

中華基督教青年會  
國際運動會  
採用

# 網球規則

上海博物院路二十號  
青年協會書局發行

# 我 們 對 於 體 育 之 貢 獻

本局年來  
所出各種  
體育書籍  
意欲引起  
國人對於  
體育之興  
趣以達強  
身強國之  
目的故關  
於各種球  
規及田徑  
賽等書無  
不廣為搜  
羅譯成中  
文貢獻社  
會計已刊  
行者有下  
列數種

籃球規則	三角	重訂游戲指導法	中文一角
手球規則	一角	體育與人生	中文六分
棒球規則	三角	海倫文銳女士游泳圖解	中文四角
田徑賽規則	三角	網球術	(印刷中)
足球規則	二角	游泳術	(印刷中)
排球規則	二角	籃球術	中文精裝一元六角
籠球規則	一角	競技遊戲比賽支配法	中文二角
(壁合英中)		初級體操教練法	英文五角
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美國式足球規則	英文二角半		
柔輦體操	中文三角		
分級器械運動	中文四角		

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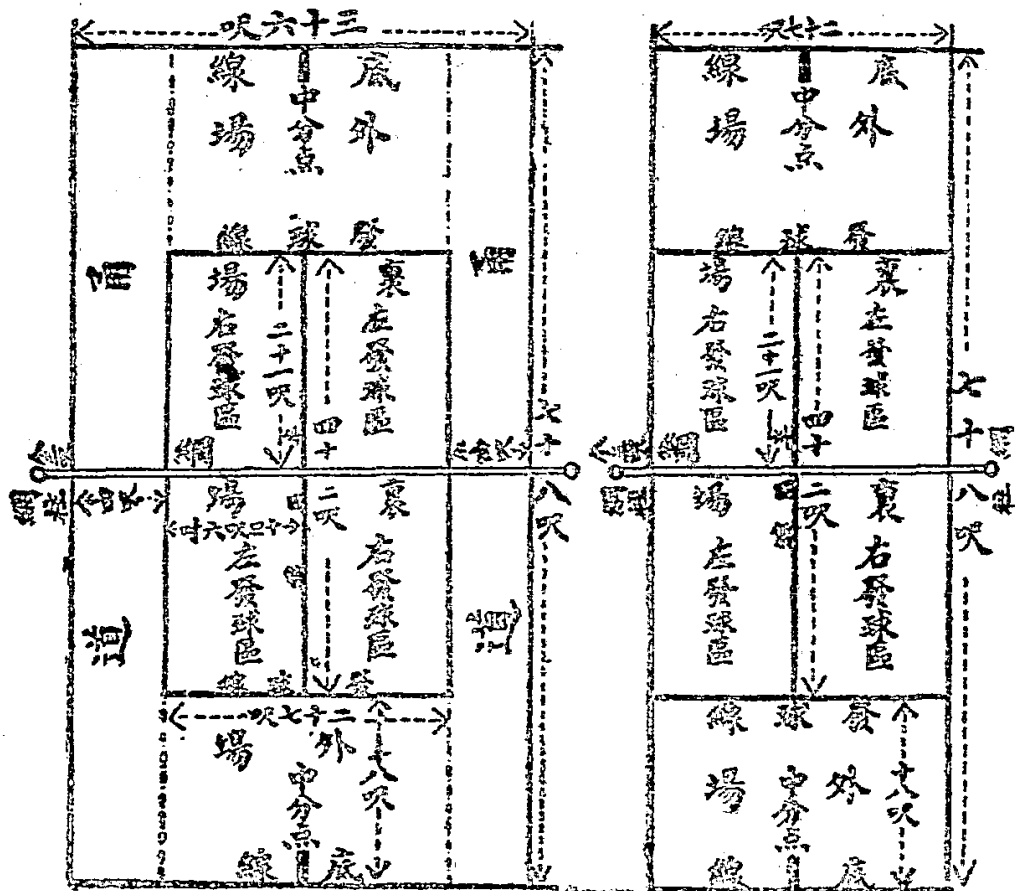
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網球球場圖  
 單人球場 雙人球場

網球規則



上圖單人網球場劃綫法。左邊另一圖則無論為單人比賽或雙人比賽均可適用。雙人球場之發球區邊綫。祇劃到發球綫為止。但若作單人比賽用。則可將此綫延長至底綫。圖中之點畫綫(半虛綫)即代表此綫。

# 網球規則

附例案

## 緒言

本書所載網球規則。係萬國網球比賽會最近所重訂。現遠東運動會及中華業餘運動會。亦已議定採用者。

美國網球協會所增訂之例案及其解決法。雖祇適用於美國。而對於萬國網球比賽會規則條文及各國習慣。均無衝突。故亦附錄之。以供參考。

此外更有規則解釋。係網球裁判員聯合會所編著。用以闡明或引申條文之意義者。雖不能視之爲正式規文。然亦頗可作爲解釋本規則之一種指導。



單人球場  
大小及設

備

網

網柱

底線邊線

發球線

發球區

半區線

中分點

## 單人比賽

### 第一條

球場爲長方形。長七十八呎。寬二十七呎。正中用網隔開。網之上邊。須用圓周直徑不過三分之一吋之繩或金屬線穿過。懸掛或附着於兩旁網柱之頂點。網柱高爲三呎六吋。立于界外三呎處。網之中段。應高三呎。此處當用一寬不過二吋之布帶繫縛于地。使其緊實。網繩（或金屬線）穿過處。應爲一布製邊緣。將網繩（或金屬線）裹住。此邊緣寬不得少于二吋。亦不得過二吋半。球場四圍界線。在兩端者曰底線。在兩旁者曰邊線。在網之兩面各二十一呎。須劃二線。與網平行。名爲發球線。在二發球線以內兩邊線之正中。劃一線寬二吋。與邊線並行。將該地區分爲發球區。此線名半區線。半區線雖劃至發球線爲止。惟與底線正中一向場內所作之四吋長二吋粗之短線名爲中分點者。實遙遙相對。各線粗細。至

線之粗細

少爲一吋。至多爲二吋。惟底線可粗至四吋。再者。球場尺寸。應連界線尺寸計算在內。

場外隙地

注意——按萬國網球比賽會所舉行之國際網球奪標比賽（台威斯金杯）及其他國際網球會之正式比賽時。球場四周應有之餘地。兩端至少各爲二十一呎。兩邊至少各爲十二呎。

### 第一條解釋

單人球場。網柱應豎在邊綫外三呎。雙人球場。網柱應豎在外綫外三呎。

單人球場網長應爲三十三呎。雙人球場網長應爲四十二呎。網之下端。須處處着地。在二網柱間各處均當平置。

量網之高度是否適宜。可用一三呎六吋之木棍。于三呎處。作一表記。凡舉行正式比賽時。網之高度及球場呎吋。須事先量準。

### 第二條

所謂球場上之固定物者。乃不單爲網。網柱。網繩。或金屬線。邊緣。布帶。等物。卽如兩邊及兩端有幕及牆時。站台或坐椅。（可移動或不可移動

球場固定物

者)看客及在球場四周或上面之一切物件。以及當時任職之裁判員。檢察員,及巡邊員等均屬之。

### 第三條

球之大小  
重量及彈  
力

網球用球。其直徑至少爲二吋又二分之一。至多爲二吋又八分之五。重量至少爲二盎斯。至多爲二盎斯又十六分之一。球之彈力。在法氏表約六十八度溫度時。由一百吋高處。落于三和土地上。至多當能彈至五十八吋高。至少五十三吋高。若于同溫度時。加以十八磅之壓力時。則其直徑當縮短至最少·二九吋。最多·三一五吋。

例一 球若忽然被擊破裂。應否作爲無效球。

解決 應卽作爲無效球。

### 第三條解釋

常有人問。『球員可換幾次新球。』按比賽條例第十四條庚款。執行裁判員得檢察裁判員

之同意。可宣佈何時應換新球。以保持比賽狀況之正平。如不用執行裁判員時。則關於換球辦法。可由球員預先商定。

#### 第四條

球員應立在網之兩面。先發球者為發球員。其對手為受球員。

發球員與  
受球員

例二 球員奮身迎接來球。近網時不能停止。即乘勢躍身過網。是否為合例。

解決 否。按第四條規則。球員應在網之兩面。今既侵入對方區域。應負一着。

例三 發球員要求受球員立于球場內。受球員應否聽從。

解決 否。受球員可立于網之一面之任何地點。

例四 甲球員將球作急勢之截擊。球落至乙方後仍向甲方躍回。乙球員因不及回擊。急

以球拍擲去。而球及球拍俱落在甲球區內。甲將來球擊回時。球落于乙球區外。

此時孰勝孰負。

解決 乙將其球拍拋至對方場地上。即為侵入對方區域。此侵犯。對於甲之回球出界。亦

選擇球區  
及發球權

須負相當責任。故乙負一着。

例五 甲球員從網上擊球至乙方。球落于乙地後。向側面躍去。乙欲回擊此球。急跑至側面。且越過網之延長綫。實際上乙已越出自己區域而違犯第四條「球員應在網之兩面」之規定。乙是否負一着。若乙于未越過網之延長綫時擊球。或已越過後擊球。對其勝負有關否。

解決 設乙未曾擋住對手或妨礙對手之回擊時。則不作負。

### 第五條

在比賽開始第一盤時。選擇球區或孰先發球之權利。兩方各得其一。用拈鬮法決定。拈鬮勝者若選擇誰先發球。則對方選擇球區。反之拈鬮勝者若選擇球區。則對方選擇誰先發球。拈鬮勝者。亦得命對方先選擇。

### 第五條解釋

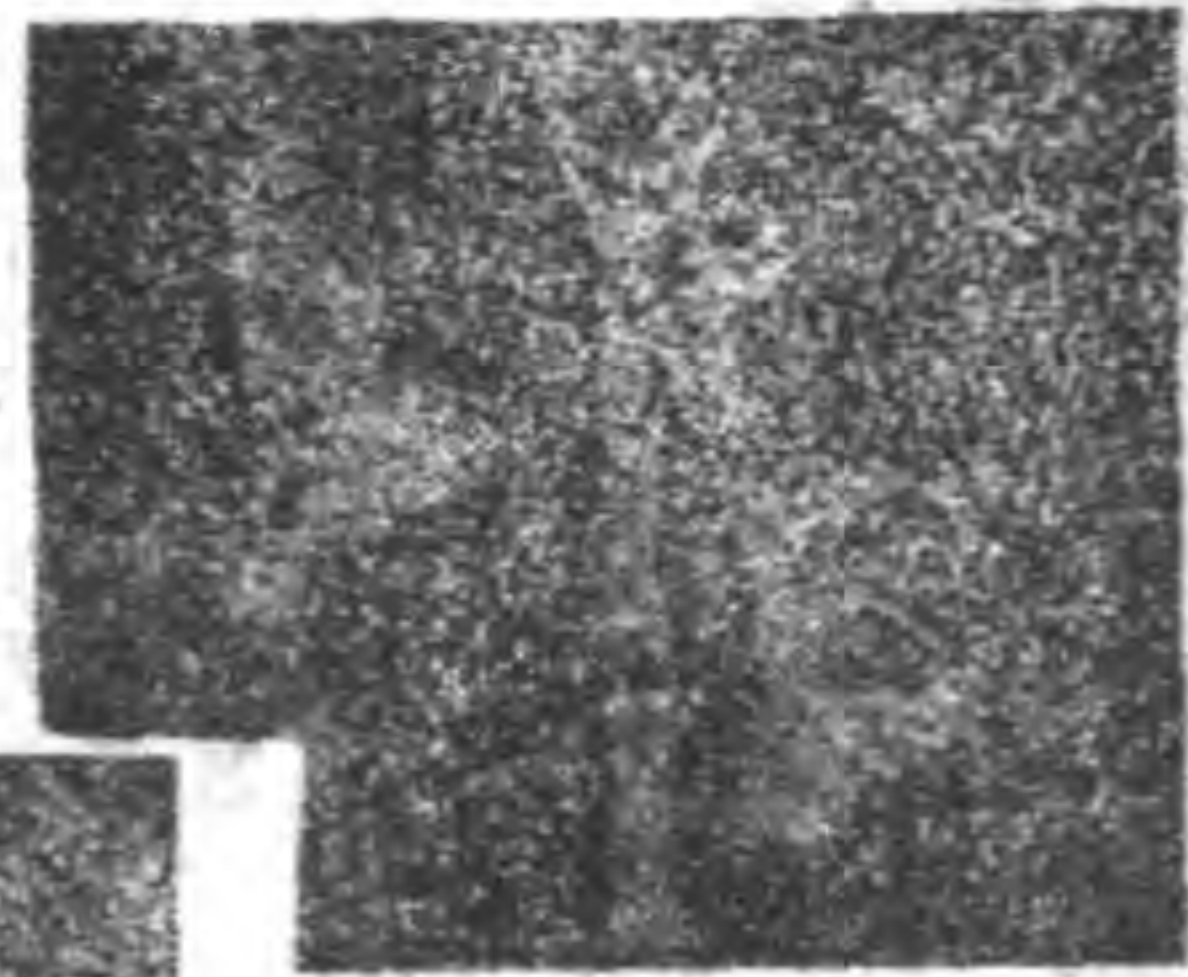
拈鬮方法。常由一球員將球拍旋轉于空中。別一個球員則猜正反面。球拍落地時。拍上細綫之光一方面朝上者為正。粗一方面朝上者為反。猜中者為勝。

