History

Tennis originates from two dates. Between 1859 and 1865 Major Harry Gem and his friend Augurio Perera developed the game of tennis by combing elements of rackets and the Spanish ball games called “Pelota”. Perera played this game on his croquet lawn in Birmingham, England. Later in 1873 in Llanelidan, Wales, Major Walter Clopton Wingfield contributed to the development of tennis today by the name and much of the French vocabulary of royal tennis.

- 1877 First Championships at Wimbledon, London.
- 1881 The United States National Lawn Tennis Association was formed to standardize the rules and organize competitions.

Grip
There are four types of grips: Continental, Eastern, Western, and Eastern Backhand
The court

![Diagram of a tennis court with dimensions and requirements]

Service
- To determine serve spin the racket in hand and call “M” or “W” or toss a coin. Winner may choose to serve or receive, the loser of the spin or coin toss picks the side of the net to start on.
- The server must have both feet behind the baseline and either to the right or left of center line.
- The server alternates behind the right and left courts beginning from the right every game.
  - The server alternates after every point is scored.
If the score is an even number of points played, the server will be serving to right service court
If the score is an odd number of points played, then the server will be serving to the left service court

The ball served must pass over the net and hit within the proper service court-Liners are GOOD

The serve is called a fault if:
- Server is on or over the baseline
- Misses the ball in trying to strike it
- Ball does not land in proper service court
- Ball hits net posts

Penalty for Fault:
- If on first ball, she may serve the second ball.
- If on second ball, the opponent is awarded a point

The serve is called an ace if:
- The opponent is unable to return the serve, and a point is awarded to the serve

The serve is called a let if:
- The served ball touches the net and lands within proper service court
- The ball is served before receiver is ready

Penalty for LET-none- that ball is reserved

The receiver must let the served ball. Bounce once before returning it

One person serves an entire game and then opponent serves the next game
Opponents change sides of not after every odd game(1-3-5-7- etc.)

Types of Serves
- **Flat**-Least amount of spin. Attained by snapping wrist up and forward through the middle of the ball.
- **Slice**-Racket face must move across the backside of the ball on an almost horizontal plane. Using an imaginary clock hit from 9-3.
- **Topspin**-Swing from low to high and brush backside of the ball at about a 45-degree angle; using an imaginary clock hit from 8-2.
Scoring

Game
The scoring for tennis is Love (0), 15, 30, 40, deuce and advantage. The first point won by a player is 15, the second 30, and the third 40. The fourth point will be game. However if both players have won three points (40-all), the score is then called deuce. The player must win two points in a row to will the game. The first point after deuce is called advantage either to server or receiver. If the next point after advantage is lost then the score returns to deuce.

Set
If a player wins six games, then they win the set, winning by two always. If the score reaches five games to six, then the winning player must win the next game. If the score reaches six games all, then it becomes a tiebreak. Usually men play best of five and women play best of three sets.

The Tiebreak
When a game is six all, a tiebreak is played. Points are called 1,2,3,etc. Each side serves only once so serve is far. The player who wins the tiebreak game is the player who wins seven points with at least two more points than his opponent. If the game is seven to six. Players also must keep playing until one player is two points ahead. In doubles the players serve alternately in the same order as before.

Change of Ends
When the total number of games played is uneven players change ends. This is so if outside conditions like sun or wind are not to one players advantage.

Time between Points
Tennis games should by nature be continuous. Players have 30 seconds before playing the next point. On the changeover the resting time is one minute. So as soon as the last point of the game is played, you will have ninety seconds before you have to start the next point.
**Terms**

**Ace** - A serve that the receiver is unable to touch.

**Alley** - The area on the court between the singles and doubles sidelines.

**Approach Shot** - A groundstroke hit by a player on his way to the net. It is often a chip on the forehand and a slice on the backhand.

**Backhand** - A groundstroke hit on the non-racket side of the body.

**Back Swing** - That part of the stroke that comes before the hit. On the forehand and backhand groundstrokes, it is usually a rather full motion, with the racket moving back behind the body and then swinging toward the body. There is very little backswing on volleys.

**Bagel** - Winning or losing a set 6-0.

**Baseline** - The farthest end line from the net on the court.

**Breadstick** - Winning (or losing) a set 6-1.

**Breaking Serve** - The refers to the receiver winning his opponent’s serve. In good tennis, there are very few service breaks, and many times there is only one per set.

**Change Over** - The players change sides after the odd games of each set. (1,3,5,7,9, etc.) In match play, the time limit on the change over is 60 seconds.

**Clean the Line or Clip the Line** - A shot in which some part of the ball lands on the line.

**Chip** - Blocking a shot with extreme underspin.

**Cross Court** - Diagonal shots from one side of the court to the other.

**Deuce** - When both sides are tied at forty (40-40).

**Double Bagel** - Two sets won to love; see Bagel.

**Double Fault** - A player is given two chances to get his/her serve into the proper court. If they fail, they have served a double fault.

**Doubles** - A tennis game played by four players, two per side of the court.

**Drop Shot** - A ball hit with so much under-spin that if barely clears the net and then dies (because it has very little or no forward motion and bounces low.)

