

# METHOD OF PLAY

## 10 AND UNDER – 60' COURT

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- Players will play the best of 3 sets. The first to win 4 games wins a set. For the third (tie break) set, the first player to win 10 points (by two) wins the match.
- Players walk up to the net and introduce themselves to each other o 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.
- Service begins from the deuce court (right side), and the server is allowed two serves (if needed) per point. Subsequent points switch between the ad (left) and deuce (right) sides of the court.
- Traditional, no-ad tennis scoring applies. 15-30-40-game. On deuce points, the receiver chooses the side to receive.
- Each player serves a full game before switching servers.
- Players should trade ends of the court to serve after every odd numbered game (after first game switch sides, then after 3 total games, 5 games, etc.).
- The first player to win 4 games wins the set. If the set is tied at 3-3, then a deciding game is played for the set.
- The first player to win 2 sets wins the match. If a third set is required, then a 10 point tiebreak is played. (See 10U Scorecard for details.)
- 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.

## SERVING

- 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 that box are good.
- Balls that touch the net during the 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 swings the racquet to serve and misses the ball entirely, this counts as a fault (or one of the two service attempts). A bad toss (with no swing) does not count as a fault.