



Quick Reminders



Overview

- Spin a racket to determine who will be the server and receiver.
- Receiver chooses which end they would like to start
- Full court 1 bounce,
- On the lines is in.

TIE BREAKERS

Server: whoever's turn was next to serves.

How to win: the first player or team that gets to 7 points with a 2 points advantage. (e.g. 2-7, 6-8, 5-7, 9-7)

Score: The final game score is written as 6-5

TIE BREAK – SINGLES

Server	Forehand/backhand	Change ends
1	Forehand	
2	Backhand	
	Forehand	
1	Backhand	
	Forehand	
2	Backhand	
		Change ends
	Forehand	
1	Backhand	
	Forehand	
2	Backhand	
	Forehand	
1	Backhand	
		Change ends

Important and interesting rules

- The server cannot serve until the opponent is ready.
- A ball that hits the net and goes in is allowed.
- A ball that goes around the net and not over is allowed.
- Balls that hit the top of the post and go in are allowed.
- If you touch the net during a point, it's the opposition's point.

Reminders

- The server always starts a game on the forehand side
- Deuce at 40 each, the server will be on the forehand side
- A LET only replays the serve
- The ball is called out by the person on the returning side. If they are uncertain it's the opposition's point.
- A ball is not out until it bounces

TIE BREAK – DOUBLES

Server	Forehand/backhand	Change ends
1	Forehand	
2	Backhand	
	Forehand	
3	Backhand	
	Forehand	
4	Backhand	
		Change ends
	Forehand	
1	Backhand	
	Forehand	
2	Backhand	
	Forehand	
3	Backhand	
		Change ends
	Forehand	
4	Backhand	
	Forehand	
1	etc	

- If you lean over the net, prior to the ball going over, it is the opposition's point.
- A foot fault cannot be called unless an umpire is present.
- Every match is entitled to an umpire, speak to the junior coordinator.
- If you swing at a ball on a serve and miss, it's a fault.
- If the receiving team hits a serve on the full, it's the server's point.
- After the score has been signed by both teams, it cannot be changed.