**What is tennis?**

Tennis is a game or sport that is played on a court with a net that divides it in half. Two (2) players (singles) or two (2) teams of two (2) players each (doubles) compete by hitting a ball back and forth over a net.

**People on court with you**

There are a number of people that are located on the court with you. See the photo and the descriptions below.

---

**Chair Umpire:** the chair umpire is in charge of the match on court. He/she will call the score and apply the rules, while supervising the players, linespeople and Ballkids. Net kids should be responsive to the chair umpire and base kids should look to the chair umpire for instruction as required.

**Linesperson:** there is a linesperson that sits in view of each line (boundary) on court. They check that each ball lands inside the court boundaries.

**Ballkids:** responsible for collecting all loose balls on court and servicing the players with balls and towels as required.

---

**Tennis Words and MLC Ballkid Tips**

**Singles** – a match comprising of 2 players competing against each other (players)

**Ballkid Tip** – Baseliners must stand to the outside of the singles sideline and to the outside of the linesperson, standing on the mat provided.
Doubles – a match comprising of 4 players competing against each other in pairs (teams)

Ballkid Tip - Baseliners must stand to the outside of the doubles sideline and to the outside of the linesperson, standing on the mat provided.

Server – the player (team member) who starts the point by hitting the ball into play

Ballkid Tip - all the balls need to be at the server’s end of the court. After each and every point is finished, the balls need to be rolled to that end.

Receiver – the player (team) who is waiting for the Server to hit the ball and start the point

Ballkid Tip - all the balls need to be at the server’s end of the court. After each and every point is finished, the balls need to be rolled to that end.

Fault – the server has 2 chances to hit the ball (known as a serve) into the service box to start the point. If the server misses the service box, “fault” is called. The server has 1 remaining chance to hit the ball in the service box with a miss resulting in a second “fault” being called and the point lost.

Ballkid Tip – when a “fault” is called after the first serve, you must collect the loose ball before the next serve can be hit. Do not roll the ball after the first serve.

Let – if the server hits the ball and the ball touches the net and lands in the correct service box, “let” is called. The server will replay that serve again.

Ballkid Tip – when a “let” is called after the first serve, you must collect the loose ball before the next serve can be hit. Do not roll the ball after the first serve.

Foot Fault – if the server touches the line before serving (hitting the ball with racquet), “foot fault” will be called.

Ballkid Tip – when a “foot fault” is called after the first serve, you must collect the loose ball before the next serve can be hit. Do not roll the ball after the first serve.

Rally – is a sequence of shots (hits) of the ball between the players (teams)

Ballkid Tip – when a rally is occurring, MLC Ballkids must stay perfectly still and in position, watching the ball with eye and head movement only.

Out – when a player hits the ball outside of the lines that mark the court boundary, “out” is called

Ballkid Tip – when a ball is called “out” the point is finished and you must quickly collect the ball and roll it to the server’s end.

Point – a score within a game. A player (team) needs to win 4 points to win a game.
Ballkid Tip – know the score so you can be ready to roll the balls back to the correct server’s end.

**Game** – a score within a set. A player (team) needs to win 6 games to win a set, with a minimum 2 game advantage.

For example, 6-4, 6-1, and sometimes 7-5. If players are tied at 6-6, a tie-break will be played.

Ballkid Tip – if the game is won remember the two rules:

- When the players change ends, the balls do not!
- When the players do not change ends, the balls do!

**Tie Break** – a modified game that determines which player (team) wins the set.

Ballkid Tip – the net kids should always hold one ball during a tie break. As the player to serve changes regularly, this helps service the player quickly.

**Set** – a score within a match. All players at the Brisbane International play Best of 2 Set matches with a Match Tie Break if each player (or team) has won 1 set each.

For example, a player in the Men’s Singles event may win a match 2 sets to 0, in which the score could be 6-4, 6-2. If the match went to 1 set each, the score could be 6-4, 2-6, 10-8 (match tiebreak).

Ballkid Tip – at the end of the set the net kids may need to check with the Chair Umpire to see which end the balls need to be rolled.

**Match Tie Break** – a modified third (3rd) set that determines which player (team) wins the match.

Ballkid Tip – the net kids should always hold one ball during a match tie break. As the player to serve changes regularly, this helps service the player quickly.

See the “Glossary of Tennis Terms” at the end of this handbook for more tennis words and terms.

**Tennis Scoring**

The server’s score will always be called first in tennis.

**Game scoring**

- Zero point = Love
- 1st point = 15
- 2nd point = 30
- 3rd point = 40
- 4th point = Game

For example, if the server has won 2 points and the receiver has won 1 point, the score is “30-15”. If the server has won zero points and the receiver has won 3 points, the score is “0-40” announced by the Chair Umpire as “Love 40”.