# 發球時避免足誤

網球規則



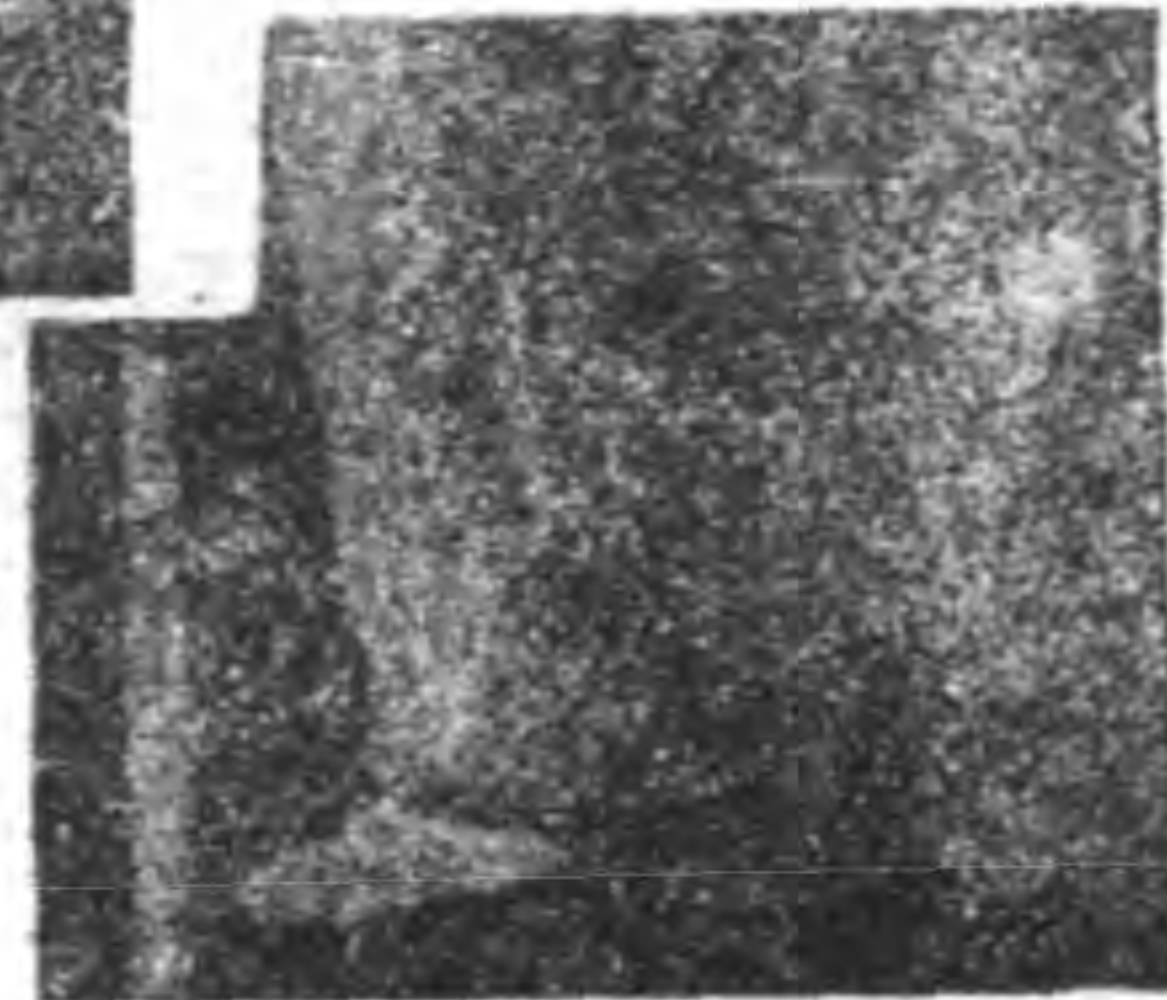
足若佔  
界綫即  
為失誤



球未發  
出時若  
將一足  
騰起以  
致越過  
界綫為  
失誤



以一足  
踏界綫  
上亦為  
失誤



在球拍  
觸球前  
兩足須  
在界綫  
之後方  
為正規  
之發球

保持足  
與地的  
接觸跳  
躍者即  
為失誤

無人願犯  
足誤祇須  
留心檢點  
耳



一足踏  
進球場  
亦為失  
誤

足誤均為  
失之大意

發球不  
犯規並  
非難事



欲避免  
足誤最  
好將兩  
足離界  
稍遠

### 第六條

發球方法規定如下。

發球員于未發球前。應將雙足立于底線之外。邊線與半區線引長之間。先用一手拋球至空中。後用球拍向前擊出。將球拋至空中。亦可以球拍爲之。惟祇可用一手擊球拍。球拍與拋出之球接觸後。卽以已發球論。

例六 如雙人球場。作單人比賽時。發球者可否立于甬道端之底綫外發球。

解決 不可。

例七 發球時可自下向上擊球否。

解決 可。關於發球姿勢。並無特別限制。發球者欲任意仰擊。或平擊。均無不可。

### 第七條

發球員於發球時。須遵守下列之規定。

(甲) 不得奔跑。或離開方位。

(乙) 保持足與地之接觸。

(丙) 兩足須在底線外。(即離網較遠之一面。)

### 第七條解釋

(甲) 球員若有下列之動作時。不得判之為奔跑或離開方位。

(一) 足部略移。而實際上並未移動其本來位置者。

(二) 一足任何移動。而其他一足則始終保持其原來位置者。

(乙) 當發球時。(即站好位置後至球拍觸球時止。)(見條例第六條)無論如何不得兩足

同時離地。

(丙) 所謂「足」者。乃指吾人腿部踝節以下而言。在發球時。全都必須在底綫以外。

### 第八條

每盤開始。發球者應先于底綫後之中分點之右方發球。以後即左右交換行之。發出之球。應越過網落于斜對面之發球區內。(如由甲方左



發出。應落于乙方左發區球內。或該發球區之界線上。此時受球員。乃可回擊。

### 第八條解釋

如不用裁判員與巡邊員時。發出之球之好與不好。由受球員判斷。如爲退讓比賽時。不論其爲退讓者。或受退讓者。發球時應由左發球區起始。（按退讓比賽。即一方在分數上預爲讓步。例如每局未比賽時。受讓一方先得分數一五是也。）

### 第九條

發球如犯下列情形之一者。即爲失誤。（甲）違犯第六、七、八條規則者。（乙）已舉拍擊球。而未擊中者。（丙）發出之球。先觸在網以外別項固定物。而後落地者。

例八 發球員將球拋至空中後。因無意擊球。隨即將球收回。是否當作失誤。

解決 不作失誤。因彼未作擊球之企圖。其將拋出之球收回。足以表明彼無意發球。

### 第十條

第一次發球犯失誤後。發球員應在同方底線後。作第二次發球。若其失誤如正為發球方位之差誤。則應在更正後一方之底線後發第二次發球。發球失誤。若在下着球已進行後發覺者。其失誤可不必論。

失誤後再  
發一次

例九 球員由錯誤之方位發球。其終果負一着。然後聲明發球地位錯誤。則如何。

解決 已負之點應成立。

例一〇 設兩方分數各為一五。甲球員誤從左方發球。發球後甲勝一着。又從右方發球。犯一次失誤後。方發覺發球方位之錯誤。則所勝一着是否成立。下次發球應在何方。

解決 勝着應成立。下次應在左方發球。分數為三〇與一五之比。發球員犯一次失誤。

### 第十條解釋

發球方位錯誤。在勝負未分時發覺者。應作失誤。如已分勝負。則不論發球者為勝或負。均應成立。

當錯誤發覺後。下一次發球。應從糾正錯誤後之一方發出。以前分數均為有效。惟發球差誤

發球須俟  
受球員準  
備後

若爲由于裁判員報數不確所致。除該點勝負已分外。應作爲無效球。蓋球員不能因裁判員之  
差誤而受累也。(參看例二十六)

### 第十一條

發球員應俟受球員已準備時。方可發球。受球員對於來球。如已作迎  
擊之勢者。即應視爲已有準備。受球員若未作準備之表示時。亦不能因  
來球未落入正確球區內。而認爲對手失誤。

例一 設球在受球員未準備時發出。受球員違作迎擊之勢而未擊中。可否要求宣告無  
效。

解決 不可。彼既作迎擊之勢。應視作已有準備。

例二 在回球時。若第一球(已成無效球)尙在空中時。而第二球已發來。兩球互相接觸。  
受球員遂不作回擊。是否爲負一着。

解決 不能作負。第二球亦應作無效球。

例一三 第二球發出時。受球員會高呼『未準備』及第二球出界。受球員因謂彼之未準備為無關係。因發球失誤。本無回擊之必要。故第二球應與第一個球一併作為失誤。

解決 第二球應作無效。受球員既有未準備之表示。即不能因有利于己。而認對方發球為有效。

### 第十一條解釋

發球員在發第二球時。亦應俟受球員已有準備時。方可發出。與發第一球例同。如受球員表示未準備。且未作迎擊之勢時。則發出之球無論中式與否。均作無效論。

### 第十二條

發出之球如(甲)先觸網、網繩、布帶、或邊緣、而後落入對方正確球區內。(乙)在對手未準備時發出者(參看十一條)均為無效球。無效球在分數上。不生影響。應補發一次。惟無效發球。不能打消以前失誤。

## 第十二條解釋

發出之球觸網而落入對方正確球區內。應作無效球而須補發。但在往返迎擊之際。雖觸網而能落入對方球區時。亦應作為好球。

發無效球次數無限制。發球者應在同方球區補發。直至發一好球。或犯兩次失誤時為止。

## 第十三條

第一盤終止時。發球員即為受球員。受球員為發球員。如此輪流更迭。直至比賽終結。若發球員交替錯誤時。在錯誤發覺時應更正之。未發覺前之分數。均有效。惟一次之發球失誤則不計。如錯誤至一盤終結後方始發覺。則此後即依序發球。以前錯誤。無須糾正。

## 第十四條

球自發出後。（除失誤及無效外。）至一着勝負判定時止。其間為『比賽時』。

發球之交  
替

球在比賽  
時

例一四 一球向網飛去。對方球員以為將越過網。即行回擊。因而觸網。則誰負一着。

解決 若球尚在比賽時。球員觸網。即負一着。若球已觸網。而決不能越過網時。則為死球。

(即無效球)而成為非『比賽時』。此時球員雖觸網。亦不作負。

### 第十五條

發球員勝  
一着

發球員有下列情形之一者。為勝一着。(甲)發出之球。在未落地前觸及對手身體衣服或球拍者。(乙)受球員依第十七條之規定負一着時。

### 第十六條

受球員勝  
一着

受球員有下列情形之一者。為勝一着。(甲)發球員連犯二次失誤時。(乙)發球員依第十七條之規定負一着時。

### 第十七條

球員如何  
負一着

球員有下列情形之一者。為負一着。

(甲)來球落地後不能立即擊回至對方球區內而任其第二次落地。

(惟合于第二十條(丙)款之規定者不在此例。)

(乙)擊回之球。落在對方球場界線外。或觸及界外固定物者。

(丙)來球未落地而遽行回擊。此被回擊之球。未落入對方球場內者。

雖該球員立于球場外。亦爲負一着。

(丁)擊球時。球拍觸球兩次。

(戊)球在比賽時。身體衣服或球拍觸及網、網柱、網繩、(或金屬線、)

邊緣、布帶、或對方之場地。

(己)來球尙未越網。而遽行截擊。

(庚)在比賽時。球觸其身體衣服或身上其他各物。(手中所持之球

拍除外。)

(辛)擲拍擊球。

例一五 球員立于球場外。因見來球已出界。遂于空中擊球落地。或用手接球。應否爲負一

着。

解決 應作負一着。彼所立地位。初無關係。球在未觸場外地面。或固定物前。（除網及網柱，）皆作爲好球。

例一六 一球員立于發球區外。被對面發來之球。于未着地前。觸及身體衣服或球拍。則如何。

解決 被觸球員負一着。發出之球若未落地。無論其趨向何方。均作好球論。球員亦不得故意將球接住。而認之爲失誤。

例一七 球員發第一球時失誤。而同時其球拍脫手而觸網。彼是否負一着。

解決 不負一着。無論其球拍觸網時球已着地與否。均作一次失誤。

例一八 設在雙人球場內作單人比賽。球場網柱有裏外兩道。一球員觸裏柱邊綫以外之網段。彼不認負一着。因離邊綫外三呎地方。本不應有網。

解決 該球員當負一着。因彼所觸者。應視爲網之支持物之一部分。



球落界線上仍作未出界

球觸固定物

### 第十八條

球落界線上與落在界線內同屬有效。

### 第十九條

在比賽時球若先落地而後觸固定物。(網及網柱除外)擊此球者勝一着。若未落地而先觸固定物者則其對手勝一着。

例一九 在比賽時球落裁判員身上或其站檯或坐椅。而擊球者以為此球乃趨向界內者。應如何解決。

解決 擊此球者負一着。

### 第十九條解釋

若球未落地時。觸及場外固定物。或任何職員身上或其坐椅。擊此球者負一着。若球先落于正確區域內。在第一次彈躍時。觸及任何固定物。(見第二一條)時。則對方負一着。

第二十條

回球有下列情形之一者。皆爲好球。

(甲) 球雖觸網，網柱，繩或金屬線，邊緣或布帶。但能越過而落于對方球場內者。

(乙) 不論發球或回球。于落入對方球區後。如仍向本方躍回。且已越過網。此時對方球員。趕即俯身過網。回擊此球。祇須其身體，衣服，或球拍，不觸網或網柱之任何部分，或對方場地時。亦爲好球。

(丙) 從網柱外面將來球由較網高或較網低之處。擊回至對方球區內。則球雖觸及網柱。亦爲好球。

(丁) 若球已過網而入自己球場空際。球員將球擊回。球若落入對方球區內。其擊球時球拍雖越網。亦爲好球。

(戊) 來球落地時觸及地上另一個球。而此方球員。仍能將球擊回時。

例二〇 球員可用雙手執球拍以迎擊來球否。

解決可。

例二一 發出之球，或擊回之球，觸及地上另一個球時，此方球員，可否擊回之，解決可。祇須裁判員認明被擊之球確係來球，而非被觸及之球。

例二二 一球向對方場外擊去，觸網柱落入對方球區內，是否為好球，解決是。

## 第二十條解釋

球員不論立于球場內或球場外。被在比賽之球觸及時。皆為負一着。須知球未落于場外時。無論趨向何方。皆作好球論。在比賽時。球員球拍觸及網或網柱之任何部分。或侵入對方球區。或將球拍落入對區。均為負一着。球員在球未越網入本區時。而舉拍擊之者。亦為負一着。惟球在本區時。因回球之勢。而將球拍送球越網時。則不得為負一着。

