



## **Abilities Tennis Rules and Scoring**

### **GENERAL RULES**

- Match is 2 out of 3 short sets, the first to 4 games wins that set
- If the score reaches 3 games all, a 7-point tie-break shall be played.
- If the score in a match is one set all, a 7-point tie-break shall be played to decide the match. This tie-break replaces a deciding final set.
- No-Ad scoring shall be used for all match play. The umpire shall call games using traditional scoring of: Love, 15, 30, 40. This means the first player to four points wins the game. If playing Unified Doubles, see Unified Doubles section below.
- No-Ad scoring = At deuce, the next point decides the game winner. Receiver has the choice of ad or deuce court to receive serve.
- Short and full court competition shall follow this suggested continuous play format: 20 seconds between points; 90 seconds on change-overs; no break after the first game.
- Matches shall have an umpire who will call lines, service lets, and foot faults.

### **REMINDERS FOR UMPIRES**

- Announce score after every point/game/set. Speak loudly!
- Be definitive with IN/OUT calls. Do not allow players (or coaches) to make or challenge the call.
- Control tempo of match.
- Call "lets."

### **UNIFIED DOUBLES**

- In No-Ad scoring, if the game is at deuce, the unified partner will serve to the opposing unified partner. The athlete will serve to the opposing athlete for the final game point.
- All rules above apply to unified doubles.

### **PRE-MATCH PROCEDURES**

- At the start of the match, the umpire tosses coin or spins racquet - the winner elects to serve/receive or chooses a side; opponent makes the remaining choice.
- 10-minute warm-up. Players will rally for five minutes followed by each player serving for 2½ minutes.