

Tennis Rules Summary

All rules not mentioned in the summary will be governed by ITTF.

4-Aug-23

Page 1 of 3

Equipment

- All participants are required to bring their own equipment.

Competition Format

- Single elimination tournament
- 4-participant maximum from each collegian.
- Each game will be played to 11 points; win by 2, no cap.
- Games are self-officiated.
- Non-championship matches will be played in 1 set.
 - To win the set, a player must win 6 games by 2 or more with no limits.
- The championship match will be a best 2 out of 3 sets.
 - The opening sets will go to a tie break if it ends 6-6
 - The next game ends when the first player reaches 7 points.
 - The final set will not have a tie break and requires players to win by two games with no limits.
- The winner of each game is responsible for reporting their game result to the collegian sports manager on duty.

Court and Boundaries

- The playing surface shall be divided into 2 equal courts by a vertical net running parallel with the end lines and shall be continuous over the whole area of each court.

General Rules

Service

- A game of “rock, paper, scissors” will determine the first server.
- The players shall stand on opposite sides of the net.
- The server is the player who puts the ball into play for the first point.
- The receiver is the player who is ready to return the ball served by the server.
- **Order of Service:** At the end of each game, the receiver shall become the server and the server shall become the receiver for the next game.

Scoring

- A standard game is scored as follows with the server’s score being called first:
 - No point - “Love”
 - 1st point - “15”
 - 2nd point - “30”

Collegian Sports:

*Student Activities Office, AC-1
850-478-8496, ext. 2740*

Game Line:

*850-478-8496
Ext. 4263 (GAME)*

Email:

CollegianSports@pcci.edu

Tennis Rules Summary

All rules not mentioned in the summary will be governed by ITTF.

4-Aug-23

Page 2 of 3

- 3rd point - “40”
- 4th point - “Game”
- if each player has won three points, the score is “Deuce”.
 - After “Deuce”, the score is “Advantage” for the player who wins the next point.
 - If that same player also wins the next point, that player wins the game
 - If the opposing player wins the next point, the score is again “Deuce”.
 - A player needs to win two consecutive points immediately after “Deuce” to win the game.
- Tie-break game:
 - During a tie-break game, points are scored “0”, “1”, “2”, “3”, etc. The first player to win seven points wins the game and set, provided there is a margin of two points over the opponent. If necessary, the tie-break game shall continue until this margin is achieved.
 - The player whose turn it is to serve shall serve the first point of the tiebreak game. The following two points shall be served by the opponent(s)
 - After this, each player shall serve alternately for two consecutive points until the end of the tie-break game.
 - The player whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.
- The point is lost if:
 - The player serves two consecutive faults.
 - The player does not return the ball in play before it bounces twice consecutively.
 - The player returns the ball in play so that it hits the ground or an object outside the correct court.
 - The player returns the ball in play so that, before it bounces, it hits a permanent fixture.
 - The receiver returns the service before it bounces.
 - The player deliberately carries or catches the ball in play on the racket or deliberately touches it with the racket more than once.
 - The player or the racket, whether in the player’s hand or not, or anything which the player is wearing or carrying touches the net, net posts/singles sticks, cord or metal cable, strap or band, or the opponent’s court at any time while the ball is in play.
 - The player hits the ball before it has passed the net.
 - The ball in play touches the player or anything that the player is wearing or carrying, except the racket.
 - The ball in play touches the racket when the player is not holding it.
 - The player deliberately and materially changes the shape of the racket when the ball is in play.

Collegian Sports:

*Student Activities Office, AC-1
850-478-8496, ext. 2740*

Game Line:

*850-478-8496
Ext. 4263 (GAME)*

Email:

CollegianSports@pcci.edu

Tennis Rules Summary

All rules not mentioned in the summary will be governed by ITTF.

4-Aug-23

Page 3 of 3

Foot Fault

- During the service motion, the server shall not:
 - Change position by walking or running, although slight movements of the feet are permitted.
 - Touch the baseline or the court with either foot.
 - Touch the area outside the imaginary extension of the sideline with either foot.
 - Touch the imaginary extension of the center mark with either foot.

Service Fault

- The service is a fault if:
 - The server misses the ball when trying to hit it
 - The ball served touches a permanent fixture, singles stick or net post before it hits the ground
 - The ball served touches the server or server's partner, or anything the server or server's partner is wearing or carrying.
- If the first service is a fault, the server shall serve again without delay from behind the same half of the court from which that fault was served, unless the service was from the wrong half.

Let

- In all cases when a let is called, except when a service let is called on a second service, the whole point shall be replayed

Hindrance

- If a player is hindered in playing the point by a deliberate act of the opponent(s), the player shall win the point.
 - However, the point shall be replayed if a player is hindered in playing the point by either an unintentional act of the opponent(s), or something outside the player's own control (not including a permanent fixture).

Collegian Sports:

Student Activities Office, AC-1
850-478-8496, ext. 2740

Game Line:

850-478-8496
Ext. 4263 (GAME)

Email:

CollegianSports@pcci.edu