被驟然重削之球若已落入對方場地上。而後躍回被擊一方者。擊之者為好球。對方球員。因

欲搶擊此倒躍之球。得將身體及球拍。越過網上。伸入對方球場空際。惟若因此觸及網之任何部分者。仍負一着。

一切網之支持物。如網柱。網繩。網中間之布帶。皆當視為網之一部分。此點曾經網球合法機關所公認。球若觸及上述任何物件而仍落入適當球區內時。亦為好球。（惟發出之球。若遇此事。則為無效球。）網柱應立球場界外。惟有時由側面擊球。亦能觸網柱。而仍落入球場。

擊回之球。若在網繩下面。網與網柱間之空隙穿過。不能作為好球。因網與網柱。理應相連接。按球場設網用意。乃以網柱為界。將兩方區域劃分。使彼此不得侵越。

### 第二十一條

除固定物以外。球員若受他種意外阻礙。致無法迎擊來球時。則所失球。當作為無效。而須另行比賽。

意外阻礙

例二三 設有一旁觀者。侵入球員擊球地位。此時球員若失球。可否要求宣告無效。

解決 若按裁判員意見。球員受意外阻礙以致失球。而確非其所能為力者。則應作為無

效。若因原有之繩或座椅等物。設置過近。致妨礙球員之回擊時。即不能作為無效。因繩及座椅。應視作球場上之一種佈置。但若有一旁觀者。經過座椅之前。或將座椅移置于較近球場地方。因而妨礙球員之擊球時。即應作為無效。

例二四 如遇前述事情。經裁判員宣佈無效而重拍。其時發球員如已犯一次發球失誤。此後仍有兩次發球權否。

解決 否。無效球不能影響以前之失誤。

例二五 裁判員或巡邊員先高呼『出界』。旋又改正曰『在比賽』。此時一方球員負去一着。因諉之為裁判員口令錯誤所致。應如何解決。

解決 有此情形時。裁判員自應宣告無效。但若彼意以為其口令錯誤。實無關於該球員之失球時。則其失球應作有效。如對方擊勢甚佳。球落此方球區極端。而非此方球員所能迎擊時。亦應作為有效。若經巡邊員勘定此球落地時。確已出界。則擊球者負一着。而不能成無效球矣。

例二六 在比賽時。設有另一球。被人由外擲入球場。因而妨及球員之回球者。則應如何處置。

解決 應宣告無效。惟此項解決。祇適用於球在比賽時由外擲來之球而論。受球員對於一已球區內不用之球。應隨時收拾。或命人收拾。否則如發生不利于彼之事項。彼即不得有所推諉。

例二七 發第一個球出界。觸及場外固定物躍回。因而阻礙受球員迎擊第二球時。可否要求宣告無效。

解決 可。但若彼有機會將第一個球移去。惟因疏忽而致受阻。即不能視作無效。

例二八 在比賽時。執行裁判員已宣告無效球。一方球員仍向此球迎擊而勝一着。而向檢察裁判員陳訴規則上之疑義。若依檢察裁判員之判斷。執行裁判員之宣告無效球實為錯誤。則該着勝球。是否有效。

解決 應作無效。但若裁判員宣告無效球時。對於兩方比賽進行。未發生影響。則應作有效。

## 第二十一條解釋

在比賽時。球員若被看客。或由外擲入之球。或任何事物之阻礙。而非其能力所能補救者。其失球應作無效。

凡遇外來之阻礙。應由裁判員判斷。若不用裁判員時。則應由受阻礙之球員決定。以示禮讓。

## 第二十二條

記分法  
勝一盤

均勢

優勢

球員勝第一着時。其分數爲一五。勝第二着時。其分數爲三〇。勝第三着時。其分數爲四〇。及勝至第四着時。即勝一盤。

如雙方數分各爲四十。即成『均勢』。以後如甲方勝一着。爲甲方佔『優勢』。如再勝一着。則甲勝該盤。如甲方佔優勢。而次着復爲乙方所勝。此時乃復成爲均勢。以後尚須繼續比賽。直至均勢之後。一方連勝二着時。該盤勝負始決定。

## 第二十二條解釋

第二十二條所規定之記分法。係普通網球比賽所通用者。惟退讓比賽則不在此例。

### 第二十三條

一方球員先勝至六盤時。即勝一局。惟遇左述情形時。則依下法規定之。

如雙方各勝五盤。即成『平局』。以後甲方勝一盤為甲方佔優勢。如連勝一盤。則甲方勝該局。如甲方佔優勢後。次盤為乙方所勝。則仍為平局。以後尚須繼續比賽。直至平局後。一方連勝二盤時。該局勝負方始決定。

### 第二十四條

球員于每局內之第一及第三盤。及以後每兩盤完畢時。應互換球區。又在一局終結時。亦應互換球區。惟若該局之總盤數為偶數。則無須易位。可待次局之第一盤完結時互換之。

一局勝負  
之決定

球員互換  
球區



局數之限制

本規則亦適用於女子

## 第二十四條解釋

球員易位。每在一局內盤數爲奇數時行之。如一局終結。其總盤數爲偶數。則當次局開始時。雙方仍在原位比賽。直至第一盤完結時。方可易位。以後每二盤易位一次。

如一局終結時之總盤數爲奇數。則當次局開始時。即須易位。第一盤後。再須易位。以後每二盤易位一次。

一局者。乃比賽時之單位也。

執行裁判員有依本條規則。指定球員易位之責任。

## 第二十五條

比賽至多以五局爲限。遇婦女參加時。則以三局爲限。

## 第二十六條

本規則內各條之規定。除特別指明者外。凡適用於男子者。亦適用於婦女。

## 第二十七條

網球規則

執行裁判員之最後決定  
為最後之決定  
裁判員之決定  
檢察裁判員之決定  
規則上之疑義

檢察裁判員得指令  
暫停比賽

比賽不得  
中標及其  
例外

凡用執行裁判員之比賽。當以執行裁判員之判斷為最後決定。如兼有檢察裁判員者則對於執行裁判員之判斷。遇規則上有疑義時。得陳訴於檢察裁判員。而以檢察裁判員之判斷。為最後之決定。

檢察裁判員。得因氣候、光線、球場等之變動。相機指令暫停比賽。暫停比賽。對於以前之分數及雙方所佔之方位。不生影響。惟經檢察裁判員及球員之同意。亦得變通辦法。

### 第二十七條解釋

檢察裁判員可逕自指令球員暫停比賽。或對於執行裁判員之指令暫停比賽。加以核准。

暫停比賽後之續行比賽時。應由前此未完結時之局數、盤數、及分數計算。但若得檢察裁判員及雙方球員之同意。而願另局或另盤比賽。或完全重賽者聽。

### 第二十八條

比賽應自始至終。連續不輟。惟男子比賽于第三局終了時。或婦女參

加比賽者于第二局終了時。得有一休息時間。此時間至多不得過十分鐘。又如遇特別情形。致令比賽不得不暫停。而其咎不在球員者。執行裁判員得令比賽暫停至相當時間。

本條規則。務須嚴格遵守。比賽時不得爲一方球員養蓄精銳之方便而暫輟。執行裁判員。對於球員故意延緩者。得加以警告。如施警告後而仍故意違犯者。得視爲不合格。而令其退出比賽。

注意——本條所規定之休息時間。惟萬國網球奪標比賽。（台維斯杯。）必須遵守。至各國國內比賽之網球規則。則可以變通或刪除。

十分鐘休息。如爲男子比賽時。祇可於第三局終了時行之。未至第三局終了時。不得休息。在第四局已進行後。亦不得再行休息。如爲婦女比賽時。祇可於第二局終了時休息。未至此時期。及已過此時期後。均不得休息。十五歲以內之童子。其休息規則與婦女同。

男子比賽。如爲第三局兩勝比賽時。則不得休息。

十分鐘休息後。球員必須臨場。

球員若因身體不適。或遇意外事故。而非彼之能力所能及者。以致不能終局時。當作棄權論。比賽時之故意「延宕」。頗難宣判。執行裁判員。須詳察球員之「延宕」是否出於故意。欲藉此以得比賽上之利益。如認為確係故意者。應即警告該球員。令其勿再作此不公正之行為。如警告無效。則可判以棄權。而令之退出比賽。

比賽時遇有意外阻礙。而非球員所應任其咎者。例如飛機之經過。旁觀者之移動等。裁判員得令比賽暫行停止。

## 雙人比賽

### 第二十九條

除下列數條外。以上單人規則。兼適用於雙人比賽。

### 第三十條

雙人比賽球場。共寬三十六呎。即其兩邊線。較單人球場各加寬四呎半。而將單人球場兩發球線之間一段邊線。另名爲發球邊線。其餘悉與

雙人球場  
大小  
發球邊線

雙人比賽  
之先發球  
者  
同方兩球  
員輪流發  
球

第一條所載單人球場同。惟單人球場所所有兩邊線由底線至發球線中間一段。在雙人球場可以省去。(參看第一頁及四十九頁球場圖)

例二九 雙人比賽時。發球員要求在雙人球場邊線以內之底線後發球。是否違例。抑或發球員所處地位。仍須不越出中分點與單人發球邊線之外。

解決 發球員可立于中分點與雙人球場邊線中間底線後之任何地點。

### 第三十一條

每局第一盤開始時有先發球權之一方。得自行決定一球員先發球。第二盤對方發球時。亦依此例。第三盤發球時。須由第一盤發球者之同伴發球。第四盤發球時。須由發第二盤者之同伴發球。如此四人更番輪替。直至一局終了。

同方兩球員更番發球秩序。在一局中不得變更。至第二局開始時。方可更動。受球者亦然。一局之中。兩球員應保守原定之地位。更番受球。不

得任意更動。至第二局開始時。方可更動。

例三〇 同方一球員。如臨時未到場。其他一球員。可否要求與對方兩球員。作一對二之比  
賽。

解決不可。

### 第三十一條解釋

每一局開始時。同方兩球員。得自行商定變更發球秩序。但在一局未終結時。不得變更。  
所謂變更發球次序者。即重定誰先發球之謂也。變更後仍須兩球員依次輪流。

### 第三十二條

發球失誤。除第九條之規定外。如發出之球。觸及發球員同伴之身體  
衣服或所携物件者。亦為發球失誤。反之。如此球于未落地前。觸及受球  
員同伴之身體衣服或所携物件者。則發球者勝一着。

### 第三十三條

球觸同方  
球員身上  
即為發球  
失誤

發球次序  
錯誤時

如一方球員發球秩序錯誤時。在差誤發覺時。即應移交至應輪值球員發球。其已成立之分數有效。如曾犯發球失誤。亦應計算。如至一盤已終結而始發覺者。則以後此方發球。即循差誤後之秩序進行。

