

# COURT MONITOR DUTIES – 60' COURT

## PRE-MATCH

- Players walk up to the net, shake hands, and introduce themselves
- One player spins their racquet to see who serves first, while the other calls out “Up” or “Down,” whatever symbol is at the bottom of the spinning racquet
- Winner may choose ONE of the following:
  - Choose to serve or receive first
  - Choose which end of the court they want to begin playing on
  - Require their opponent to choose first

## GAME FORMAT

- Game = the first player to win 4 points using traditional, no-ad scoring (Love, 15, 30, 40)
- If the score is 40-40, the player who wins the next point wins the game.
- The first to win 6 games wins the set and match (at 5-5 play 7-point tie break)
- Rules are the same for singles and doubles
  - Only difference are doubles alleys (white lines outside of green 60' court lines)

## SERVING

- Each player serves a full game and switches serves after every game.
  - In doubles, the side receiving will need to move players forward or backward to compensate for the team serving
- First serve is behind the baseline between the center mark and right sideline. The ball is hit into the diagonal service box (within the green box) on the other side of the net
- If their first attempt at their first serve does not go over the net, they will receive a 2<sup>nd</sup> serve. If the 2<sup>nd</sup> serve is not good, it is a double fault.

## KEEPING SCORE

- The serving player should call the score before each point in the game
- Court monitors can help players keep track of score
- It might be helpful after a point to ask, “Whose point was that?” so, they learn to pay attention to the points and understand what is “in” and what is “out”

## POST-MATCH

- Bring them to the net to shake hands and say, “Good match”