

## TENNIS SCORING (HIGH SCHOOL) SUMMARY

To put the tennis scoring system as simply as possible, one must win:

- four **points** to win a game (15, 30, 40, game)
- six **games** to win a set
- two **sets** to win a **match**

We'll call the players/teams A and B.

By winning a coin toss or a spin of the racquet, A gets to choose **one** of the following:

- serve
- receive serve
- choose an end of the court
- have B choose

Let's say A chooses to serve. B then gets to choose an end of the court.

A may serve from anywhere behind her baseline between the right singles/doubles (depends if playing singles or doubles) sideline and the center mark. The serve must be struck before the ball bounces, and it must land in the service box diagonally opposite her. She gets two chances to get a serve in. If she misses both, she loses the point. If a serve that is otherwise good nicks the net on its way in, it is redone (a 'let').

If A gets her serve in, B must return the ball, after exactly one bounce, into any part of A's singles/doubles court. A and B must then return the ball, after no more than one bounce, into one another's singles/doubles court until one of them misses.

A will serve from the left side of her baseline for the second point of the game, and she will continue to alternate right and left for the start of each point of the game.

Let's say A wins the first point. At the start of the next point, she must announce the score: her point total first: "15 - love." (Love = 0.)

B wins the next point: "15 all."

B wins the next point: "15 - 30."

A wins the next point: "30 all."

A wins the next point: "40 - 30."

If A wins the next point, she wins the game.

If B wins the next point, the score is "40 all," which is called "**deuce**." At deuce, we play "no ad" scoring, so the next point wins.

At the end of the first and every odd-numbered game, the players switch ends of the court, and the player who served the previous game now receives serve. The server always begins a game by serving from the right. At the start of each game, she announces the number of games each has won, starting with her own score, for example, "3 - 2."

Once a player has won six games by a margin of two or more, he or she has won the set. If the score within a set reaches 6 - 6, the players play a tie-break to decide the set.

We use a standard "12-point tie break" (best of 12). One player must win **seven** points by a margin of two or more. The player who received in the game preceding the tie-break serves the first point of the tie-break, starting from the right. The other player then serves the next two points, the first from the left, then the second from the right. Each player continues serving two points per turn. Points are scored with counting numbers ("1, 2, 3 . . ."). When the point **total** reaches six and each multiple of six, the players switch ends of the court.

### **STARTING A NEW SET**

If the previous set ended with an odd-numbered total of games, the players switch ends to begin the new set. (A tie-break counts as one game.) They will switch ends after every odd game through each set.

At the start of a new set, the player who received in the last game of the previous set (or received first in the tie-break) now serves.

### **COMPLETING A MATCH**

The first player to win two sets (best of three) wins the match.

### **JV PRO SET VARIATION**

JV matches (and #5 singles/doubles) will play **one** Pro Set for their matches. This is a longer set, with the winner being the first one to reach 8 games by a margin of 2 or more games. If the score gets to 8-8, a standard tie-break is played to determine the winner. All other game, serving, and side switching applies.