### 第三十三條解釋

發球秩序差誤。在一着或一盤之勝負已成立而始發覺者。雖其球係不應發球之球員所發。亦為有效。以後比賽繼續進行。一如未發生差誤者然。發錯球者之同伴。應繼續發球。

### 第三十四條

第一盤同方兩球員輪替受球。已定之秩序。在一局內。不得變更。

例三一 雙人比賽發球時。發球員之同伴。可否立于發球區中央。藉以遮斷對方視線。

解決 可。發球員之同伴。得立于自己球區內任何地點。

### 第三十四條解釋

受球時同方二球員之位置在一局內不得更易。須待次局開始時方可互易。二受球員于每

同方兩球  
員輪流受  
球

比賽時兩  
方交換擊  
球

### 網球規則

三四

局第一次受球時所處位置。即為該局受球之固定位置。第一次發球者于發球後初無須立于右方受球。而得任擇一方。擇定後在一局內即不得更易。

### 第三十五條

比賽之球。應由兩方任一球員。往返交換擊之。一方不得連擊兩次。如球員有違此例時。在球拍與球接觸時。即負一着。

例三二 雙人比賽時。一方之兩球員皆往迎擊來球。但均未擊中。此球落地時出界。惟此方球員亦未高呼『出界』。如此則何方勝一着。

解決 會企圖擊球而未擊中之一方勝一着。在比賽時。雖會企圖擊球。而實未擊着。以及球出界而此方球員並未宣佈出界。皆不能影響于判決。

### 注意

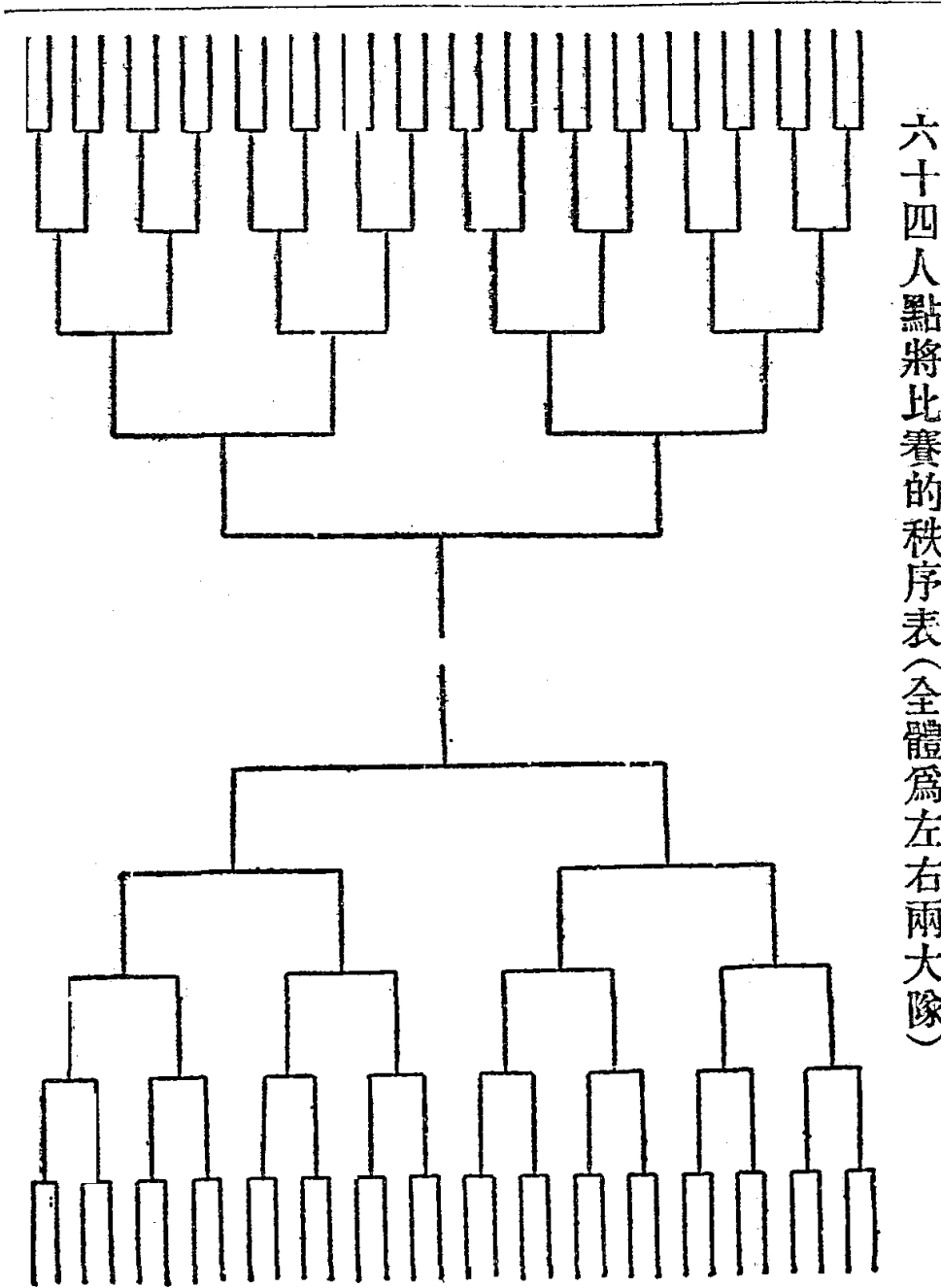
網球比賽如遇難解決之問題。或在規則上發生疑義時。可將詳細情形致函上海博物

院路念號青年會全國協會體育部。或繕英文信函寄交美國網球協會 U. S. Lawn

Tennis Association, 120 Broadway, New York City, U.S.A. 必有覆函詳為解釋。



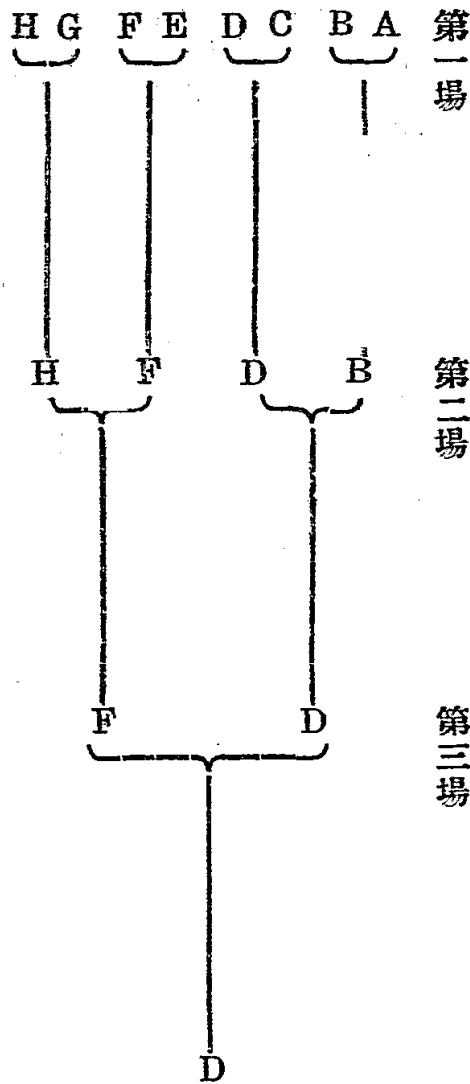
六十四人點將比賽的秩序表(全體為左右兩大隊)



網球規則

比賽秩序佈置法(參看第四十六頁說明)

如參與比賽者人數為四,八,十六,三十二,六十四,一百二十八,或更大之「2」之乘方數時。則可依左表。作兩兩之對賽。



如參與比賽人數。非「2」之多次方數。則在第一場比賽時。可簡出若干人為輪空者。使第一場比賽後加上輪空者。在第二場中成爲「2」之多次方。計算輪空人數之方法。可用一個比球員人數較大之「2」之多次方。減去加入球員人數即得。再由球員總數。減去輪空者人

數。即為第一場比賽人數。如輪空者人數為偶數時。則可將一半置表中前列。將其餘一半置於後列。如為奇數。則在前列者。應較在後列者少一人。在排列時。前列輪空者須先拈出。其次再拈第一場球員。末乃拈後列之輪空者。茲將有輪空者之比賽秩序。分別列表舉例於後。

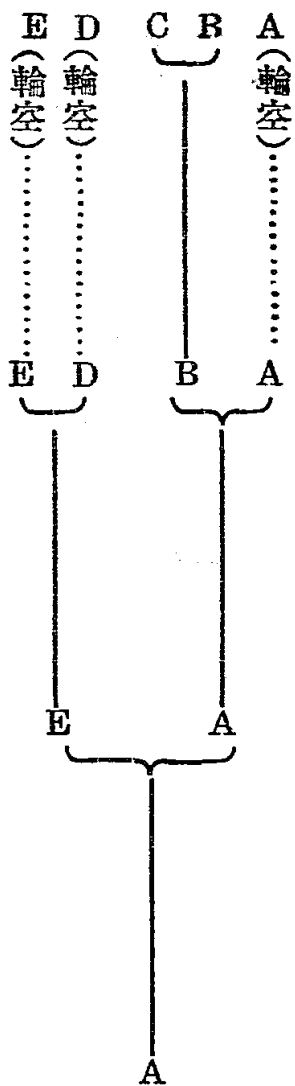
第一例——比賽人數自五至八

五人比賽輪空者三人。前一後二。

第一場

第二場

第三場



六人比賽。輪空者前後各一。 七人比賽。祇後列有一輪空者。 八人比賽。無輪空者。

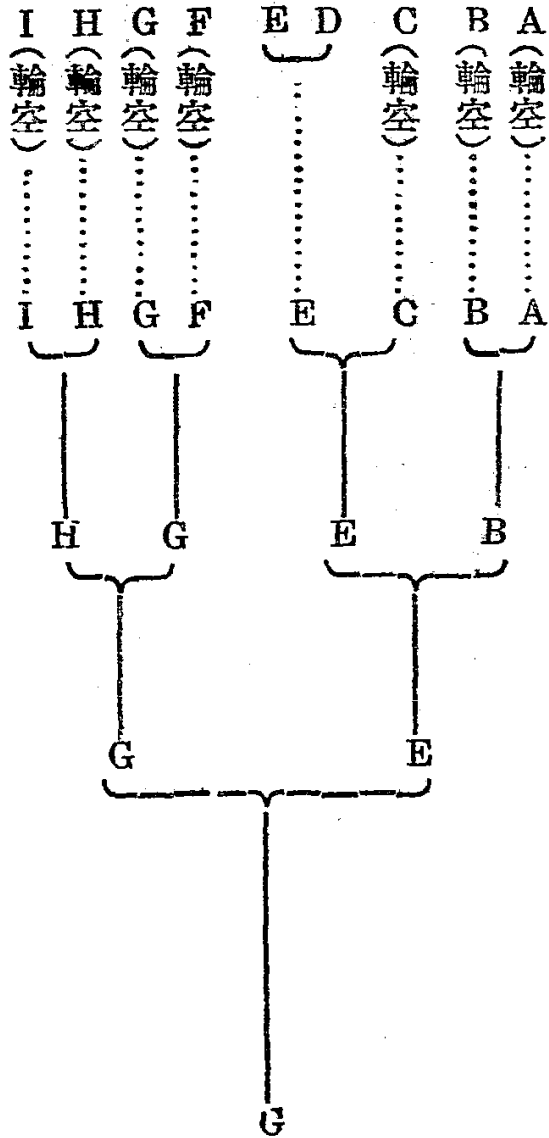
第二例——比賽人數自九至十六

九人比賽。輪空者七人。前三後四。

網球規則

網球規則

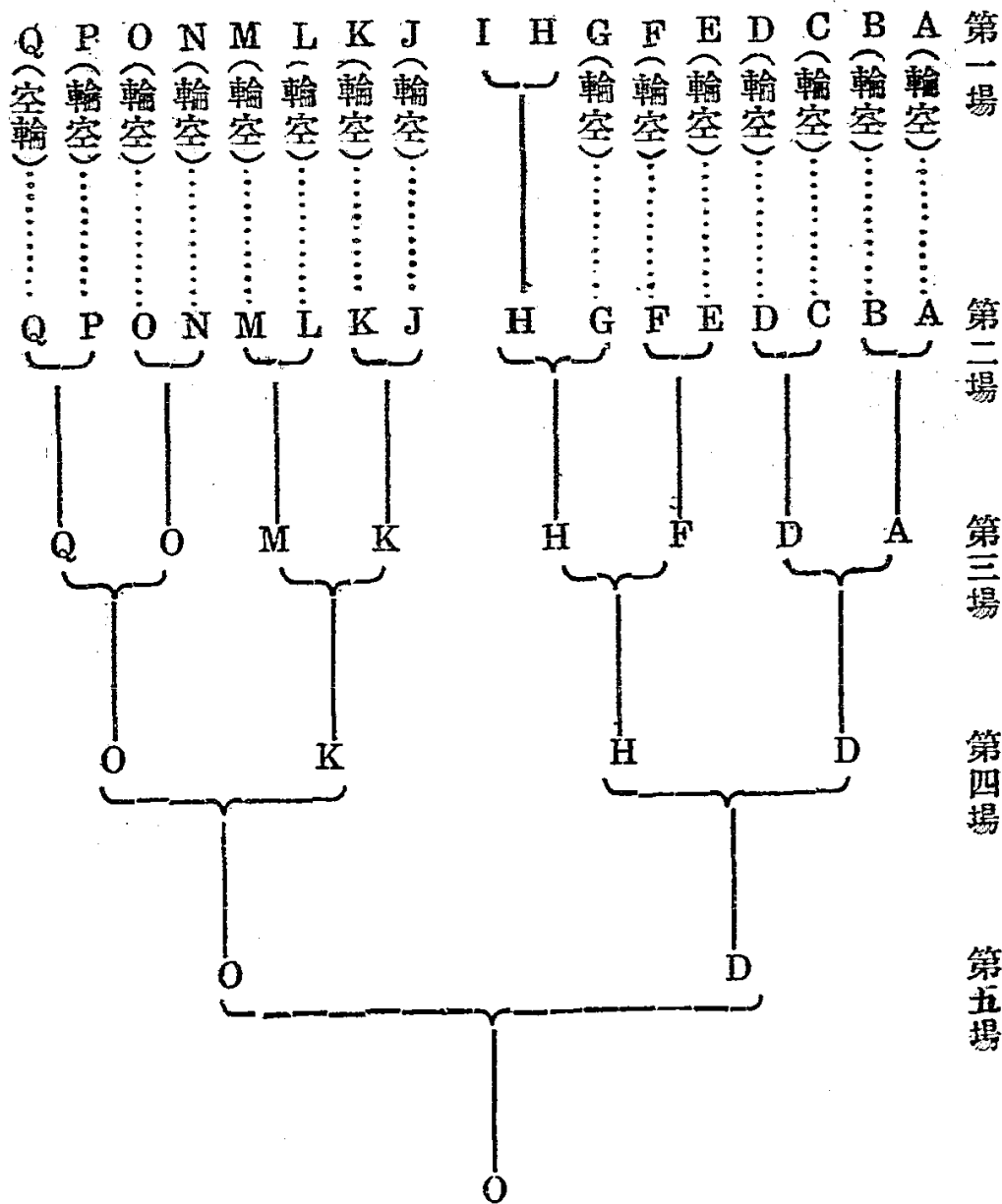
第一場 第二場 第三場 第四場



- 十人比賽。輪空者前後各三。
  - 十二人比賽者。前後各二。
  - 十四人比賽者。前後各一。
  - 十六人比賽者。無。
- 十一人比賽者。前二後三。
- 十三人比賽者。前一後二。
- 十五人比賽者。前無後一。
- 十七人比賽。輪空者十五人。前七後八。

第三例 —— 比賽人數自十七至三十二

網珠規則



網球規則

四〇

十八人比賽輪空者。前後各七。

十九人比賽者。前六後七。

二十人比賽者。前後各六。

二十一人比賽者。前五後六。

二十二人比賽者。前後各五。

二十三人比賽者。前四後五。

二十四人比賽者。前後各四。

二十五人比賽者。前三後四。

二十六人比賽者。前後各三。

二十七人比賽者。前二後三。

二十八人比賽者。前後各二。

二十九人比賽者。前一後二。

三十人比賽者。前後各一。

三十一人比賽者。前無後一。

三十二人比賽者。無。

(比賽人數更多者。依此類推。)

點將比賽球員位置排列法

(比賽秩序表參看第三十五頁)

凡正式比賽。(退讓比賽除外)須於事前預備一秩序表。於參與比賽人員中。撰擇其成績

優良者。依下列規定。妥加配置。

一、(甲)比賽委員會。有撰擇人員及予以配置之全權。例如中國若舉行全國網球比賽。則應由中華全國體育協進會舉出委員會。執行此權。

(乙)被選人數。依下述規則。由比賽委員會決定之。如參與比賽者為六十四人。或較少於六十四人時。則應選出人數。至多為八人。至少為二人。如參與比賽者在六十四人以上。則至少須選出八人。而自六十四人以上。每多八人。須加選一人。

(丙)比賽委員會。按球員技術之高下。擇尤選舉。並順次排以一二三四等號數。關於技術高下。大抵以從前成績為標準。例如去年全國比賽之成績優良者。或本年分區比賽之得勝者。

(丁)被選人名及所排定之號碼。應與比賽秩序表一併揭曉。

二、(甲)如被選者。祇有二人。則此二人(第一和第二)之配置。可用拈圖法決定。先拈得者。置于全體表中前半之第一位。後拈得者。置於後半之第一位。

(乙)如被選者有四人。則第一與第二照前法配置。第三與第四。仍用拈圖法決定。先拈得者。置于表中第二個四分之一之第一位。後拈得者。置于第四個四分之一之第一位。

(丙)如被選者共有八人。則第一二三四諸人照前法配置。第五六七八諸人。仍用拈圖法決定。並將全部均分為八組。先拈得者。置于表中前半空位中第一八分之一之第一位。(即未被拈據之第一個八分之一)第二拈得者置于後半空位之第一個八分之一之第一位。第三拈得者置在前半空位中第二個八分之一之第一位。餘類推。

