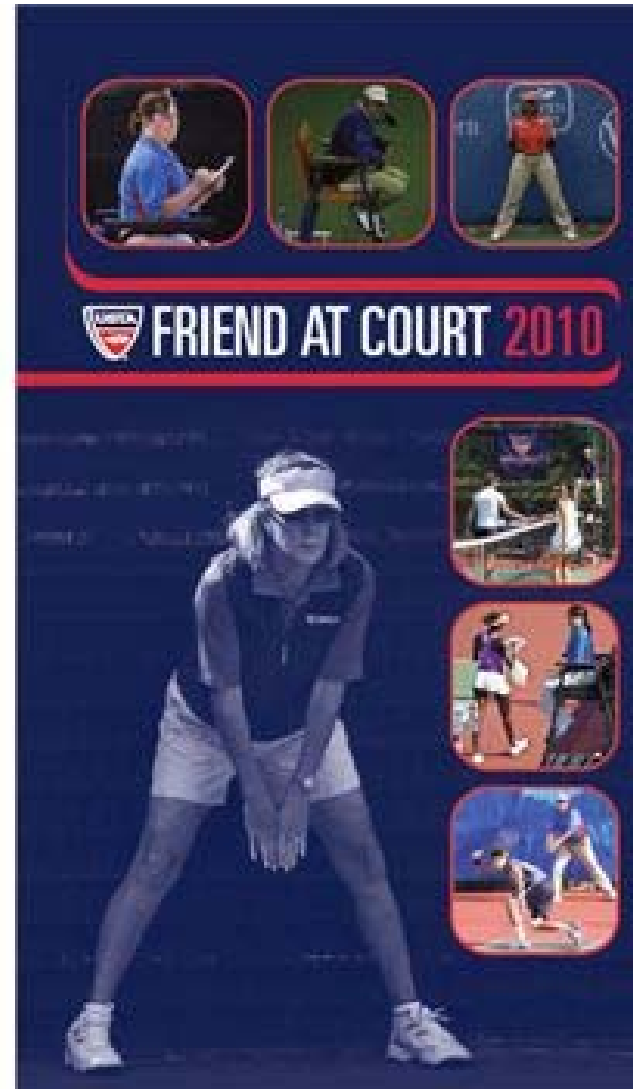




2010 TENNIS RULES CLINIC

TOPICS OF DISCUSSION

- Rules of Tennis
- THE CODE
- Other



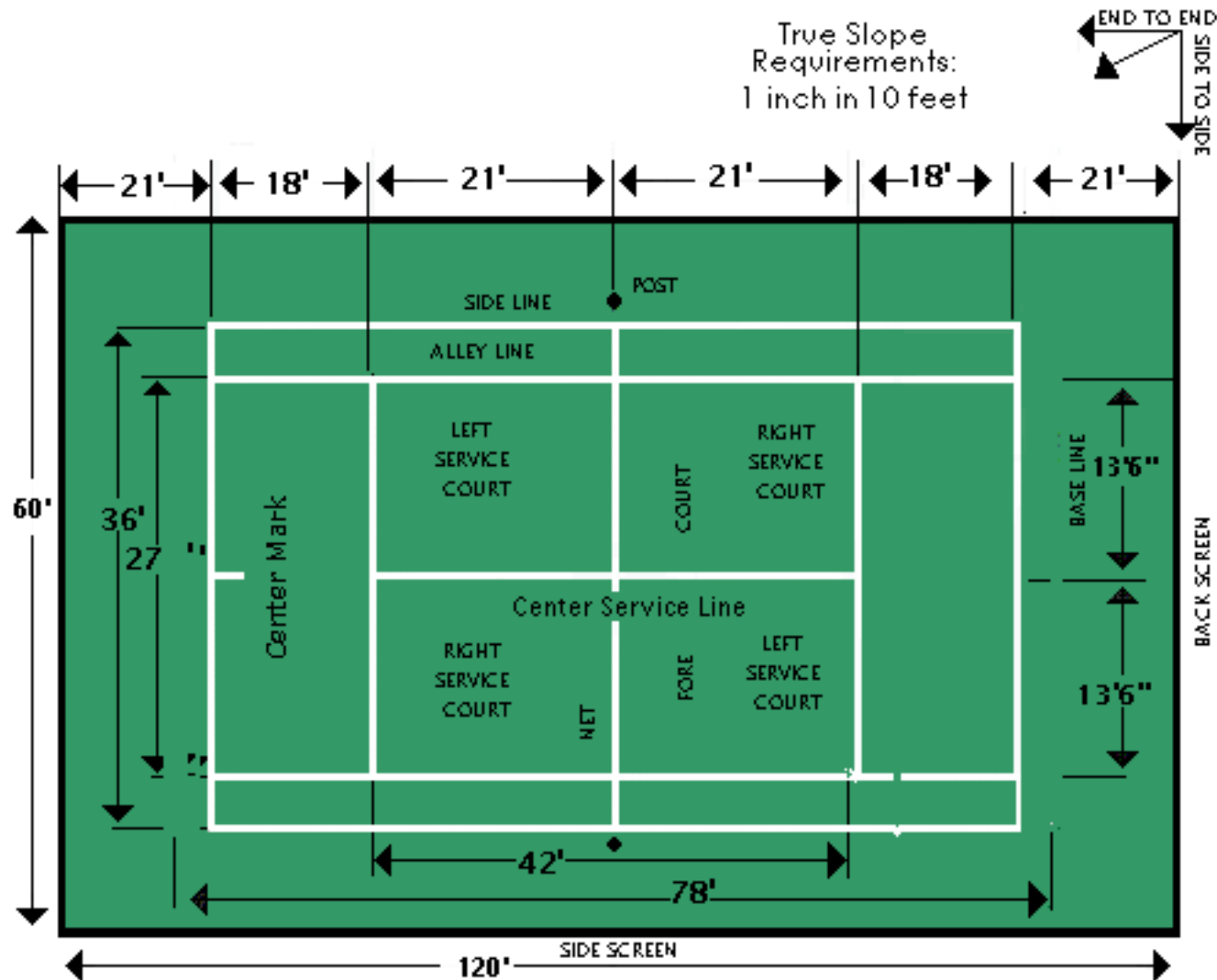
ITF

RULES OF TENNIS

- International Tennis Federation
 - Governs tennis of all levels



RULE 1: The Court



RULE #2 & #13: Permanent Fixtures

- Permanent Fixtures—backstop, fence, fans, stands, seats, umpire, players
- NOT Permanent Fixtures—Net, Net Post
- The point ends if the ball hits a permanent fixture.
 - If Player A hits the ball and it hits the umpire before hitting the other side of the court, Player B wins the point
 - If Player A hits the ball and it hits “in” then bounces into the fence, Player A wins the point

RULE #3: The Ball

- Balls must be approved by ITF/USTA to be used
- Typically, 3 new balls are given to players in a match
 - Occasionally, only 2 balls are given to the players
- If players split sets
 - New balls if playing a full 3rd set
 - Not if playing a 10-point Match Tiebreak
- Soft Ball—No compression, no hole
 - Point stands & remove the ball
- Broken Ball—No compression, has hole
 - Replay point & remove the ball



RULE #4: The Racket

- Rackets
 - 27-28 inches long
 - Vibration damping devices allowed
 - Must be outside string pattern



RULE #5: Score in a Game

- A standard game is scored as follows with the server's score being called first:
 - No point "Love"
 - First point "15"
 - Second point "30"
 - Third point "40"
 - 4th point "Game"
- If both players have 3 points, 40-40, the score is "Deuce"
- After "Deuce", the player who wins the point has "Advantage".
- A player must win 2 points consecutively after "Deuce" to win the game



Rule #5: Score in a Tiebreak Singles—12-Point Tiebreak

- Player “A” serves first point (right court)
- Player “B” serves points 2 and 3 (left then right)
- Player “A” serves points 4 and 5 (left then right)
- Player “B” serves point 6 (left)
- Players change ends
- Player “B” serves point 7 (right)
- Player “A” serves points 8 and 9 (left then right)
- Player “B” serves points 10 and 11 (left then right)
- Player “A” serves point 12 (left)
- If points reach 6-6, players change ends and continue as before:
- Player “A” serves point 13 (right)
- Player “B” serves points 14 and 15 (left then right)
- Players will continue to alternate two serves apiece until one player establishes a margin of two (2) points
- Change of ends during a tiebreak is to be made without any delay. Players change ends for one game to start the next set, with Player “B” to serve the first game of the new set.