**Drop Volley** - A drop shot executed from a volley.

**Fault** - A missed serve not starting the point.

**Foot Fault** - A Fault by virtue of stepping on the baseline or inside the baseline or over the center mark on the baseline before the ball is hit on the serve.
**Forehand**- A stroke that is hit on the racket side of the body.

**Game Point**- A situation when the player who is leading needs one more point to win a game.

**Golden Set**- Winning a set without losing a point

**Grand Slam**- Wimbledon, the U.S. Open, the French Open, and the Australian Open.

**Groundstroke**- Strokes that are hit after the ball has bounced once.

**Hail Mary**- An extremely high lob, for defensive purposes.

**Half Volley**- A volley shot made after a short bounce

**Hawk Eye**- A high speed computer system used to track the path of the ball which is used in important matches

**Head of the racket**- the portion of the racket that contains the string

**Hindoo**- A do over due to scoring or line call dispute, similar to a golf Mulligan

**Holding**- This refers to winning the game that you serve.

**I formation**- In doubles a formation where the server and partner stand on the same side of the court(deuce or advantage court) before starting the point.

**Inside-out**- Running around one side(backhand side) and hitting a crosscourt shot

**Inside-in**- Running around one side and hitting it down the line: less popular than the inside-out

**ITF**- The International Tennis Federation, the governing body of world tennis.

**Jamming**- To Serve or return straight to the opponent’s body.

**Let Service**- When the ball from a serve touches the net but lands in the service court: the serve is void, and the server gets to retake that serve.

**Line Judge**- Person who watches the boundary lines of the court, calls in or out.

**Love**- zero –score

**Love game**- A shutout game, won without the opponent scoring.

**Match Point**- When a player who is leading needs one more point to win the match.

**Mini-Break**- To win a point from the opponent’s serve in a tiebreak.

**Mixed Doubles**- two female and two male players playing doubles one of each sex on each side of the net.

**Net Point**- A point won or lost by approaching the net.

**No-Man’s Land**- The area between the service line and baseline, where a player is most vulnerable.
Open stance—Hitting the ball while facing the opponent and facing parallel to the baseline.
Out—A ball that lands outside the boundary area.
Overhead—(Smash)—Hitting the ball over your head the stronger of these is considered a smash.
Poaching—(doubles)—When one player at the net moves to volley a shot intended for his/her partner.
Pusher—A player who does not try to hit winners, but only to return the ball safely.
Putaway—A shot to finish the point from an advantageous situation
Rally—When players after the service hit the ball back and forth then ends in one of the players failing to return it or hits the ball out.
Ready Position—Feet shoulder width apart, knees slightly bent, elbows are winged out, racket held at 45 degree angle to the ground. (Eastern grip).
Receiver—Player being served to.
Retriever—A strategy used with a defensive baseliner.
Round Robin—A double elimination tournament.
Second Service—The second and final of the two serves a player is allowed at the beginning of a point.
Seed—The rank of a tennis player/team, the higher the rank the better
Serve and volley—A strategy to serve, move forward, then make a volley hoping for a winner.
Set Point—A situation when one more point is needed to win the point to win the set, also called (serving for the set).
Shank—A mishit when the ball hits the frame of the racket and the ball goes out of play.
Singles—Two players play a tennis game.
Sitter—A high bouncer, which was hit with little pace and no spin, which becomes an easy shot to put away.
Slice—Hitting the ball with underspin when in a rally. When serving it would be with sidespin
Smash—A frequently used shot at an angle close to perpendicular causing the ball to bounce off the opponent’s court at angle close to perpendicular or in another manner that is hard to manage by the opponent.
Spank—To hit a groundstroke flat with lot of pace
Spin—Rotation of the ball as it moves through the air.
Squash Shot—A forehand slice shot typically hit on the run from a defensive position.
Stick the Volley—a volley hit so it has a sharp downward trajectory
Straight Sets—Never losing a set in a match victory.
Sweetspot-The center of the net on the racket, which is a desired location for making contact with the ball.
Tanking-For various reasons to purposely lose a match.
T-Where the centerline and service line intersect to form a T.
Tiebreak-A game that will decide a tie at 6-6 in a set. The winner is the first to reach at least even points with a difference of two over the opponent.
Topspin-spin of a ball where the top of the ball rotates toward, the direction of travel.
Touch-When the ball touches the net when the ball is still in play and results in a point loss.
Tramline-A line defining the limit of play on the side of a singles or double court.
Tweener-First shot by Yannick Noah-a trick shot hitting the ball between your legs from rear to front while retrieving an offensive lob.
Underspin-Spin of the ball where the top of the ball rotates away from the direction of travel.
U.S. Open-A large tournament held in the United States for people ranked higher than the top 100.
Vibrazorb-A small device placed in between the strings near the throat of the racket for the purpose of dampening vibration.
Volley-A ball that is hit before it bounces.
Walkover-An unopposed victory.

References

http://en.wikipedia.org/wiki/Tennis
http://www.tennislovers.com/

For Tennis Etiquette and other rules/codes see http://www.tennislovers.com/