(丁)如被選者共有十六人。則第一至第八照前法配置。第九至第十六。亦依(丙)項方法。惟將全部均分為十六份。將先拈得者輪流置于前兩後部空位中。各一個十六分之一之第一位。

(戊)為便利起見。被選人數最好為二、四、八、十六等。(2之方數)如此法不能實行。而被選球員必須為奇數。則可依下法配置。

(1)無論被選者若干人。必須先於選員中提出2之方數如二、四、八、十六等依前法排列。



(2) 如被選人數。除 2 之方數後。尚餘 1, 3, 5, 7 等之奇數。則應先用拈鬮法。決定何部應比其他一部多得一人。例如前半為 1, 2, 3, 4 而後半則為 0, 1, 2, 3。如被選人數除 2 之方數外尚餘 2, 4, 6 等之偶數。則前後兩部各得其半。

(3) 前述之方法決定後。可將餘剩之被選者。(即除過 2 之方數後餘剩者) 用拈鬮法。決定何人應歸前半部。何人應歸後半部。第一拈得者列入前半部。第二拈得者列入後半部。第三拈得者復列入前半部。餘類推。如餘剩選員成爲奇數。則最後一人應列入因拈鬮得勝而多得一員之一部。

(4) 餘剩選員。前後兩部分配決定後。其應置于各該部中之地位。則應以其號碼爲順序。

(5) 餘剩選員在前後兩部之排列。應與已排定選員之間隔相稱。若此種間隔空位多於餘剩之選員時。則用拈鬮法決定何處應空。何處應佔滿。

(6) 餘剩選員。應排列之地位決定後。可按第三節所指示。將各選員在前後兩部相間列入。各選員應常在四分之一。八分之一。或十六分之一等處之第一位。

三、除選員以外。對於其餘比賽員。可將每人姓名寫于紙片上。然後將各片隨意抽出。將先抽者。即置于前列未被選員佔着之輪空者地位。其次者置于第一場中未被選員所佔之地位。又次者置于後列所餘輪空諸位。

四、退讓比賽秩序單。可依下法編列。將各比賽員姓名寫于紙片上。然後將各片隨意抽出。先抽得者排作前列輪空。次抽出者排作第一場之比賽員。末抽出者。排作後部輪空者。

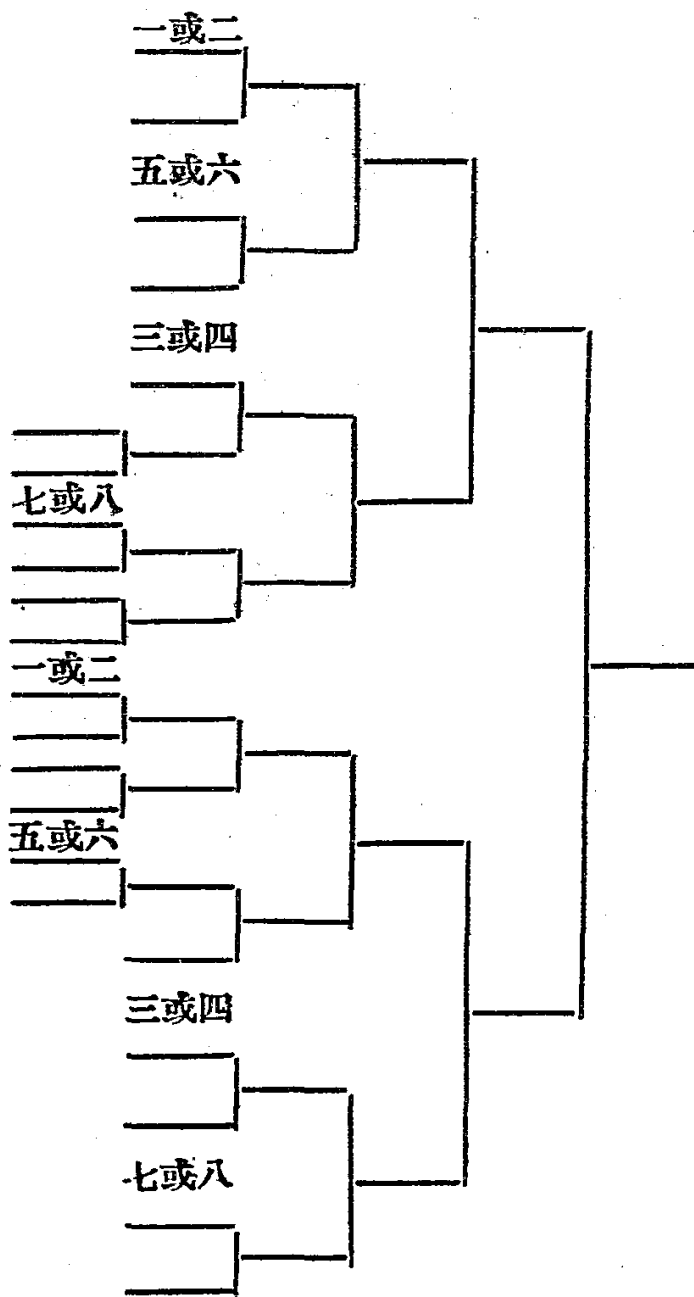
### 點將比賽編制秩序表舉隅

下列比賽秩序表。係假定預賽員爲二十二。於中挑選八人爲選手。

#### 手續提示

1 預備一紙空白秩序單。於全體球員中。挑選八人。依其技術高下。排成一二三四等號次。（去年比賽時名次等。可作挑選時之參考。）

2 先將第一和第二於表中所指定「一或二」之前後兩處。用闕拈法配置。先拈得者置前列。



3 再將第三和第四,第五和第六,第七和第八,依前法於表內所指定之前後兩處,用拈鬮法配置。

4 選員位置排定後,其餘比賽員,按上章所述方法分配。

佈置比賽秩序表簡略說明

如參預比賽人數爲2或2之方數。(如四,八,十六,三十二,六十四,一百二十八等)則可將全體球員全置于第一場。同時出場作兩兩之比賽。如此則最後一場必有二人決賽。惟若比賽人數非2之方數。則秩序分配。即較複雜。必須設法使第一場比賽後。餘下之得勝者。與未加入第一場之比賽員。適成2之方數。否則最後一場。或不免須有三人餘剩。故必在第一場比賽時。留出數人。至第二場方始加入。彼等即爲輪空者。

編秩序單時。先須決定輪空者有幾人。其法係用一個比球員人數較大者之2之多次方。減去球員人數即得。設參加比賽者共有四十一人。較四十一大之2之方數爲六十四。則輪空者應爲二十三人。可將其中十一人置于前列。餘十二人置于後列。

如此則第一場比賽。祇有十八人。(即四十一減去二十三)彼等兩兩比賽後。餘下得勝者九人。即可與未比賽之輪空者。加而成爲第二場之比賽員。此第二場比賽員必爲2之多次方。(二十三加九爲三十二)則戰至最後一場。祇剩兩人。茲將四十一人比賽時第一二場人

數列後。

$64 - 41 = 23$  留到第二場比賽之輪空者。

$41 - 23 = 18$  第一場之比賽人數。

$18 \div 2 = 9$  第一場得勝者。

$9 + 23 = 32$  第二場比賽人數。

雙人編比賽秩序編制法。與單人比賽同。惟處處以兩人為單位。

### 循環比賽秩序分配法

循環比賽時。(即球員各各均須賽過。)欲知比賽共須幾場。可將球員或球隊總數減一。

再乘以球員或球隊總數。後以二除之即得。譬如四個球員或球隊循環比賽。則  $(3 \times 4 = 12$

$12 \div 2 = 6)$  共有六場比賽。更有一法。即為自球員人數遞次減一。排列至一為止。如 4, 3, 2, 1,

除去最大一數(4)將其餘相加即得  $(3 + 2 + 1 = 6)$

如全場比賽完畢時。結果二隊或數隊成平局。則應另作比賽。或用他法定勝負。

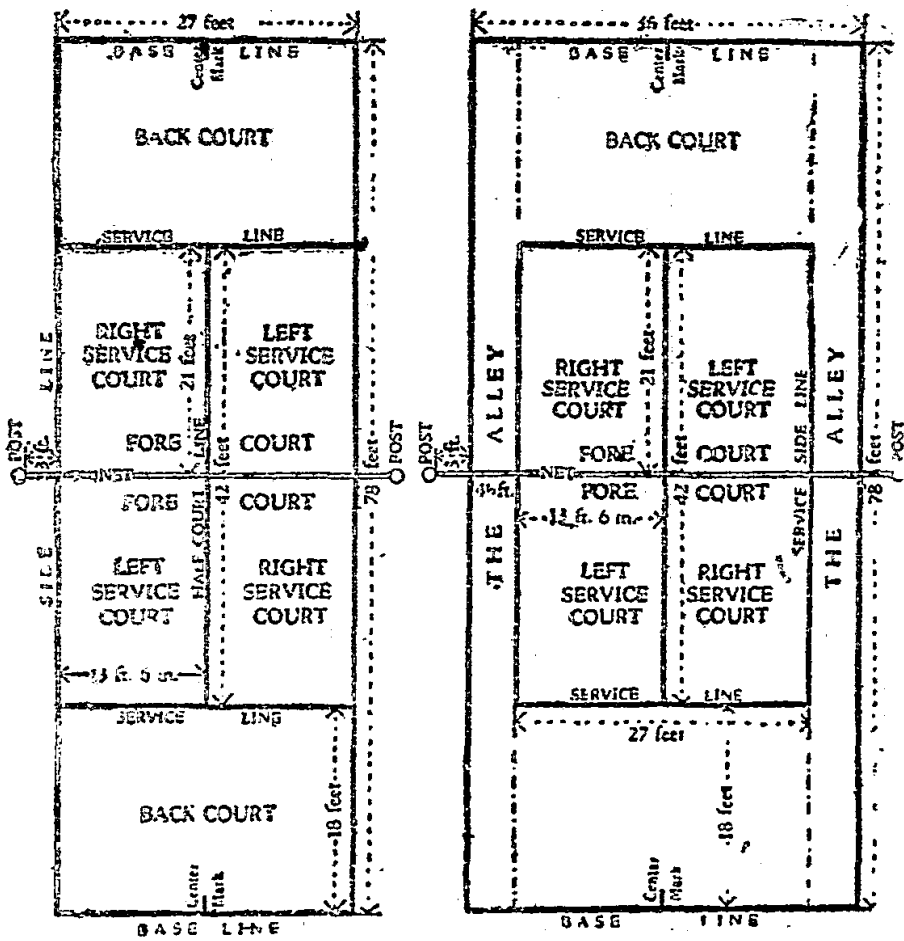
網球規則

下列秩序表為五隊作雙人比賽之例。每場比賽。皆有一隊出局。各隊比賽以四盤為完畢。將各球員勝負盤數。記于空白單上。至場數圓滿時計算得勝盤數。最多一隊。即為此次比賽之得勝者。

比賽隊伍		出場球員	一(姓名)	二(姓名)	三(姓名)	四(姓名)	五(姓名)
1	一與二	三與四	五				出局
2	二與三	四與五	一	出局			
3	三與四	一與五	二	出局			
4	四與五	一與二	三		出局		
5	一與五	二與三	四			出局	
6	一與三	二與四	五				出局
7	二與五	三與四	一	出局			
8	三與五	一與四	二	出局			
9	二與四	一與五	三		出局		
10	二與五	一與三	四			出局	
11	一與四	二與三	五				出局
12	二與四	三與五	一	出局			
13	一與三	四與五	二	出局			
14	一與四	二與五	三		出局		
15	三與五	一與二	四			出局	

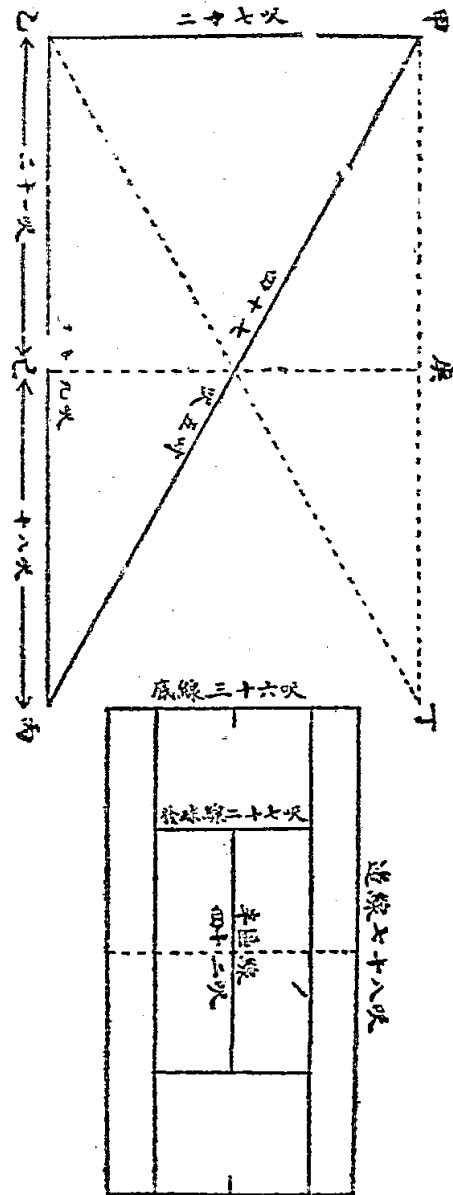
網球規則

四九



球場劃線法

雙人球場界線和尺寸。既為單人球場所盡有。故先述單人球場劃線法。以概其餘。



先將球場部位勘定後。可于當中量取二十七呎。於兩端各插一短樁為記。如圖中之甲乙。  
 (按此即係安置球網處) 從甲點斜出量取四十七呎五吋。又從乙點橫出量取三十九呎。將



該兩條丈量帶拉緊。使相會於一點。如圖中之丙。卽爲球場之一角。離乙點二十一呎。復插一小樁。如圖中之己。卽爲發球線之一端。將甲乙丙點丈量帶互換。並依上述手續進行。卽發見丁庚點。是爲球區半幅。再于網之另一面。如前法丈量。如此則球場界線略已具備。然後從底線兩端。各引長四呎六吋。並于其盡處。各用線連起。卽成雙人球場邊線。再由發球線正中。劃一半區線。並將丈量帶引長至底線。而得中分點。若該球場。但作雙人比賽用。則其內邊線。不必引長至底線。如兼作單人比賽用。則須引長。又網柱必須離邊線三呎外。不得稍近。亦須切記。

When two players in different classes above scratch meet, the inferior player shall start from scratch, and the odds owed by the superior player are as shown by Table No. 2 on page 31.

