

## COURT MONITOR DUTIES

### U10 QuickStart 60' Court

#### METHOD OF PLAY:

- Players walk up to the net and introduce themselves to each other
  - Away team player calls out “up or down” before the racquet is spun. Home player spins the racquet
  - Winner may choose to serve or receive first or may decide to choose which end of the court to start playing on
  - Winner may decide to have the opponent choose first
- Games are played with traditional, no-ad scoring (Love, 15, 30 & 40). If the score becomes 40-40 (deuce), the person to win the next point wins the game
- Best 2 out of 3 four-game sets wins the match
- If one player wins both sets, the match is complete
- If the sets are split, a 3<sup>rd</sup> set tiebreak played with traditional tiebreak rules, except first to 10 points wins the match (not by two). Last set is scored 1-0

#### SERVES:

- Each player serves a full game before switching servers
- Serves begin on the deuce (right side) and switch between ad (left) and deuce (right) sides
- Players trade ends of the court to serve after every odd numbered game (after first game switch sides, then after 3 total games, 5 total games , & 7 total games)
- Serves should be from the air, not after a bounce
- Serves should start from behind or touching the 60' baseline and served to the diagonal service box across the net (serves touching any part of the lines of the box are called good)
- Balls that touch the net during a serve and fall into the diagonal service box are to be replayed as a “let”. There are no limits to the number of let serves as long as the ball is falling into the opposing service box after touching the net
- If a player cannot get the serve over the net on the first serve, the court monitor may move the player forward so that the serve will go over the net on the 2<sup>nd</sup> try. (This is only allowed for a 2<sup>nd</sup> serve, and if 2<sup>nd</sup> serve is missed, a double-fault is scored.)

#### SCORING:

- The server should say the score so the opponent can hear it before serving each first serve. Court monitors may help with score reminders.
- After a point, the court monitor may ask: “Whose point was that?” That way they learn to pay attention to the points and begin to understand what is ‘in’ and what is ‘out’. Balls that touch any part of a line are good. Balls that are not definitely known to be out should be called in as well.

#### END OF THE MATCH:

- After the match is over, players should approach each other to shake hands and say, “Good match.”
- Scores are to be recorded by the court monitor and reported to the Home team captain