Rule #5: Score in a Tiebreak

Doubles—12-Point Tiebreak

The same pattern is followed as with singles, with partners preserving the sequence of their serving turns.
(Assuming “A & B” versus “C & D”)

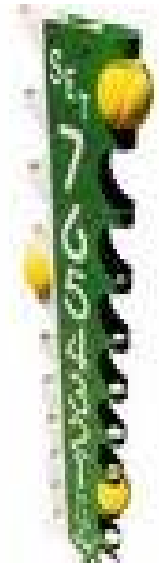
- Player “A” serves first point (right court)
- Player “C” serves points 2 and 3 (left then right)
- Player “B” serves points 4 and 5 (right then left)
- Player “D” serves point 6 (left)
- Teams change ends
- Player “D” serves point 7 (right)
- Player “A” serves points 8 and 9 (left then right)
- Player “C” serves points 10 and 11 (left then right)
- Player “B” serves point 12 (left)
- If points reach 6-6, teams change ends and continue as before
- Player “B” serves point 13 (right)
- Player “D” serves points 14 and 15 (left then right)
- Alternate players on alternate teams will continue to alternate two serves apiece until one team establishes a margin of two (2) points

Teams change ends for one game to start the next set with “C & D” to serve the first game of the new set.

The set shall be recorded as 7 games to 6. The tie-breaker game shall count as one game for the ball change, except that, if the balls are due to be changed at the beginning of the tie-breaker; the change shall be deferred until the second game of the following set.

Rule #6: Score in a Set

- Tiebreak Set
 - The first player/team to win six games wins that “set”, provided there is a margin of 2 games over the opponent(s).
 - If the score reaches 6 games all, a tiebreak shall be played
 - The tiebreak is a 12-point Set Tiebreak (to 7 by 2)
 - Examples of Set Scores
 - 6-0
 - 6-4
 - 7-5
 - 7-6



Rule #7: Score in a Match

- Best of 3 Tiebreak Sets
 - A player must win 2 out of 3 sets to win
 - Example:
 - 6-2, 6-1
 - 1-6, 6-2, 6-4
- Best of 2 Tiebreak Sets with Match Tiebreak for 3rd
 - A player must either win the first 2 sets or win the Match Tiebreak for the 3rd set if the players split sets
 - The Match Tiebreak is just like a 12-Point Tiebreak...go to 10 instead of 7
 - Example:
 - 6-2, 6-1
 - 1-6, 6-2, 10-4 or 1-6, 6-2, 1-0
- 8-Game Pro Set
 - A player must get to 8 games and lead by 2. If tied at 7-all, the match can either be won 9-7 or a regular tiebreak played at 8-all
 - Example: 8-4, 9-7, 9-8 (7-4)



RULE #8: Server & Receiver

Players/teams stand on opposite sides of net

- Server—the player who puts the ball into play



- Receiver—the player who is ready to return the ball served by the server

RULE #9: Choice of Ends & Service

- Before the match begins, the players will twirl a racket or flip a coin to determine who wins the toss
 - The player/team who wins the toss may choose:
 - To serve or receive
 - Opponent(s) then chooses end of the court
 - The end of the court
 - Opponent(s) then chooses to serve or receive
 - To “defer” (to allow the opponent to choose first)
- Opponent(s) can choose to serve, receive, or end of the court
 - If Opponent(s) chooses to serve, winner of toss can choose side of court



RULE #10: Change of Ends

- Players change ends after odd games
 - 1st, 3rd, 5th game of each set
 - After a tiebreak 7-6
- Do you switch sides when the score is:
 - 6-3 ?
 - 6-2 ?
 - 6-2, 1-0 ?
 - 6-1, 2-1 ?
- In a tiebreak, players switch ends after every 6 points
 - 3-3 ?
 - 6-0 ?
 - 6-6 ?
 - 8-1 ?
 - 8-8 ?
 - 9-9 ?

