



JUNIOR COMPETITION – GENERAL TENNIS MATCH INFORMATION

The following is some additional tennis information that isn't specifically mentioned in the WRTA Competition Bylaws and may help new players and parents to the game of tennis.

SCORING

0 point = Love
1 point = 15
2 points = 30
3 points = 40
4 points = Game

- The person who wins the first point gets '15'. The loser gets '0' which in tennis is called 'love'.
- The server score is always called first. For example, if the server wins the first point the score is '15-love', if the server loses the first point the score is 'love-15'.
- When the player wins 2 points, their score is '30'.
- When the player wins 3 points, their score is '40'.
- When the player wins 4 points and the score is not tied, their score is 'game'.
- If the score is tied at '40-40', it is called 'deuce'. A player must win 2 points in a row after deuce to win the game.
 - If the receiver wins the first point after deuce, the score is 'advantage receiver'.
 - If the server wins the first point after deuce, the score is 'advantage server'.
 - If the receiver loses a point after the score was 'advantage receiver', the score is 'deuce'.
 - If the server loses a point after the score was 'advantage server', the score is 'deuce'.
- The first player to win 6 games and be ahead by at least 2 games (for example 6-4) wins the set. If the score is 5-5 (also known as 5 games-all), a tiebreaker is played. *See WRTA Competition Bylaws (5.8) for specific details on tiebreakers.*

PLAYING A SET

- When a point is finished, call the score loudly and distinctly to ensure all players are aware of the score.
- If players disagree on the score, stop play and try to reach an agreement. If players cannot agree, resume play from the score you all agree on.
- If any part of the ball touches any part of the line, then is it in. If the ball is out, do not hit the ball back.
- Players change ends on every uneven game (for example 1-0, 2-1, 3-2).
- If a player serves out of turn, the player who should have served shall serve as soon as the mistake is discovered but all points played stand. If a game has been completed before the mistake is discovered, the order of service remains as altered.
- If a mistake is made with the change of ends, players must take up their correct end as soon as the mistake has been discovered and then follow the correct sequence with the points played standing.
- If a player calls a ball 'out' and then realizes it was good, the player should correct the call and award the point to the opponent.
- In doubles, when returning service, the partner of the receiver should generally call the service line for the receiver. The receiver should generally call the centre and side service lines.
- Players are not allowed to check any marks of the ball on their opponent's side of the court – unless invited by their opponents to do so.
- Where a ball interrupts play, either by rolling/bouncing onto the court and/or creating a visible interruption behind the court, a let should be played.

ETIQUETTE (GENERAL TENNIS BEHAVIOUR)

- All balls on your side of the net are your responsibility – to pick up and where appropriate, to return directly to the server.
- The receiver should not return the first service if it is an obvious fault.
- Do not ask any spectators for help in making line calls or to determine other on-court matters.
- The server should call the game score before starting a game and after each point is played in that game.
- Wait until a point is over before walking behind a court when a match is in progress.
- To retrieve a ball from another court or to return a ball to another court, wait until the players have completed a point.
- All matches should be played in a good sporting manner. Any inappropriate match behaviour should be reported. *See WRTA Competition Bylaws (5.16) for specific details on this topic.*



JUNIOR COMPETITION – SPECIFIC TENNIS MATCH INSTRUCTIONS

Below are some general guidelines to help tennis matches run smoothly during the season.

All club administrators/team members should be aware of the following:

- All teams should record their home matches online to reach the Recorder by Tuesday
- All players must be aware of the team's player order and play tennis in this order
- If a forfeit is unavoidable, ring the opposition before 8.00pm on the day before the match (ie Friday for a Saturday match). The team receiving the forfeit needs to issue the forfeited match details to the Recorder.
- Register all emergency players before the match begins
- All emergency players should play in the last position in any team
- If a player does not turn up on the match day, leave the player's name blank on the scorecard. Do not put the player's name on the scorecard and list all their sets as 6-0 as this distorts the player(s) statistics. All forfeit and incomplete sets do not count for a given player's statistics.
- Any forfeited sets should be clearly denoted on the scorecard
- Matches must stop at the given time deadlines (ie 10.10am or 12.30pm) even if there are courts available to complete any unfinished matches. This ensures that all teams have the same amount of time to play their matches.
- Matches must stop when the temperature reaches 32 degrees
- Saturday and Sunday Competitions are separate for player registration purposes. If a player is required to play in both competitions, separate registrations are required.

For the full set of competition rules, see the WRTA website for the current Competition Bylaws.