This table is to be used in the same way as the former, the class of the superior player being looked for in the horizontal line of figures at the top, and the class of the inferior player in the diagonal line of figures.

Example.—If Class 12 (owe 30) meet Class 7 (owe 15 and 1-) of 15), the former must owe the latter the odds of 4-6 of 15.

## Appendix IV

### It is the duty of an Umpire—

To direct the Competitors to change sides, in accordance with Rule 24.

## Appendix V

The Referee may, whether appealed to by any Competitor or not, postpone the meeting or any match or part of a match, if in his opinion the state of the weather, or if the light, or the condition of the ground, or other circumstances, render it advisable to do so.



player, then travel along the horizontal column until the vertical column is reached which bears at the top the number of the class of the inferior player. The odds specified at the intersection of the two columns are the odds required.

Example—If Class 3 has to meet Class 9, start from the figure 3 in the diagonal line of figures, and look horizontally until the vertical column is reached headed by the figure 9. The odds given at the point of intersection of the two columns (viz., 15 and 1-6 of 15) are the odds required.

When the difference between the best and the worst players entered is greater (say more than 30), it is desirable to handicap the best players at owed odds. The players above scratch (i. e., owing odds) should be classified as follows:

#### OWED ODDS.

Class 1 owes 1-sixth of 15.	Class 10 owes 15 and 4-sixths of 15.
“ 2 “ 2-sixths of 15.	“ 11 “ 15 and 5-sixths of 15.
“ 3 “ 3-sixths of 15.	“ 12 “ 30.
“ 4 “ 4-sixths of 15.	“ 13 “ 30 and 1-sixth of 15.
“ 5 “ 5-sixths of 15.	“ 14 “ 30 and 2-sixths of 15.
“ 6 “ 15.	“ 15 “ 30 and 3-sixths of 15.
“ 7 “ 15 and 1-sixth of 15.	“ 16 “ 30 and 4-sixths of 15.
“ 8 “ 15 and 2-sixths of 15.	“ 17 “ 30 and 5-sixths of 15.
“ 9 “ 15 and 3-sixths of 15.	“ 18 “ 40.

*When odds are owed, they should be marked by vertical dashes at the right of the first thick perpendicular line before the commencement of each game, thus:*

	Server	POINTS										★		
												A	B	
1	AB													
2	CD													
3	AB													
4	CD													
5	AB													
6	CD													

HANDICAPS. TABLE NO. 1. (Received Odds.)

When two players both in receipt of odds, meet, the player receiving the smaller odds is put back to scratch. The following table shows the point at which the other should then start. The number at the left of the horizontal columns denotes the player who goes back to scratch, those at the head of the vertical columns the player who still receives odds; and the numbers within the columns show the odds to be received by the player whose number stands at the head of the column.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18													
1		$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	$\frac{5}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.1	30.2	30.3	30.4	30.5	40.													
2			$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.2	30.3	30.5	40.													
3				$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.2	30.3	30.4	30.5													
4					$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.2	30.3	30.5												
5						$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.2	30.4												
6							$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.4												
7								$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.5											
8									$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.5										
9										$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.5									
10											$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.5								
11												$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.5							
12													$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.5						
13														$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.5					
14															$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.5				
15																$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.5			
16																	$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.5		
17																		$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.5	
18																			$\frac{1}{6}$ of 15	$\frac{2}{6}$ of 15	$\frac{3}{6}$ of 15	$\frac{4}{6}$ of 15	15	15.1	15.2	15.3	15.4	15.5	30.	30.1	30.5

This table was calculated upon the following data:—

- In the case of received odds—
- The average value of 1-6 is 2024
- “ “ “ “ “ “ 2-6 “ 3552
- “ “ “ “ “ “ 3-6 “ 4811
- “ “ “ “ “ “ 4-6 “ 6069
- “ “ “ “ “ “ 5-6 “ 7841

Length of a game is 4,6250 strokes,  
15.1 means 15 and one-sixth of 15 and so on.

## Appendix III HANDICAPPING

In handicapping matches the competitors shall be handicapped by the committee, or by a handicapper appointed by the committee.

The method of handicapping by classes shall be as follows:

GIVEN ODDS. Class 0—(Scratch).			
Class 1	receives	1-sixth of 15.	Class 10 receives 15 and 4-sixths of 15.
“ 2	“	2-sixths of 15.	“ 11 “ 15 and 5-sixths of 15.
“ 3	“	3-sixths of 15.	“ 12 “ 30.
“ 4	“	4-sixths of 15.	“ 13 “ 30 and 1-sixths of 15.
“ 5	“	5-sixths of 15.	“ 14 “ 30 and 2-sixths of 15.
“ 6	“	15.	“ 15 “ 30 and 3-sixths of 15.
“ 7	“	15 and 1-sixth of 15.	“ 16 “ 30 and 4-sixths of 15.
“ 8	“	15 and 2-sixths of 15.	“ 17 “ 30 and 5-sixths of 15.
“ 9	“	15 and 3-sixths of 15.	“ 18 “ 40.

When two players in different classes below scratch meet, the superior player start from scratch, and the odds received by the inferior player are as shown by Table No. 1 on following page. To use the table, find in the diagonal line of figures the number representing the class of the superior

*In scoring handicap matches, the odds received should be marked by crosses at the right of the first perpendicular thick line before the commencement of each game, thus:*

	Server	POINTS										*	*
												A	B
1	AB	+											
2	CD	++											
3	AB	+											
4	CD	++											
5	AB	+											
6	CD	++											

## Appendix I

# REGULATIONS FOR DEFORMATION TESTS OF TENNIS BALLS

1. In all tests for deformation conducted under Rule 3, the machine designed by Percy Herbert Stevens and Patented in Great Britain, under Patent No. 230, 250, together with the subsequent additions and improvements thereto, shall be employed.

2. The test shall be conducted at a temperature of approximately 68 degrees Fahrenheit, and any ball to be tested shall be of that temperature throughout when the test is commenced.

3. Immediately before any ball is tested, it shall be dropped four times from a height of one hundred inches onto a concrete base.

4. To ascertain the deformation of any ball, three readings shall be taken—one each of three diameters at right angles to one another—so chosen that initially neither plate of the machine shall be in contact with any part of the cover seam. The average of these three readings shall be the deformation reading.

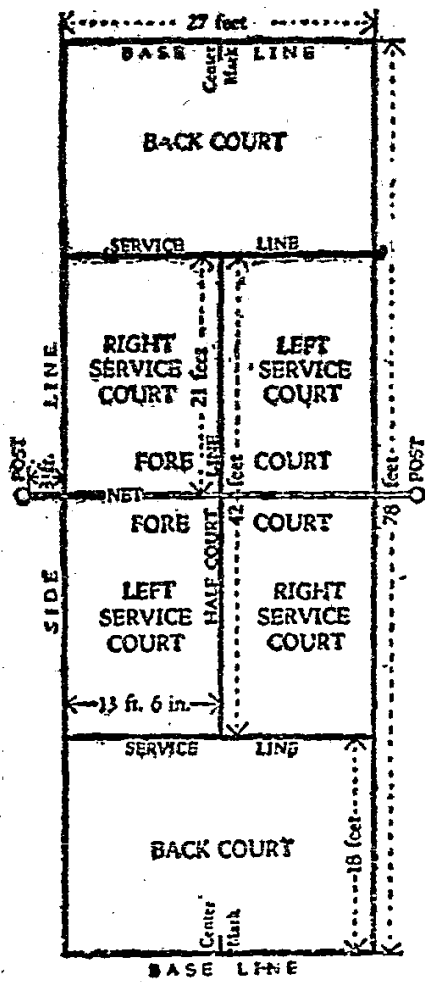
5. After the ball has been placed in position, the contact weight applied, the beam brought to the pointer level, the pointers set as zero, and the test weight placed on the beam, the pressure shall then be applied to the ball by turning the hand wheel at a uniform speed, and exactly five seconds shall elapse from the instant the beam leaves its seat until it is brought to the pointer level, whereupon the turning shall cease and the reading shall be taken.

6. The limits specified are fixed for a test conducted in an atmospheric pressure resulting in a barometric reading of approximately 29.75.

## Appendix II

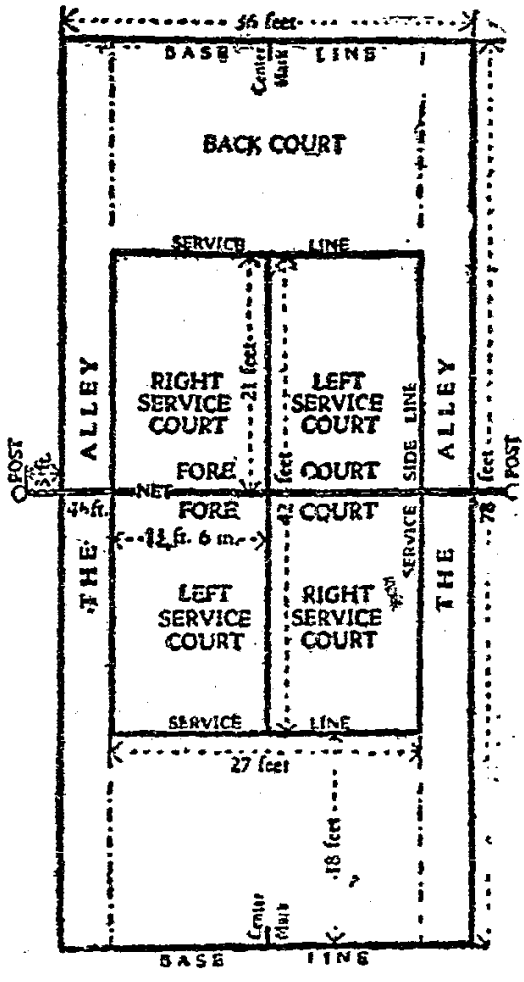
**It is the duty of an Umpire—**

To decide all doubtful or disputed strokes subject to the decision of the Linesman, and all points of law, subject to an appeal to the Referee; to decide when new balls are required, subject to the approval of the Referee; and to be responsible for the proper conduct of the match, including its discontinuance, subject to the approval of the Referee.



**THE SINGLES COURT**

The above diagram shows a court which is marked for the singles game only. The adjoining diagram shows how a court may be marked for both singles and doubles.

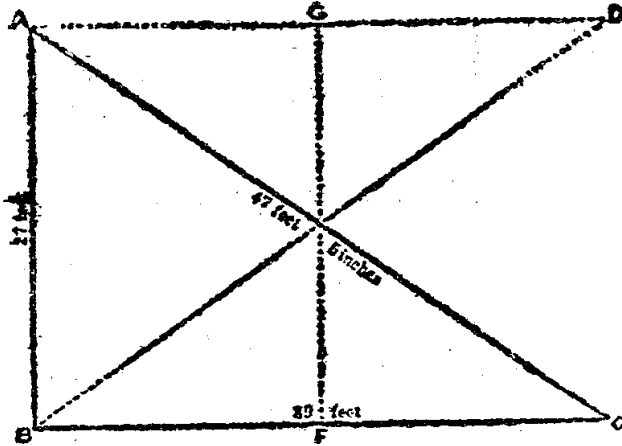


**THE DOUBLES COURT**

The service side lines should extend to the service lines only. The dot-and-dash lines show how the service side lines would be extended to the base lines in a court marked for both the singles and doubles game.



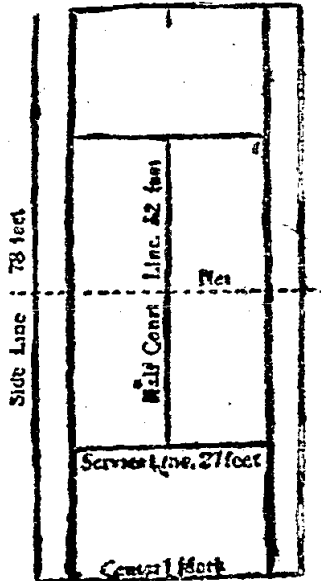
## How to Lay Out a Tennis Court



As a double court practically includes every line to be found in a single court, it is best to take first the measure for the latter. Having determined the position of your net, plant in the ground, in the line chosen, two pegs, 27 feet apart (at the points *A* and *B* in the diagram). Then take two measures and attach their respective ends to the pegs *A* and *B*. On the first measure 39 feet; On the other, diagonal of the

court, take a length of 47 feet 5 inches: pull both taut in such direction that at these distances they meet in a point *C*. This will give one corner of the court. At the point *F*, 21 feet from *B*, put in a peg to make the end of the service-line. The other corner, *D*, and the other end of the service-line *G*, may be found by interchanging the measures and repeating the process. The same measurements on the other side of the net will complete the exterior boundaries of the court. By prolonging the base-line 4 feet 6 inches in each direction, and joining the four new points thus obtained, we can make the side-lines of a double-court. Now join the middle points of the service-lines, thus forming the half-court line, and bisect the base-lines to form the center marks. If a double court alone be required, the interior side-lines need not be prolonged to meet the base-lines, Remember that in all cases the net-posts must stand at a distance of three feet from the side-lines.

For a court where a single or double game can be played, the size is 78 feet in length by 36 feet in width,  $4\frac{1}{2}$  feet inside the side lines, and parallel with them, are drawn the service-lines.



## Schedule for a Round Robin Tournament

To ascertain the number of matches to be played in a round robin tournament, multiply the number of players or teams by one less than the total number and divide by two. Thus, if there are four players or teams,  $3 \times 4 = 12 \div 2 = 6$  matches to be played.