RULE #12: Ball Touches Line

- If the ball touches a line, it is “in”
- A ball that is 99% “out” is 100% “in”
- If a player is not sure the ball is “out”, then the opponent should be given the benefit of any doubt
- Players should not refer to marks on a hard court



RULE #14: Order of Service

- After a game ends, the receiver becomes the server and the server becomes the receiver
 - Whose turn is it to serve the first game in the 2nd set if the first set goes to a tiebreak?
 - The player who received the first point in the tiebreak
- In doubles, the service order of partners can only be changed at the beginning of any set
 - A/B vs. C/D
 - 1st Set: A, C, B, D, A, C, B, D—A/B win 6-2
 - 2nd Set: who serves?
 - Player A or B....then C or D

RULE #15: Order of Receiving in Doubles

- In the 1st and 2nd game in a set, the team receiving shall decide which player will receive the first point in the game
- Players may switch its receiving order at the beginning of the 2nd set, 3rd set, or Match Tiebreak

RULE #16-20: The Service

- The server stands behind the baseline on alternate halves of the court, starting from the right of the center mark in every game
- The ball must pass over the net and land in the service box diagonally opposite, before the receiver hits it



RULE #18: Foot Fault

- During the service motion, the server can not:
 - Touch the baseline or the court with either foot
 - Touch the area outside the court with either foot
 - Touch the imaginary extension of the center mark with either foot
 - Change position by walking or running
 - Slight movements of the feet are allowed



RULE #21: When to Serve & Receive

- The server should not serve until the receiver is ready
- However, the receiver shall play to the reasonable pace of the server and should be ready to receive within a reasonable time of the server being ready
- Once ready, the receiver can not become unready
 - This includes during the 1st and 2nd serves
 - except to clear a ball

RULE #22,23: Let



- The Let
 - Occurs when players are distracted by something uncontrollable
 - Ball rolling on court, bottle blowing onto court
 - The whole point is replayed
- Service Let
 - Ball hits net and goes into box
 - Player gets to serve again
 - If Service Let occurs during 2nd serve, server gets 2nd serve



RULE #24: Player Loses Point

- Name the 12 ways the player can lose a point
 1. Double Fault
 2. Ball bounces twice
 3. Ball is hit out or into the net
 4. Ball hits a permanent fixture
 5. Ball hits a player or anything the player is wearing
 6. Receiver hits ball before it hits in service box
 7. Player deliberately carries or hits ball twice
 8. Player or racket hits the net or opponent's court
 9. Player hits ball before it crosses the net
 10. Ball touches racket when player is not holding it
 11. Player deliberately & materially changes shape of racket while when ball is in play
 12. In doubles, both players touch the ball when returning it

RULE #26: Hindrance

- If a **player** is hindered in playing the point by a deliberate act of the opponent(s), the **player** shall win the point
- The point shall be replayed if the act by the opponent is unintentional or out of the opponent's control
- Deliberate or not?
 - Double hit?
 - Ball hits bird flying by?
 - Hat falls off during point?
 - Ball falling out of pocket during point?
 - Out call by spectator?

RULE #27: Correcting Errors

- General Rule: All Points played in good faith stand
- Correct Immediately If:
 - Player serves from wrong side of court
 - Players are playing from wrong end of court
 - Server serves to the wrong court
- Only time you don't correct immediately is if the doubles partners happen to switch sides when receiving
 - Finish the game with these "new" positions, change back to original side in following return games in that set

RULE #29: Continuous Play

- When match begins, play should be continuous
- Warm-up Time—5 or 10 minutes
- Time Between Points—20 Seconds
 - With reasonable time to retrieve balls
- Time Allowed on Changeover—90 Seconds
- Time Allowed Between Sets—120 Seconds
- Time Allowed Between 2nd & Full 3rd Set—10 minutes
- Exceptions: Medical Time Outs, Bleeding Time Outs, Bathroom Breaks, etc.
- Players should not leave the court to get a new racket

RULE #30: Coaching

- Only authorized coaches can coach—NOT parents
- Coaching should occur from:
 - Outside the fence
 - At the bench on changeovers
- Coaching is permitted when:
 - Players are changing ends (NOT after 1st game of a set)
 - During a set break
 - During the 10 minute break between 2nd & 3rd set
 - When play is suspended (rain delay)



