

GUIDE to SCORING in a TENNIS MATCH

STARTING THE MATCH

To start a match, either player/team will spin their racquet. The winner of the spin will have 3 options to choose from. They may choose 1 option:

- To serve or receive
- Side (which end of the court to begin on)
- To defer the choice to their opponent (the opponent cannot defer back)

Once the winner of the toss chooses 1 of the options above, the opponent has the remaining choice.

SCORING IN A GAME (Point System)

The score should be announced before each serve. This is the point system:

- *0 points*= Love
- *1 point* = 15
- *2 points*= 30
- *3 points*= 40
- *Tied score*= All
- *40-40* = Deuce
- Server wins deuce point = Ad-In
- Receiver wins deuce point = Ad-Out

WHO WINS?

In order to win the game, a player must win at least four points. If you are up 40-30, 40-15 or 40-love, and win one more point, you win the game. If the score is tied in a game or set, you use the term “**all**” when announcing the score. For example, if you and your opponent have both won two points in the game, the score would be 30-all.

WHAT IS A DEUCE?

The only time this is different is when both you and your opponent have won 4 points each and the score is 40-40. This is called **deuce**. When the score reaches deuce, one

player/team will need to win at least 2 points in a row to win the game. When the server wins the deuce point, it is called Ad-In, but when they lose the deuce point, it's called Ad-Out. If the team with the advantage (Ad-In) wins another point, they win the game. If they lose that point, it goes back to deuce. You can win a set with the following scores: 6-0, 6-1, 6-2, 6-3, and 6-4. If the game score reaches 5-5, and one player/team wins the next 2 games, they win that set and the score would be 7-5.

TIEBREAK SET

If, however, the score reaches 6-6 (6-all) in the set, a tiebreak game is played. The winner of a set tiebreak is the first to win 7 points, with a 2-point margin. The score is recorded as 7-6.

SERVING AFTER A TIEBREAK SET

Since the set score (7-6) adds up to an odd number ($7+6=13$), players switch ends of the court before starting the next set (or if this had been a 2nd set tiebreak, players will switch ends before starting the match tiebreak). Whichever team started serving the tiebreak game will receive serve in the first game of the next set (or match tiebreak, if applicable).

MATCH TIEBREAK

If the teams have “split sets” (each team has won 1 set), the match winner will be determined by playing a match tiebreak, in lieu of a full 3rd set. In singles, the player whose turn it was to serve, will serve first in the match tiebreak. In doubles, the team whose turn it is to serve can choose which of their players will serve first, since the match tiebreak is viewed as a new set (just a shortened version).

COMAN TIEBREAK PROCEDURES for Set & Match Tiebreaks

The next server who was due to serve will start the tiebreak game, and serves 1 point from the deuce side of the court. Then the players switch ends of court. The next player on the opposing team who is due to serve will serve the next 2 points, beginning on the AD side of the court. This pattern of alternating serves for 2 consecutive points continues, starting from the AD court, with players changing ends after every 4 points, until the completion of the tiebreak—when one team has won at least 10 points, with a 2-point margin. Players change ends after points 1, 5, 9, 13...until the conclusion. A match tiebreak score is recorded as 1-0 on your scorecard and in TennisLink.