

# FLOOR TENNIS RULES

## 1. Types of games

- A. Singles – 1 player playing another
- B. Doubles – 2 players playing 2 others.

## 2. Object of the game

- A. To score points
- B. The game is played to 15 points.
- C. A team must win by 2 points.
- D. A score of 11 – 0 is a skunk.

## 3. Volley for serve

- A. Determines who serves first.
- B. Can be started by any player in any manner.
- C. The ball must be returned legally 3 times.
- D. The team that doesn't miss chooses either the side of the court or to serve first.

## 4. Match

- A. Winning the best 2 out of 3 games.
- B. The loser of the last game serves the next game of the match.
- C. The 2 teams switch sides of the net after every game.

## 5. Scoring

- A. Rally scoring is used – that means there is a point on every rally with either team scoring..
- B. When the receivers fail to return the ball it's a point for the serving team and the same player serves.
- C. When the serving team fails to return the ball it's a side-out **AND A POINT** for the receiving team.

## 6. Service rules

### A. Basic Rules

- 1. The serve must be made from behind the baseline.
- 2. The first serve is always made from the right court.
- 3. The serve must go diagonally. (To the opposite corner on the other side of the net)
- 4. The serve must be overhead.
- 5. The receiver must be 10 feet from the net when receiving the serve.
- 6. In doubles the player being served to must return the serve.

### B. Number of chances to serve.

- 1. The server gets 2 chances per point to get 1 ball in the correct service court.

### C. Saying the score

- 1. The server must say the score and serve.
- 2. He/she should say his/her score first.
- 3. If the server says the wrong score correct it the next time.
- 4. If the server fails to say the score it's a fault.
- 5. If the server will win on the next successful serve it's called game point and the server must say so or it's a fault.

D. Change of courts

1. The server changes right and left sides of the court after scoring a point.

E. Change of servers

1. One player continues to serve until there is a side-out.
2. The teams take turns serving after each side-out.
3. The partners on each team take turns serving when they win back the serve.

F. Net serve

1. A net serve that lands in the correct service court is a let and must be re-served.
2. A net serve that lands out of bounds is a fault.

G. Service faults

1. Common faults
  - A. The server not taking the proper position on the court.
  - B. The server committing a foot fault.
  - C. The server missing the ball on the serve.
  - D. The server not hitting the ball into the correct service court.
2. A fault on the 1<sup>st</sup> serve DOES NOT RESULT IN A SIDE OUT OR POINT, IT RESULTS IN A 2<sup>ND</sup> SERVE.
3. A fault on the 2<sup>nd</sup> serve results in a point and side-out for the other team and is called a double fault.

7. Rules for the rally

- A. The ball can be hit in any manner (backhand/forehand/underhand/overhead/2 handed)
- B. The ball can be hit by anybody after the return of the serve.
- C. The ball is allowed to bounce once before you hit it, but can be hit before it bounces.
- D. The ball can't bounce on your side of the net after you hit it.
- E. The ball may hit the net on the return.
- F. You always go by the first mistake.

8. Faults or errors

- A. Anytime a rule is broken.
- B. Common faults.
  1. Not returning the ball.
  2. Missing the ball.
  3. Hitting the ball into the net.
  4. Hitting the ball more than once on one side of the net.
  5. The ball bouncing more than once on 1 side of the net.
  6. The ball bouncing on the receiver's side of the net after it's hit
  7. Hitting the ball out of bounds (the lines are inbounds).
  8. Touching the net with the paddle or body or reaching over the net with the paddle or body.

9. Lets

- A. When NO points are scored and the ball is re-serve with the same server, same score, same serve.
  1. Takes place on a net serve that lands in the correct service court.
  2. Takes place if there is interference.
  3. Takes place if the ball is served before all of the players are ready.
  4. Takes place if the players can't determine if the serve was diagonal or in/out of bounds.
  5. Takes place if the wrong player serves.

## **TERMINOLOGY**

Ace	A served ball that goes untouched by the receiver
Backhand	Hitting the ball on the non-racquet side of the body.
Baseline	Another name for the endline which the server must stand behind to serve.
Doubles	2 players playing 2 others.
Double fault	The server making 2 service faults in a row.
Deuce	Another name for a tied score of 15-15.
Error/fault	A mistake made by a player.
Foot-fault	The server stepping over the endline/baseline on the serve.
Forehand	Hitting the ball on the racquet side of the body.
Game point	When the serving team will win on the next successful serve.
Let	A ball that need to be re-played and no points are scored.
Match	The best 2 out of 3 games.
Point	Given to the team that does not make an error/fault
Side-out	Whenever the serving team or in-side makes an error/fault.
Singles	1 player playing another.
Skunk	Winning by a score of 11 – 0.
Smash	Hitting the ball down sharp and hard so it is nearly impossible to return
Volley for serve	Used to determine who will serve first. The ball must be returned legally 3 times.

## **KNOW THE FOLLOWING**

- How many points the game is played to.
- How many points a team must win by.
- How it's determined who serves first.
- Where the first serve is made from.
- How many chances the server has to get 1 serve inbounds.
- When a team can score.
- How many times the ball must be returned on the volley for serve.
- How many times the ball can bounce.
- How many times the ball can be hit on 1 side of the net.
- Who serves the 2<sup>nd</sup> game of the match.
- The proper service rotation.
- When situations result in a point, let, 2<sup>nd</sup> serve or point and side-out.