


Towerpoint Tennis Club

Scorekeeper Guide

Scorekeepers play a valuable role in our senior tennis league by accurately recording and clearly announcing the score following each **game point, set, tie-break and match**. **The Scorekeepers' first and foremost priority is to promptly mark down the score on the Score Tally Sheet after each point. Do not allow yourself to become distracted from this important task.** Line calls, lets, etc. are strictly the player's responsibility. Scorekeepers may offer advise but if there is a tennis rule or code question, it is up to the players to resolve or it should be referred to the team captain.

Match Preliminaries - Introduce yourself to each player; check their names with the names on your Score Tally Sheet that is prepared by the team captain. If you do not know the players, write next to their name some identifying feature: (short, tall, leg brace etc.). Ask the home team players to "spin" for choice of starting options. The winner chooses **one** of the following options: **to serve, receive, end, or asks the opponents to choose**. Note the serving order on the Score Tally Sheet. Also, make a note of the make and # on the game balls. Request the players to verbally call and use hand signals for all line calls. Inform the players that you will announce the score after each point. Any objections or corrections by the players must be made at that time. Ask for the line call if you are uncertain about whose point it was. Note on the Score Tally Sheet the starting court position of the receiving players: **Ad or Deuce** court. During the set, ensure that the receiving players are in their starting Ad-Deuce court position and that the serving rotation and court position are correct. **Be aware that players may become confused after an extended rally or after an event interrupting play.**

Playing a Match - Each match consists of 2 regular sets (first to win 6 games by 2). For the 1st set enter the serving order 1 to 4 or player initials for the first 4 games, at game 5 you will start with server #1 again. Make a line mark (**1**) in the box of the team winning the first point. If the server wins, you will call the score, **15 - love**, if the receiving team wins, you will call **love - 15**. **Always call the servers score first**. After each point make the appropriate mark, and call the score. A game win is shown as:  Some Scorekeepers develop their own variation of marking the score, and server identification such as using initials. **The objective is to use a consistent method of clearly recording the score.** When a deuce score is reached, Ad points could be recorded as dots, letters or small numbers: 1, 2, 3 etc. During regular play, the players will switch ends when the combine score is odd (1-0, 2-1, 5-2, etc.)

Tie-Breaks - At a 6 - 6 tie in any set, a 12 point (first to 7 points by 2) tie-breaker game is played to determine the winner. The 1st tie-break server in a set tie-break is the next server in regular rotation and the server gets only 1 serve from the deuce court. All subsequent tiebreak servers will begin their first of two serves from the **Ad Court**. Players will switch ends after the 1st, 5th, 9th, 13th etc. point and at the end of the tie-break play. If each team has won one set, then a match tie-break game will comprise the third and deciding set. An 18 point (first to 10 points by 2) tie-break is used at all levels for the deciding set. The player that starts serving in a tie-break is said to have served the entire tie-break, and the opposing team will serve first in the next set or match tie-break. **A doubles team may switch its serving and receiving order at the beginning of any set or match tie-break.**

Total Points - One point is given to the winning team for each set won. Since a match tie-break is considered a set, there could be a total of 3 points awarded in the match.

Origins of Tennis - Monks played the game in the monastery courtyard. The name tennis is thought to come from the French word "tenez" which means "here", "be ready" or "catch". The term "deuce" was derived from the term "a deux" meaning a player had to win two consecutive points to win the game. The term "love" was invented meaning having zero points originating from the word "oeuf" or egg to symbolize the shape of the number zero.