PART 2:

THE CODE

The Player's Guide for Matches
When Officials are not Present

A summary of procedures and unwritten rules
that custom and tradition dictate

1. Courtesy

- Tennis requires cooperation & courtesy from all players.
- Players should have fun and praise opponents, not:
 - Loud cheering or jeering after the point
 - Complaining about playing bad, lobs, drop shots
 - Embarrassing a weaker opponent
 - Losing your temper, throwing racket, slamming balls
 - Sulking when losing

2. Counting Points Played in Good Faith

- All points played in good faith stand
- Example:
 - After losing a point, the players realize the net is 4 inches too high---The point stands
- Shaking hands at the end of the match is an acknowledgment by the players that the match is over
- Example:
 - Players shake hands, then the players realize the score is only 6-0, 5-0 (40-30)—Match is over

3-4. The Warm-Up

- Warm-up is not practice
 - Hit shots to opponent
 - Don't go for winners or aces
- Warm-up serves & returns before match begins
 - If player practices returns, do so at moderate pace and not at the server
 - If player returning, it's assumed the player does not want any more warm-up serves

5-22. Making Calls

- Player(s) makes calls on own side of the net
- Make the call promptly
- Make call by saying “out” and/or pointing
- Opponent gets benefit of doubt
- Ball touching any part of the line is “good”
- Treat all points the same regardless of the score
- Out calls corrected—replay point if ball returned in
- Partners disagree on call—benefit of doubt to opponent

5-22. Making Calls

- Calls when looking across a line or when far away
 - Player may ask opponent if they saw it
- Players call lets in reasonable time
- Do not let spectators make the call for the player
- Call promptly if player hits net or ball hits player
- Call promptly if ball goes through the net

23-30. Serving

- Foot Faults—player may warn server of foot faulting. If flagrant, line judge or coach can be called
- Service calls in doubles—receiver's partner can assist in calling the serve in or out
- Server or Server's partner should make calls on serves
- Any player can call a Service Let
- Receiver can not become unready
- Delays during service can result in 1st serve
 - Ball rolls on court during service motion
 - Receiver breaks string between 1st and 2nd serve

31-32. Scoring

- Server should announce the score before each point
- Disputes over score
 - Count all points and games agreed upon
 - Only replay the disputed points or games
 - Example: Players disagree on who won 3rd point of a game
 - Play from a mutually agreed upon score
 - Example: Players agree that the score was 15-all
 - Last Resort: Spin the racket or toss a coin

33-37. Hindrance Issues

- Loud grunting should not occur
- Players should not waive arms or jump around while other player is serving
 - Player can move slightly
- Players should not call a ball out before it lands
- Players should not talk while the ball is in play
 - Exception: In doubles, “Mine”, “out”, “bounce it”

38-40. When to Contact an Official

- In most cases, the coach has to control his/her team and deal with on-court issues.
- You may get call for:
 - Pattern of bad line calls
 - Scoring disputes
 - Injuries or illnesses
 - Players stalling
 - Chronic foot faults
- What do you do?

41-43. Ball Issues

- Each player should remove stray balls from the court or playing area before a point begins
 - If ball comes from adjacent court, player should wait until their point is over to return the ball...or put in on the fence between the 2 courts
- A player loses the point if they catch or hit the ball before it bounces out
- If a player leaves a ball on the court and the ball in play hits it, the ball in play is “live”

44-45. Miscellaneous

- Don't let players hang clothes or towels on the net, net post, or on the back fence.
- If clothing or equipment malfunctions, a player may leave the court
 - Example:
 - Player may leave court to get a new shoe if a shoelace breaks or sole comes off
 - Player may leave court to put on new shorts if there's a hole
 - Player may not leave the court to get a new racket

PART 3

OTHER



TEAM MATCHES: SCORING FORMATS

- **6 & 3**
 - 6 singles & 3 doubles
 - Each player can play in 2 matches (1 singles, 1 doubles)
 - 6-12 players in lineup
- **3 & 2**
 - 3 Singles & 2 Doubles
 - Players can typically play only 1 of the 5 matches
 - 7 players in lineup
- **2 & 3**
 - 2 Singles & 3 Doubles
 - Players can typically play only 1 of the 5 matches
 - 8 players in lineup