Another method is to take the number of players or teams and set down the figures, thus: 4, 3, 2, 1. Cross off the highest figure and add together  $(3+2+1) = 6$

Where a tie or ties occur, one or more additional matches must be played, unless the tie is broken in some other way.

The schedule herewith provides an interesting doubles tournament for five players. One player sits out each time. The teams play four games each round, no matter how many they win or lose. The number of games won is placed in the open brackets and the man winning the most games at the end of the fifteen frames wins the tournament.

	TEAMS TO PLAY		Player Sitting Out	1 Player's Name and No.	2 Player's Name and No.	3 Player's Name and No.	4 Player's Name and No.	5 Player's Name and No.
1	1 and 2	3 and 4	5					out
2	2 and 3	4 and 5	1	out				
3	3 and 4	1 and 5	2		out			
4	4 and 5	1 and 2	3			out		
5	1 and 5	2 and 3	4				out	
6	1 and 3	2 and 4	5					out
7	2 and 5	3 and 4	1	out				
8	3 and 5	1 and 4	2		out			
9	2 and 4	1 and 5	3			out		
10	2 and 5	1 and 3	4				out	
11	1 and 4	2 and 3	5					out
12	2 and 4	3 and 5	1	out				
13	1 and 3	4 and 5	2		out			
14	1 and 4	2 and 5	3			out		
15	3 and 5	1 and 2	4				out	

## Simple Method of Making the Draw

When the total number of entries is 2, or a power of 2 (4, 8, 16, 32, 64, 128, and so on), then all the names can be written down in a single column, and two of the players will meet in the finals. It is when the total is *not* a power of 2 that difficulties arise. It is then necessary to so arrange your first round that the number of players thereafter will equal to a power of 2; otherwise there would be three players left to compete in the finals. This is done by placing a certain proportion of players in the second round. These are termed "byes" and have one less match to play than the other competitors.

In making the draw, first determine the number of byes by subtracting the total number of entries from the next higher power of 2. For example, if you have 41 entries you subtract 41 from the next higher power of 2, which is 64. This leaves 23 byes, 11 of which should be placed in the upper half of the draw and 12 at the bottom.

This leaves 18 players in the first round (41, the total number, minus the 23 byes). After these men have played, nine of them will be advanced to the second round, in line with the 23 byes. We now have 23 plus 9, or 32 players in the second round, and as 32 is a power of 2, only two men can meet in the final round.

### *The Draw with 41 Entries.*

$64 - 41 = 23$  byes in 2d round.

$41 - 23 = 18$  entries in 1st round.

$18 \div 2 = 9$  winners in 1st round.

$9 + 23 = 32$  entries left in 2d round.

This method of drawing for doubles is identical, except that a pair is substituted for a single player.

"Several other examples of making the draw are given in the chapter on "How to Make the Draw," page (1), but reference to them will be unnecessary if the *principle*, explained above, is once grasped. The goal is to bring into the second round a number of players equal to a power of 2; the rest is clear sailing.

## Illustration of a Seeded Draw.

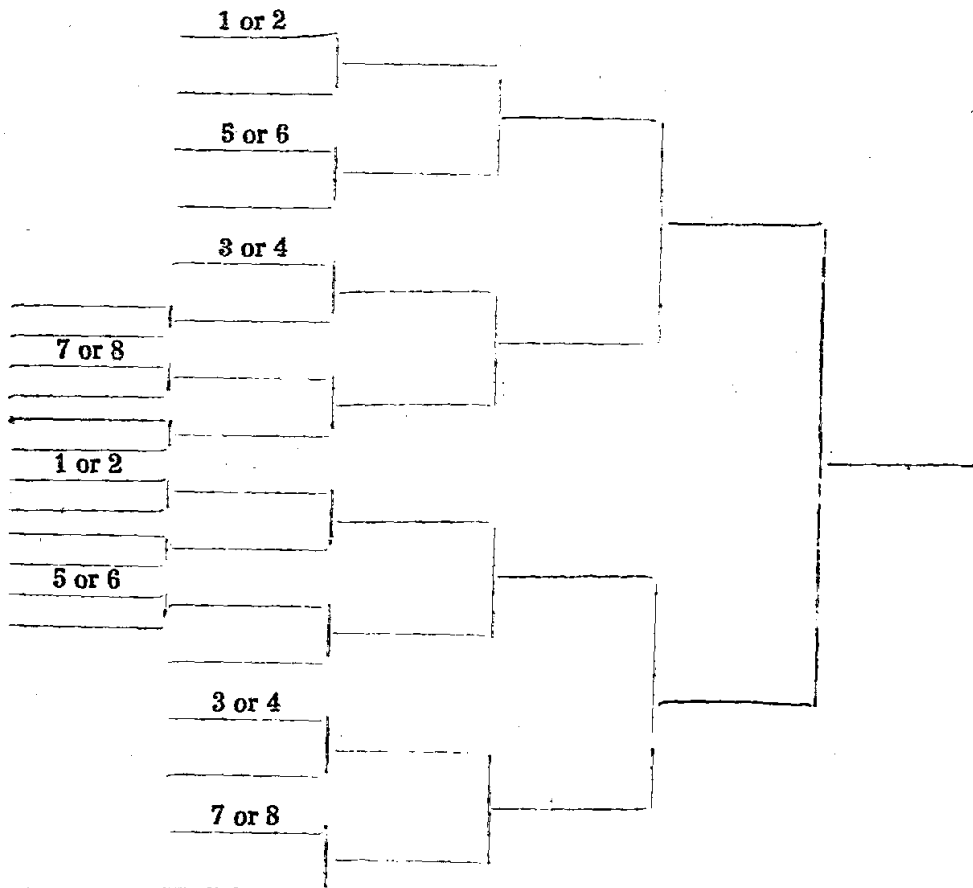
In the diagram below it is assumed that there are twenty-two entrants, eight of whom are to be seeded.

### INSTRUCTIONS.

I. Prepare draw sheet. List the eight players to be seeded, ranking and numbering them in order of ability (last year's ranking lists may be used as a guide):

II. Draw by lot 1 and 2 to determine in which of *two places numbered 1 or 2* each shall be placed. Place the first drawn in the upper of the *two places numbered 1 or 2*, the other in the lower of the two places.

III. Draw in similar manner 3 and 4, 5 and 6, and 7 and 8, and place as in diagram below—the first of the two numbers drawn always being placed in the upper of the *two places numbered 3 or 4, 5 or 6, or 7 or 8*.



IV. After the seeding is completed, draw and place other entrants as usual.

## Rule 34

The players to receive the service shall receive it alternately throughout each game, The order thus established shall not be altered during the set.

Partners  
Receive Service  
Alternately.

**Case XXXI;** Is it allowable, in doubles, for a partner of the Server to stand in the center of the service court, and thereby obstruct the view of the Receiver?

*Decision.* Yes. The partner may take any position in the court that he wishes.

## Explanation of Rule 34

The receiving formation of a doubles team may not be changed during a set; only at the start of a new set. Partners must receive throughout each set on the same side of the court which they originally select when the set begins. The first Server is not required to receive in the right court; he may select either side, but must hold this to the end of the set.

## Rule 35

The ball shall be struck alternately by one or other player of the opposing pairs, and if a player touches the ball in play with his racket in contravention of this Rule, his opponents win the point.

Ball Must be  
Struck  
Alternately by  
One or Other  
of Opposing  
Teams.

**Case XXXII.** In doubles a ball is struck at by a player at the net, and also by his partner, both players missing the ball, which drops outside the court. Neither player called "Out." Who wins the point?

*Decision* The point goes to the players who struck at the ball and missed it. An unsuccessful attempt to hit the ball, or calling "Out," has no bearing on the case.

---

Should any point arise upon which you find it difficult to give a decision or on which you are in doubt as to the proper ruling, immediately write, giving full details, to the Tennis Umpires Association, care of U. S. L. T. A., 120 Broadway, New York City, and full instructions and explanations will be sent you.

**RULE 31.** CASE XXX. In doubles, one player does not appear in time to play, and his partner claims to be allowed to play single-handed against the opposing pair. May he do so?

*Decision.* No.

### Explanation of Rule 31

At the start of any new set a pair may change the order of service from that followed in the preceding set. This order may not be changed during a set.

It is optional with them which shall serve first, but they must serve alternately throughout each set.

### Rule 32

**Ball Touching** The service is a fault as provided for by Rule 9,  
**Server's Partner** or if the ball served touch the Server's partner or  
**is a Fault.** anything which he wears or carries; but if the ball  
served touch the partner of the Receiver or anything  
which he wears or carries, before it hits the ground,  
the Server wins the point.

### Rule 33

**Procedure** If a partner serve out of his turn, the partner  
**When Player** who ought to have served shall serve as soon as the  
**Serves Out** mistake is discovered, but all points scored, and any  
**of Turn** fault served before such discovery, shall be reckoned.  
If a game shall have been completed before such  
discovery, the order of service remains as altered.

### Explanation of Rule 33

A point or game that has been played out and finished stands, even though the wrong partner has served. The match goes on as though no error had been committed, the partner who did not serve out of turn serving next.

# THE DOUBLES GAME

## Rule 29

The foregoing rules shall apply to the *Doubles Game* except as follows:

## Rule 30

For the doubles game, the court shall be 36 feet in width, *i.e.*,  $4\frac{1}{2}$  feet wider on each side than the court for the singles game, and those portions of the singles side lines which lie between the two service lines shall be called the *Service Side Lines*. In other respects the court shall be similar to that described in Rule 1, but the portions of the singles side lines between the base line and the service line on each side of the net may be omitted if desired.

**CASE XXIX.** In doubles the Server claims the right to stand at the corner of the court as marked by the doubles side line. Is the foregoing correct or is it necessary that the Server stand within the limits of the center mark and the singles side line?

*Decision.* The Server has the right to stand anywhere between the center mark and the doubles side lines.

## Rule 31

The Pair who have the right to serve in the first game of each set may decide which partner shall do so, and the opposing pair may decide similarly for the second game. The partner of the player who served in the first game shall serve in the third; the partner of the player who served in the second game shall serve in the fourth, and so on in the same order in all the subsequent games of a set.

The order of service having been arranged may not be altered during the set, but it may be changed at the beginning of each new set. Similarly, the receivers may not change places with each other for the purpose of receiving the service before the end of a set, but they may do so at the beginning of a new set.

## Rule 28

**Play Shall Be** Play shall be continuous from the first service  
**Continuous:** till the match be concluded; provided that after the  
**Exceptions.** third set, or when women take part, the second set,  
either player is entitled to a rest, which shall not  
exceed ten minutes,\*and provided further that when  
necessitated by circumstances not within the control  
of the players, the Umpire may suspend play for  
such a period as he may consider necessary. These  
provisions shall be strictly construed, and play shall  
never be suspended for the purpose of allowing a  
player to recover his strength or his wind. The  
Umpire shall be the sole judge of intentional delay,  
and after giving due warning he may disqualify the  
offender.

### Explanation of Rule 28

The ten minutes' rest may be taken *only after the third set* in men's events. It may not be taken before the third set or at any time after the fourth set has been started. It must be taken after the third set or not at all.

In women's matches, *after the second set or not at all.*

In boys' (under 15 years of age) matches a ten minute rest *must* be taken after the second set.

There is no rest in a two-out-of-three-set match in men's events.

The players must be back on the court ten minutes after play has ceased.

Should a player, on account of physical unfitness or an unavoidable accident not within his control, be unable to continue play, he must be defaulted.

"Stalling" is one of the hardest things to deal with. The rules say that "play shall be continuous." An Umpire should determine whether the "stalling" is deliberate and for the purpose of gaining time. If he decides that it is, he should warn the player to stop his unfair practice; if this does not end it, he should then default him.

The Umpire has the power to suspend a match for such period as he may think necessary, if in his judgment, the play is interfered with by circumstances beyond the players' control. Such circumstances might be the passing of an airplane, moving of spectators in the stands, etc.

\*Note—Provided that any Nation is at liberty to modify this proviso, or omit it from its regulations governing tournaments, matches or competitions held in its own country, other than the International Lawn Tennis Championship (Davis Cup).



## Explanation of Rule 24

## RULE 24.

The change of courts is made after every *odd* game of each *set*. If the total number of games played in a set is even, play the first game of the next set in the same court in which the preceding set was finished; then change, play two games and change again, and so on.

If the number of games in a set is odd, change sides at the end of the set, play one game and change again.

Each set is considered as a separate unit.

It is the Umpire's duty to direct the competitors to change sides, in accordance with this law (Regulation 14 (e) of Tournament Regulations). (See Appendix IV.)

## Rule 25

The maximum number of sets in a match shall be five, or, where women take part, three.

Maximum  
Number of Sets.

## Rule 26

Except where otherwise stated, every reference in these Rules to the masculine includes the feminine gender.

Rules Apply  
to both Sexes.

In matches where an Umpire is appointed, his decision shall be final; but where a Referee is appointed, an appeal shall lie to him from the decision of an Umpire on a question of law, and in all such cases the decision of the Referee shall be final.

Umpire's  
Decision Final;  
Referee Decides  
Questions  
Of Law.

The Referee, in his discretion, may at any time postpone a match on account of darkness, or the condition of the ground, or the weather. In any case of postponement the previous score and the previous occupancy of courts shall hold good, unless the Referee and the players unanimously agree otherwise.

Referee May  
Postpone  
Match.

## Explanation of Rule 27

The Referee postpones the match or approves of such action on the part of the Umpire. (Tournament Regulations 10 and 14 (g)).

In case of a postponement, the match is resumed from the point, game and set score existing when the match was stopped, *unless* the Referee and both players unanimously agree to play the entire match, or any part of it, over. (see Appendix IV. and Appendix V).

## Rule 22

**Scoring.** If a player wins his first point, the score is called 15 for that player; on winning his second point, the score is called 30 for that player; on winning his third point, the score is called 40 for that player; and the fourth point won by a player is scored *Game* for that player, except as follows:

**Deuce.** If both players have won three points, the score is called *Deuce*; and the next point won by a player is scored *Advantage* for that player. If the same player wins the next point, he wins the game; if the other player wins the next point, the score is again called *Deuce*; and so on, until a player wins the two points immediately following the score at deuce, when the game is scored for that player.

