Tennis Essay, Research Paper

Tennis Paper

Tennis is a gamr for everyone. It is fun and a form of good exercise. In this paper you will get the very basic understanding of the game of tennis. By the end og the paper you will know the rulse, proper equipment, size of cout you play on and the basic edici

The Ball

The ball shall have a uniform outer surface consisting of a fabric cover and shall be white or yellow in color. If there are any seams they shall be stitch less.

The Court

The Court shall be a rectangle 78 feet long and 27 feet wide.

The Racket

Rackets failing to comply with the following specifications are not approved for play under the Rules of Tennis:

a. The hitting surface of the racket shall be flat and consist of a pattern of crossed strings connected to a frame and alternately interlaced or bonded where they cross; and the stringing pattern shall be generally uniform, and in particular not less dense in the center than in any other area. The racket shall be designed and strung such that the playing characteristics are identical on both faces.

The strings shall be free of attached objects and protrusions other than those utilized solely and specifically to limit or prevent wear and tear or vibration and which are reasonable in size and placement for such purposes.

Server & Receiver

The players shall stand on opposite sides of the net; the player who first delivers the ball shall be called the Server, and the other the Receive

The Service

The service shall be delivered in the following manner. Immediately before commencing to serve, the Server shall stand with both feet at rest behind (i.e. further from the net than) the base line, and within the imaginary continuations of the center-mark and side-line. The Server shall then project the ball by hand into the air in any direction and before it hits the ground strike it with his racket, and the delivery shall be deemed to have completed at the moment of the impact of the racket and the ball. A player with the use of only one arm may utilize his racket for the projection.

Foot Fault

The Server shall throughout the delivery of the Service:

a. Not change his position by walking or running. The Server shall not by slight movement of the feet which do not materially affect the location originally taken up by him, be deemed “to change his position by walking or running”.

b. Not touch, with either foot, any area other than that behind the base line within the imaginary extensions of the center-mark and sidelines.

Delivery of Service

a. In delivering the service, the Server shall stand alternately behind the right and left halves of the Court beginning from the right in every game. If service from a wrong half of the Court occurs and is undetected, all play resulting from such wrong service or services shall stand, but the inaccuracy of station shall be corrected immediately it is discovered.

b. The ball served shall pass over the net and hit the ground within the Service Court, which is diagonally opposite, or upon any line bounding such Court, before the Receiver returns it.

Order of Service

At the end of the first game the Receiver shall become Server, and the Server Receiver; and so on alternately in all the subsequent games of a match. If a player serves out of turn, the player who ought to have served shall serve as soon as the mistake is discovered, but all points scored before such discovery shall stand. A fault served before such discovery shall not stand. If a game shall have been completed before such discovery, the order of service shall remain as altered.

When Players Change Ends

The players shall change ends at the end of the first, third and every subsequent alternate game of each set, and at the end of each set unless the total number of games in such set is even, in which case the change is not made until the end of the first game of the next set.

Server Wins Point

The Server wins the point:

a. If the ball served, not being a let under Rule 14, touches the Receiver or anything which he wears or carries, before it hits the ground;

b. If the Receiver otherwise loses the point as provided by Rule 20.

Receiver Wins Point

The Receiver wins the point:

a. If the Server serves two consecutive faults;

b. If the Server otherwise loses the point as provided by Rule 20.

Score in a Game

a. If a player wins his first point, the score is called 15 for that player; on winning his second point, the score is called 30 for that player; on winning his third point, the score is called 40 for that player, and the fourth point won by a player is scored game for that player except as below:

If both players have won three points, the score is called deuce; and the next point won by a player is scored advantage for that player.

Score in a Set

a. A player (or players) who first wins six games wins a set; except that he must win by a margin of two games over his opponent and where necessary a set is extended until this margin is achieved.

b. The tiebreak system of scoring may be adopted as an alternative to the advantage set system in paragraph (a) of this Rule provided the decision is announced in advance of the match.

In this case, the following Rules shall be effective:

Maximum Number of Sets

The maximum number of sets in a match shall be 5, or, where women take part, 3.

Coaching

During the playing of a match in a team competition, a player may receive coaching from a captain who is sitting on the court only when he changes ends at the end of a game, but not when he changes ends during a tiebreak game.

A player may not receive coaching during the playing of any other match. The provisions of this rule must be strictly construed.

After due warning an offending player may be disqualified. When an approved point penalty system is in operation, the Umpire shall impose penalties according to that system.