INDIVIDUAL MATCHES

SCORING FORMATS

- Best of 3 Tiebreak Sets
- Best of 2 Tiebreak Sets with a 10 point Match Tiebreak in Lieu of 3rd Set
- 8-game pro set
 - Tiebreak played at 8-all
- Regular set (to 6 games)
- Short Sets
 - Set played to 4 games (like starting at 2-all)
- No-Ad Scoring
 - At Deuce, receiver chooses side to return from. Winner of point wins the game

SEEDING

Power of 2

Number of Players/Teams	Number of Seeds
2-11	2
12-23	4
24-47	8
48+	16

Medical Timeouts for INJURIES, ILLNESSES

- 3 minutes allowed for treatment
 - If no trainer available, then a coach, parent, etc. can treat
 - If trainer available, trainer has time for evaluation
 - Maximum of 15 minutes total
- Bleeding—Allowed up to 15 minutes to stop
- No Timeout allowed for General Fatigue
- Cramping—Can have only 1 MTO (Med. T.O.)
 - Even if cramping in different parts of the body

BATHROOM BREAKS

- Can be used to go to restroom or change clothes
- Typically, 1 for boys and 2 for girls
- Player is allowed reasonable time
- Player should go to bathroom during set break, changeover, or when absolutely necessary

POINT PENALTY SYSTEM

- 1st Offense—Point Penalty
- 2nd Offense—Game Penalty
- 3rd Offense—Default

ASSESSING PENALTIES

Racket Abuse

Action	Always Penalize	Generally Penalize	Sometimes Penalize
Throwing racket that strikes a person	x		
Throwing racket at fence or net		x	
Throwing racket in anger that does not endanger a person or damages the court or equipment		x	
Break a racket		x	
Tossing a racket into the air			x
Tossing a racket at the player's			x
Bouncing a racket on the court			x

ASSESSING PENALTIES

Ball Abuse

Action	Always Penalize	Generally Penalize	Sometimes Penalize
Deliberately hitting, throwing, or kicking a ball that is not in play that hits a person	x		
Deliberately hitting, throwing, or kicking a ball that is not in play that leaves the playing area		x	
Deliberately hitting, throwing, or kicking a ball that is not in play that comes close to hitting a person		x	
Deliberately hitting, throwing, or kicking a ball that is not in play in a manner that could cause damage or harm		x	
A player who hits the opponent while legitimately trying to return a ball to the opponent should not be penalized			x

ASSESSING PENALTIES

Action	Always Penalize	Generally Penalize	Sometimes Penalize
Audible or Visible Obscenity or Profanity			
Words & gestures that are considered patently offensive to players or fans	X		
References to sexual functioning	X		
References to deities when associated with cursing	X		
Verbal or Physical Abuse			
Physical attacks , even if no one is hurt	X		
Ethnic or racial slurs	X		
References to sexual orientation	X		
Insulting or abusive words & gestures that are directed at a person		X	
Attacks on the competence of an official or coach		X	
Taunting		X	

TIME VIOLATIONS—COACHING

- First Offense—Warning
- Each additional violation—One Point Penalty
- Examples of Time Violations
 - Delay between points
 - Violation of the 90-second changeover
 - Violation of the 120-second Set Break

PENALTIES FOR LATENESS

Amount Late after Schedule Match Time	Penalty
5 minutes or less	Loss of toss & 1 game
5:01 to 10 minutes	Loss of toss & 2 games
10:01 to 15 minutes	Loss of toss & 3 games
15:01 minutes or more	Default

USTA Update

- **No Cut Coaches**
- **JTT**
 - **Fall Interscholastic Leagues**
- **QuickStart Tennis—10 & Under**



High School Tennis Participation

Year	Number of HS Tennis Teams In Kentucky	HS Tennis Players In Kentucky
	BOYS	
2008	206	2369
2009	202	2336
	GIRLS	
2008	211	2811
2009	207	2763

