

Charlottesville Parks and Recreation

Adult Tennis Rules and Regulations

The Adult Tennis Program shall be governed by the rules in this packet. Any rule or regulation not covered will be governed by the UTSA and left to the discretion of Charlottesville Parks and Recreation Department.

TEAMS, COURT & EQUIPMENT

Section 1 Leagues

- A. There are Singles & Doubles Leagues
- B. Leagues are broken up by skill level using participant disclosed experience levels.

Section 2 Equipment

- A. Teams provide their own racket. Parks & Recreation will supply balls for matches.

Section 3 Scheduling

- A. The Athletics Office schedules the matches and provides a supervisor onsite to assist with rule clarifications and report scores. Matches are not officiated.

Section 4 Scoring

- A. A standard game is scored as follows with the server's score being called first:
 - a. No point - "Love"
 - b. First point - "15"
 - c. Second point - "30"
 - d. Third point - "40"
 - e. Fourth point - "Game"
- B. EXCEPTION: If each player/team has won three points, the score is "Deuce". After "Deuce", the score is "Advantage" for the player/team who wins the next point. If that same player/team also wins the next point, that player/team wins the "Game"; if the opposing player/team wins the next point, the score is again "Deuce". A player/team needs to win two consecutive points immediately after "Deuce" to win the "Game".

Section 5 Winning

- A. A player must win six (6) games to win a set. If there is a tie at six (6) games all, a tie breaker must be played. A player must win two (2) out of three (3) sets to win a match.

Section 6 Tie Break Game

- A. Tie breaker at 6 all. Tie breaker will be a best of seven (7) with each serve scored using the rally scoring system.
- B. In singles play, the player whose turn it is to serve will serve the first point, followed by 2 consecutive serves by their opponent. The original player will then serve the next two, alternating every two serves until the conclusion of the game.
- C. In Doubles play, A & B vs. C & D, A will serve the first point, C will serve the next two (2) points, B will serve the next two (2) points and D will serve the remaining two (2) points. If necessary, the serving rotation will continue, with the exception that A will serve two (2) points followed by C serving two (2) points etc.
- D. The game must be won by a margin of two points.

Section 7 Choice of Ends & Service

- A. The Choice of ends and the choice to be server or receiver in the first game shall be decided by a game of rock, paper, and scissors. The player/team who wins the toss may choose:
 - a. To be server or receiver in the first game of the match, in which case the opponent(s) shall choose the end of the court of the first game of the match; or

- b. The end of the court for the first game of the match, in which case the opponent(s) shall choose to be server or receiver for the first game of the match; or
- c. Require the opponent(s) to make one of the above choices.

Section 8 Change of Ends

- A. The players shall change ends at the end of the first, third, and every subsequent odd game of each set.
- B. The players shall also change ends at the end of each set unless the total number of games in that set is even, in which case the players change ends at the end of the first game of the next set.
- C. During a tie-break game, players shall change ends after six points.

Section 9 The Ball

- A. Unless a fault or let is called, the ball is in play from the moment the server hits the ball, and remains in play until the point is decided.
- B. If a ball touches a line, it is regarded as touching the court bounded by that line
- C. If the ball in play touches a permanent fixture after it has hit the correct court, the player who hit the ball wins the point.
- D. If the ball in play touches a permanent fixture before it hits the ground, the player who hit the ball loses the point.

Section 10 Order of Service

- A. At the end of each standard game, the receiver shall become the server and the server shall become the receiver for the next game.
- B. In doubles, the team due to serve in the first game of each set shall decide which player shall serve for that game. Similarly, before the second game starts, their opponents shall decide which player shall serve for that game. The partner of the player who served in the first game shall serve in the third game and the partner of the player who served in the second game shall serve in the fourth game. This rotation shall continue until the end of the set.

Section 11 Serving

- A. When serving in a standard game, the server shall stand behind alternate halves of the court, starting from the right half of the court in every game.
- B. In a tie-break game, the service shall be served from behind alternate halves of the court, with the first served from the right half of the court.
- C. The service shall pass over the net and hit the service court diagonally opposite, before the receiver returns it.

Section 12 Service Fault

- A. The serve is a fault if:
 - a. The server commits a foot fault or serves into the wrong area of the court; or
 - b. The server misses the ball when trying to hit it; or
 - c. The ball served touches a permanent fixture, singles stick or net post before it hits the ground; or
 - d. The ball served touches the server or server's partner, or anything the server or server's partner is wearing or carrying.
- B. A player may toss the ball and then decide not to hit it. However, the player must catch the ball or let it bounce and then promptly serve again.

Section 13 Second Service

- A. 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.

Section 14 When to Serve & Receive

- A. The server shall not serve until the receiver is ready. However, the receiver shall play to the reasonable pace of the serve and shall be ready to receive within a reasonable time of the server being ready.

B. A receiver who attempts to return the service shall be considered as being ready.

Section 15 The Let During a Serve

A. The service is a let if:

- a. The ball served touches the net, strap or band, and is otherwise good; or, after touching the net, strap or band, touches the receiver or the receiver's partner or anything they wear or carry before hitting the ground; or
- b. The ball is served when the receiver is not ready.
- c. IN the case of a service let, that particular service shall not count, and the server shall serve again, but a service let does not cancel a previous fault.

B. 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.

Section 16 Player Loses Point

A. The player serves two consecutive faults.

B. The player does not return the ball in play before it bounces twice consecutively on their side of the court.

C. The player returns the ball in play so that it hits an object outside of the court before hitting in the ground in the correct court.

D. The player returns the ball in play so that before it bounces, it hits a permanent fixture.

E. The receiver returns the service before it bounces.

F. The player deliberately carries or catches the ball in play on the racket or deliberately touches it with the racket more than once.

G. 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.

H. The player hits the ball before it has passed the net.

I. The ball in play touches the player or anything that the player is wearing or carrying, except the racket.

J. The ball in play touches the racket when the player is not holding it.

K. The player deliberately and materially changes the shape of the racket when the ball is in play.

L. In doubles, both players touch the ball when returning it.