If both players have won 3 points, the score is 40-40, known as “Deuce”. To win the game at deuce, one player (team) will need to win 2 consecutive points. After the 1st point is won, the score is “Advantage” to the player (team) who won that point.

If the same player (team) wins the next point, “Game” is awarded. However, if the other player (team) wins the next point, the score goes back to “Deuce”.

Ballkid Tip – know the score so when the game is won you can follow the two rules:

- When the players change ends, the balls do not!
- When the players do not change ends, the balls do!

**Tie break scoring**

A tie break will occur when both players (teams) are tied at 6-6. During a tie break, points are scored “Zero”, “1”, “2”, “3”, etc. The first player (team) to win 7 points, with a minimum 2 point advantage, wins the “Game” and “Set”.

For example, a tie break score of 7-2 or 7-5 will result in the set being awarded to the winning player (team). As the players (teams) were tied at 6-6, the tie break game is awarded to make the final set score 7-6.

If the player does not have a minimum 2 point advantage when they reach 7 points, they continue to play until there is a margin of 2 points.

For example, a tie break score of 7-6 will continue until there is a 2 point margin. This may result in a tie break score of 8-6 or 17-15 for example, which will result in the set being awarded to the winning player (team). As the players (teams) were tied at 6-6, the tie break game is awarded to make the final set score 7-6.

The players will change ends after every 6 points during a tie break.

Ballkid Tip – the net kids should always hold one ball during a tie break. The tie break serving pattern will be 1-2-2-1

- The 1st player will serve once (1)
- The 2nd player will serve twice (2)
- The 1st player will serve twice (2)
- The 2nd player will serve once (1)

After this pattern is finished, the player will change ends and you will repeat the pattern, 1-2-2-1, until a player wins the set. When they change ends, the 2nd player will start the pattern and alternates at each change of ends.

**Match tie break scoring**

A Match Tie Break is played in all events at the Brisbane International.

A match tie break will occur as a modified third set when both singles players or doubles teams are tied at one (1) set all.

The match tie break will start immediately in the 3rd set as it replaces the standard game scoring.

During a match tie break, points are scored “Zero”, “1”, “2”, “3”, etc. The first team to win 10 points, with a minimum 2 point advantage, wins the “Set” and “Match”. If the player does not have a
minimum 2 point advantage when they reach 7 points, they continue to play until there is a margin of 2 points. The players will change ends after every 6 points during a tie break.

Ballkid Tip – the net kids should always hold one ball during a match tie break. The match tie break serving pattern will be 1-2-2-1, as in a regular tie break.

Glossary of Tennis Terms*

Ace: A serve that the returner doesn't even touch with the racquet. An ace wins the point immediately for the server.

Lob: A shot that you hit with any stroke high and deep into your opponent's court. You typically use a lob to get the ball past an opponent when they are standing at the net.

Backhand: The side of your body that you perform fewer tasks on. For example, if you're right-handed, your backhand side is the left side of your body.

Net post: The two very hard metal posts that hold up the net. (You'll find out exactly how hard they are if you ever run into one!) If your shot hits one of the net posts during play and bounces in your opponent's court, the shot is good.

Baseline: The line, parallel to the net, which defines the outer-most edge of the court.

Overhead: A shot you hit over your head during play, either on the fly, or after the ball bounces. The overhead is also known as a smash.

Centre line: The line in the direct centre of the baseline. You must stand to either side of the baseline when you serve.

Passing shot: A forehand or backhand you hit past an opponent when they are standing at the net.

Drop shot: A very soft shot hit just barely over the net. You hit drop shots to get your opponent up to the net.

Seed: A player's rank in a tournament.

Foot fault: You commit a foot fault when your foot touches the baseline or centre line during your serve. You automatically lose the service attempt when you foot fault.

Serve: A stroke, made from over your head, which you use to start each point.

Forehand: The side of your body that you perform most tasks on. For example, if you're right-handed, the right side of your body is your forehand side.

Sideline: The lines on the court, perpendicular to the net, which define the widest margins of the court.

Grand Slam: Winning the Australian Open, French Open, Wimbledon and U.S. Open all in one year.

Spin: Hitting the ball in such a way that when it bounces, it does some funny things that your opponent doesn't expect.

Grip: The way you hold your racquet. You can choose from three standard grips in tennis: the eastern, continental, and western grips.
**Volley**: A shot that you hit before the ball bounces, usually at the net.

**Ground strokes**: Your basic forehand and backhand strokes.