Number of USTA Junior Members (as of Dec. 31, 2009): 3,044

***Largest JR Growth % in USTA Southern Section—Increase of 472

NO CUT COACHES

- 3,000 No-Cut Coaches in United States
- 650 No-Cut Coaches in Southern Section
- 100 No-Cut Coaches in Kentucky
- For more information or to sign up, please visit <http://www.usta.com/Coaches/HighSchool.aspx>



Jr. Team Tennis



USTA's flagship program for Junior Tennis



In 2009,
Kentucky
was #1
in JTT
Growth
in the
Southern
Section



Summer & Fall Programs Available Across Kentucky
For more information, please visit www.kentuckytennis.com

Fall Interscholastic Leagues

- **Fall 2008**

- 4 areas with 200 players
 - (Central KY, Elizabethtown, Lexington, Louisville)

- **Fall 2009**

- 8 areas with 500 players
 - (Ashland, Bowling Green, Corbin, Frankfort, Hopkinsville, Lexington, Louisville, Owensboro)

- **2010 Goals**

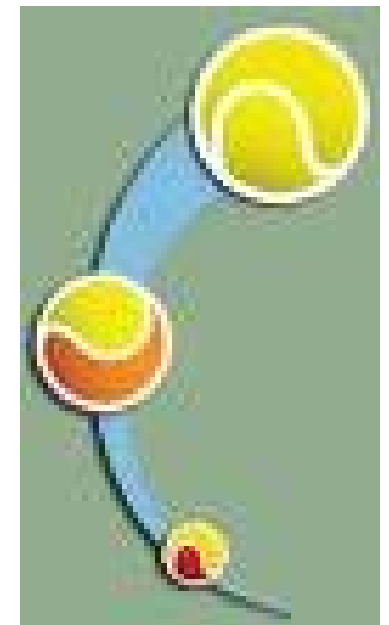
- Retain Leagues & Coordinators
- Grow current leagues by outreach to new teams
- Start 2 new Interscholastic Leagues

QuickStart Tennis



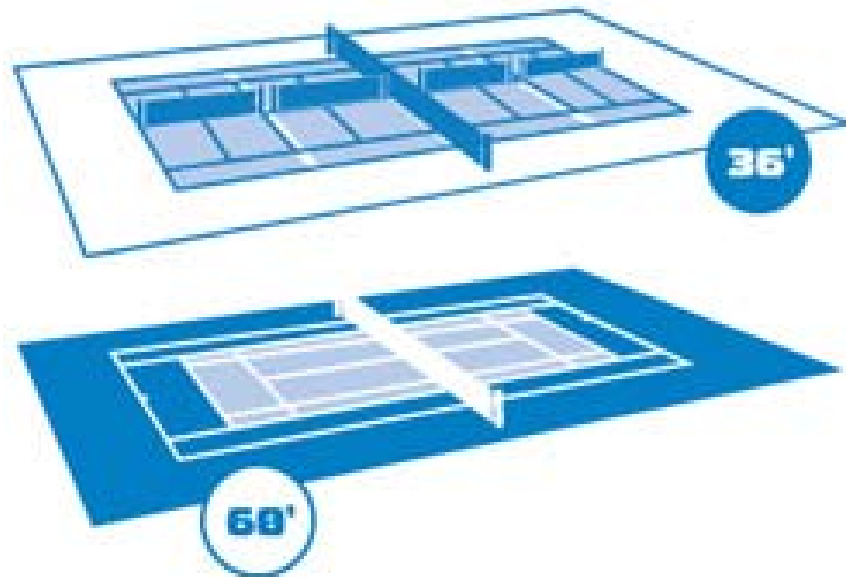
- What is QuickStart Tennis?
 - USTA's effort to scale the game to 8 and 10 year olds
- QuickStart Components

Component	8s	10s
Age	8 & Under	10 & Under
Racquet Size	19", 21", 23"	23", 25"
Court Size	36'	60'
Type of Ball	Red	Orange
Scoring	Best of 3 games to 7	2 Short Sets w/game to 7 for 3rd
Net Height	2'9"	3'



The Future with QuickStart Tennis

- Promoting QST Leagues & After-School programs
- QST GRANTS (Line & Equipment)
- In 2011, ALL 10U Tennis will be on a 60' court
 - 10 & Under Divisions in Tournaments
 - 10 & Under



THANK YOU!!!

