

North Taranaki Junior Tennis

Player Notes

Before the Game

- Check where you are playing and organise transport.
- Prepare your gear: drink bottle, hat, and shorts/skirt with pockets (or ball holder)
- Arrive at the venue 10-15 minutes early.
- **Junior A & B Tennis games start at 3:45 – that means on the court ready to play at 3:45.**
- **Youth tennis games start at 5:30**

During the Game

- Always have 2 BALLS ready when you are serving – pockets, ball holder or some way to hold 2 balls is essential. Do not leave a ball at your feet where you may trip on it or hit a ball a long way away.
- Make sure your opponent is ready before serving
- If the first serve you receive is a fault, do not hit it back. Let it go to the back of court.
- At the end of the point, return balls to the server by hitting them along the ground.
- Umpire your own games. Server must clearly call the match score (eg 1-3) at the start of the game, and the game score (eg 40-15) at the start of each point.
- Make line calls on your side of the net. If you are unsure if the ball is in or out, you must call it IN. If the ball touches any part of the line it is IN, even if it seems mostly out.
- Wait for the ball to bounce before calling it in or out.
- Don't waste time between points. Play long rallies but then get the next point underway promptly.
- If you have any problems, put your racquet down quietly on the court and go and speak to the team manager.

At the end of the game

- Shake hands with your opponent and say “thank you (name)”, “good match” or “well played” etc
- Be mindful of other games still playing and wait until a point has finished before walking behind a court.
- Gather the balls up and take them to the team manager (or give them to the next players)
- Write your score on the score sheet.

While you wait for the next game

- Support your team members – only use encouraging words and only between points. Stay relatively quiet so that you aren't disturbing the players that are still playing.
- Be ready to go on again as soon as your team manager calls you, ie don't stray far from the courts, and leave your shoes on.

A note for the supporters:

- Applaud good play and winning shots by both teams
- Keep outside the court area (unless they are helping to score or keep the play moving)
- Refrain from communicating with or coaching players verbally or otherwise during a match.
- Refrain from calling the lines from outside the court – the players call their own lines

And remember: have fun and play fair

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Rules of the Game

Game Format

Refer to the Taranaki Tennis website for the game format and official rules: [Orange and Green Grade rules](#)
[Yellow and Black Grade rules](#)

Scoring

The first serve of a game is always made from the right side of the court and whoever wins that point is allocated 15 points, eg 0 – 15.

The second serve is made from the left side of the court and the winner of that point is allocated a further 15 points, eg 0 – 30 or 15 – 15.

Serves are made from alternate sides of the court with the scoring climbing 15, 30, 40.

If one team has 40 points and wins the next point, they win that game.

If both teams have 40 points this is called Deuce – see next section re playing normal deuce or short deuce.

Normal Deuce

When both teams have 40 points, it is called Deuce and either team has to win 2 points in a row to win the game

The winner of the next point is given the “advantage” – and called as “advantage server” or “advantage receiver”.

If the team with the advantage wins the next point, they win the game.

If the team with the advantage loses the next point, the score returns to deuce, and the process repeats.

Short Deuce (also referred to as sudden death deuce)

Whenever the score reaches deuce (40-40), the next point wins the game. The returning team can nominate who the server serves to on the deuce point.

Tiebreaker

When the game scores are tied at the end of a set, a tiebreaker is played to determine who wins that set.

The next server serves one point from the RIGHT side. (Score as single points, ie 1, 2, 3)

The next server from the opposing team serves 2 points, one from the left and one from the right (starting on the LEFT side).

After these 2 points, servus returns to the first player or team who serves another 2 points, one from the left and one from the right (starting on the LEFT side).

This process continues until one team reaches 7 points, but you must win by 2 points. ie score can not be 7-6, must be at least 8-6.

Swap ends when the scores add up to 6, 12, 18, etc (this will always mean that the server serves one serve from one end (from the left) and then the 2nd serve from the other end (from the right)).

Super Tiebreaker

When the set scores are even, eg 1 set each in singles, a super tiebreaker is played to determine the winner of the 3rd set (and therefore the ultimate winner).

Play as for a tiebreaker except first to 10 points wins (you must win by 2 points).

Results on Configure Rankings www.tennis.org.nz