## Explanation of Rule 22

This method of scoring is the one used in all matches except when a handicap match is played under Tournament Regulation 23. (See Appendix III).

## Rule 23

**How Winner of Set is Decided.** The player who first wins six games wins a set except as follows:

If both players have won five games the score is called *Games-All*, and the next game won by a player is scored *Advantage Game* for that player. If the same player wins the next game, he wins the *Set*; if the other player wins the next game, the score is again called *Games-All*; and so on until a player wins two game smore than, his opponent, when the set is scored for that player.

## Rule 24

**When Players Change Sides.** The players shall change sides at the end of the first, third and every subsequent alternate game of each set, and at the end of each set, unless the total number of games in such set be even, in which case the change is not made until the end of the first game of the next set.

*Decision.* No. The fault stands. A let does not annul a previous fault. **RULE 21.**

CASE XXV. The Umpire or a Linesman calls "Out," and then instantly changes and says "Play." The player fails to return the ball and claims he was prevented by the Umpire.

*Decision.* The Umpire shall call a let unless it is clear to him that the mistaken call was not in any way the cause of the player's failure to return the ball, in which case the point stands. In the case of a clear service ace, pass or placement, the point should not be replayed. Of course, where the final decision of the Linesman is "Out," a let should not be called in any case, but the player who struck the ball loses the point.

CASE XXVI. During play a ball is thrown or comes into court and interferes with the return by the player in that court. What shall be done?

*Decision.* A let shall be called. But this shall apply only when the ball comes into court during play. It is the duty of the Receiver to remove loose balls from his court or to have them removed. If he fails to do so he must take the consequences.

CASE XXVII. The first ball served—a fault—strikes backstop and returns, interfering with the Receiver at the time of the second service. May he claim a let?

*Decision.* Yes; but if he had an opportunity to remove the ball from the court, and negligently failed to do so, he may not claim a let.

CASE XXVIII. During the play the Umpire calls "Let"; one of the players continues the point, wins it, and appeals to the Referee, who decided that the Umpire was in error as a matter of law in declaring a let. The player claims the point.

*Decision.* It is a let, unless the Umpire's erroneous call had no effect on the play.

## Explanation of Rule 21

If a player while the ball is in play, is interfered with by the gallery, by a ball coming into the court, or by any disturbance not within his control, a let shall be called.

The Umpire is the judge of outside interference with the play, but in the case of a match played without officials, it is both courteous and customary to allow the player who is interfered with to decide.

**RULE 20.** part of them, or if he steps into his opponent's court, or drops his racket into his opponent's court while the ball is still in play, he loses the point. If his racket strikes the ball before it comes over the net into his court, he loses the point. He may, however, strike the ball while it is in his court and permit his racket to follow the ball across the net without losing the point.

A ball hit with a sharp cut that bounds back over the net after having struck in the proper court is good. The player may reach over the net to return such a ball, but loses the point if he touches the net in doing so.

An officially recognized decision has been rendered that makes any support of the net—the posts, the guy-ropes, or the center strap—a part of the net itself, and any ball hitting one of the supports and still striking the proper court is considered a good return (except on the service). The posts are required to stand outside of the court, and yet a ball being returned at a sharp angle from outside might well be going in and still touch one of the posts.

A return that passes between the net post and the net below the top cord of the net is not a good return, because the net should fit flush to the net posts. The purpose of the net is to serve as a barrier, from post to post, between the players.

## Rule 21

**Interference.** In case a player is hindered in making a stroke by anything not within his control, except a permanent fixture of the court, the point shall be re-played.

**CASE XXIII.** A spectator gets into the way of a player who fails to return the ball. May the player then claim a let?

*Decision.* Yes; if in the Umpire's opinion he was obstructed by a circumstance beyond his control. For instance, if the ropes or the seats are allowed to be so near to the court that a player is interfered with by them, the point should not be played again, because the ropes and seats form part of the arrangements of the ground. If, however, a spectator passes in front of those seats, or places a chair nearer than the original line, and so interferes with a player, the point should be played again.

**CASE XXIV.** A player is interfered with as above and the Umpire directs the stroke to be played again. The Server had previously served a fault. Has he the right to two services?

- (b) If the ball, served or returned, hit the **RULE 20.** ground within the proper court and rebound or be blown back over the net, and the player whose turn it is to strike reach over the net and play the ball, provided that neither he nor any part of his clothes or racket touch the net, posts, cord or metal cable, strap or band or the ground within his opponent's court, and that the stroke be otherwise good;
- (c) If the ball be returned outside the post, either above or below the level of the top of the net, even though it touch the post, provided that it hits the ground within the proper court;
- (d) If a player's racket pass over the net after he has returned the ball, provided the ball pass the net before being played and be properly returned;
- (e) If a player succeed in returning the ball, served or in play, which strikes a ball lying in the court.

**CASE XX.** Is it a good return if a player return the ball holding the racket in both hanbs?

*Decision.* Yes.

**CASE XXI.** The service or the ball in play strikes a ball lying in the court. May it be returned?

*Decision.* Yes, if it is clear to the Umpire that the right ball is returned.

**CASE XXII.** A ball going out of court hits a net post and bounds into the opposite court. Is it a good return?

*Decision.* Yes.

## Explanation of Rule 20

Should the ball touch a player while it is in play, no matter if the player is standing in or out of the court, he loses the point, and it should be remembered the a ball is good until it strikes the ground outside of the court. Should the player's racket touch the net, the posts or any

**RULE 17.** *Decision.* No it counts merely as one fault whether the racket strikes the net before or after the ball falls outside.

**CASE XIII.** A singles match is played with a doubles net and inside posts. A player touches the net beyond the inside posts and claims that he does not lose the point because there should be no net more than three feet outside of the court.

*Decision.* He loses the point. The net, where he touches it, is part of the supports of the net.

## Rule 18

**Ball Falling on Line is in Court.** A ball falling on a line is regarded as falling in the court bounded by that line.

## Rule 19

**Ball Touching Permanent Fixture.** If the ball in play touch a permanent fixture (other than the net, Posts, cord or metal cable, strap or band) after it has hit the ground, the player who struck it wins the point; if before it hits the ground, his opponent wins the point.

**CASE XIX.** A return hits the Umpire, or his chair or stand. The player claims that the ball was going into the court.

*Decision.* He loses the point.

## Explanation of Rule 19

If a ball before touching the ground strikes the back-stop, any of the officials or their chairs, the point is lost by the player who hit the ball. If, however, the ball strikes in the proper court and on the first bound hits any fixture (see Rule 2), the point is lost by the player receiving the ball.

## Rule 20

**A Good Return.** It is a good return—

(a) If the ball touch the net, posts, cord or metal cable, strap or band, provided that it passes over any of them and hits the ground within the court;

- (b) He return the ball in play so that it hits the ground, a permanent fixture, or other object, outside any of the lines which bound his opponent's court; or
- (c) He volley the ball and fail to make a good return even when standing outside the court; or
- (d) He touch or strike the ball in play with his racket more than once in making a stroke; or
- (e) He or his racket (in his hand or otherwise), or anything which he wears or carries, touch the net, posts, cord or metal cable, strap or band, or the ground within his opponent's court at any time while the ball is in play; or
- (f) He volley the ball before it has passed the net; or
- (g) The ball in play touch him or anything that he wears or carries, except his racket in his hand or hands; or
- (h) If he throws his racket at and hits the ball.

**RULE 17.**

**CASE XV.** A player standing outside the court volleys the ball or catches it in his hand. and claims the stroke because the ball was certainly going out of court.

*Decision.* He loses the point. It makes no difference where he was standing. The return is presumed good until it strikes the ground outside of the court or a permanent fixture other than the net or posts.

**CASE XVI.** A player is struck by the ball served before it has touched the ground, he being outside of service court. How does it count?

*Decision.* The player struck loses the point. The service is presumably good until it strikes in the wrong court or out of court. A player may not take the decision upon himself by stopping the ball.

**CASE XVII.** In delivering a first service which falls outside the proper court, a player's racket slips out of his hand and flies into the net. Does he lose the point for hitting the net?

## Rule 13

**When Receiver Becomes Server.** At the end of the first game the Receiver shall become Server, and the Server Receiver; and so on alternately in all the subsequent games of a match. If a player serve out of turn, the player who ought to have served shall serve as soon as the mistake is discovered. All points scored before such discovery shall be reckoned, but a single fault served before such discovery shall not be reckoned. If a game shall have been completed before such discovery, the order of service shall remain as altered.

## Rule 14

**Ball in Play Till Point is Decided.** A ball is in Play from the moment at which it is delivered in service (unless a fault or a let), and remains in play till the point is decided.

**CASE XIV.** A ball is played into the net; the player on the other side, thinking that the ball is coming over, strikes at it and hits the net. Who loses the point?

*Decision.* If the player touched the net while the ball was still in play, he loses the point. A ball touching the net ceases to be in play as soon as it is clear that the ball unimpeded will not cross the net.

## Rule 15

**When Server Wins Point** The Server wins the point (a) if the ball served touch the Receiver or anything which he wears or carries before it hits the ground, (b) if the Receiver otherwise lose the point as provided by Rule 17.

## Rule 16

**When Receiver Wins Point.** The Receiver wins the point (a) if the Server serve two consecutive faults, (b) if the Server otherwise lose the Point as Provided by Rule 17

## Rule 17

**When Player Loses Point.** A player loses the point if —  
(a) He fail, before the ball in play has hit the ground twice consecutively, to return it directly over the net (except as provided in Rule 20 c); or



CASE XI. The service is delivered before the Receiver is ready. He tries to return it and fails. Is he entitled to have it played over again? **RULE 11.**

*Decision.* No. If he attempts to return the service, he is deemed ready.

CASE XII. In receiving the service, a second ball was served while the first one (a let) was still in the air, and the two came in contact. No attempt was made to return the second service. The point was scored for the Server. Was this correct?

*Decision.* No. A let should be called.

CASE XIII. The Receiver calls "Not ready" for a second service. The ball strikes beyond the service line, and the Receiver claims that the fact that he was not ready makes no difference, since a fault cannot be returned, and, therefore, that two faults have been served.

*Decision.* The second service is a let. A player may not call "Not ready" and then have the service count, or not, as suits his interest.

## Explanation of Rule 11.

The server must wait until the Receiver is ready for the second service as well as the first, and if the Receiver claims to be not ready and does not make any effort to return a service, the Server may not claim the point, even though the service was good.

## Rule 12

The service is a *Let* (a) if the ball served touch<sup>g</sup> the net, strap or band, provided the same be otherwise good, (b) if a service or fault be delivered when the Receiver is not ready (see Rule 11). In case of a let, the service counts for nothing, and the Server shall serve again, but a let does not annul a previous fault. **A Let.**

## Explanation of Rule 12.

During the service, a ball that touches the net in goin<sup>g</sup> into the proper court is termed a let and counts for nothing, another service being delivered. If the ball touches the net when going into the proper court during a rally, it is good.

There is no limit to the number of let balls that may be made on the service, and the Server continues serving in the same court until a good service is delivered or two faults are made.

## Rule 10

Where Ball is Served After a Fault. After a fault (if it be the first fault) the Server shall serve again from behind the same half of the court from which he served that fault, unless it was a fault because he served from behind the wrong half, when he shall be entitled to deliver one service from behind the other half.

A fault may not be claimed after the next service has been delivered.

CASE IX. A player serves from the wrong court; he loses the point, and then claims it was a fault,

*Decision.* The point stands as played.

CASE X. The point score being 15-all, the Server by mistake serves from the left court; he wins the point and serves again, delivering a fault; the mistake is then discovered. Is he entitled to the previous point? From which court should he serve next?

*Decision.* The previous point stands. The next service should be from the left court, the score being 30-15 and the Server has served one fault.

## Explanation of Rule 10.

A service from the wrong court is a fault if discovered before the point is completed. If play on that point has been completed the stroke stands as played whether the Server has won or lost. In either case, as soon as the mistake is discovered the Server must deliver his next serve from the proper court. All previous points before such discovery shall be scored as played. However, if the mistake of the Server was due to the incorrect calling of the score by the Umpire, the stroke should be declared a let and played over unless the point has been completed. The player should not suffer from the Umpire's error. (Case XXVI)

## Rule 11

Ball Not to be Served till Receiver is Ready. The Server shall not serve until the Receiver is ready. If the latter attempt to return the service, he shall be deemed ready. If, however the Receiver signify that he is not ready, he may not claim a fault because the ball does not hit the ground within the limits fixed for the service.

(b) At no time during the delivery of the service (*i.e.*, **RULE 7.** from the taking up of the stance to the moment of impact of the racket and the ball—see Rule 6) may both feet be off the ground simultaneously.

(c) The word "feet" means the extremities of the legs below the ankles and at all times during the delivery of the service (as before described) every part of such extremities must be behind (*i.e.*, further from the net than) the base line.

## Rule 8

In delivering the service, the Server shall stand alternately behind the right and left courts, beginning from the right in every game. The ball served shall pass over the net and hit the ground within the service court which is diagonally opposite, or upon any line bounding such court, before the Receiver returns it.

Service  
Delivered from  
Alternate  
Courts.

## Explanation Rule 8.

In the absence of a Linesman and Umpire, it is customary for the Receiver to determine whether the service is good or not.

It should be remembered, in handicap matches, that the Server starts to serve from the right-hand court no matter whether odds be given or owed.

## Rule 9

The service is a *Fault* (a) if the Server commit any breach of Rules 6, 7 or 8, (b) if he miss the ball in attempting to strike it, (c) if the ball served touch a permanent fixture (other than the net, strap or band) before it hits the ground.

Faults.

**CASE VIII.** After throwing the ball up preparatory to serving, the Server decides not to strike at it and catches it instead. Is it a *fault*?

*Decision.* No. He has not touched the ball "in attempting to strike it." The fact that he catches the ball shows that he has no longer any intention of delivering a service.

## Rule 6

How Service  
is Delivered.

The service shall be delivered in the following manner: Immediately before commencing to serve, the Server shall stand with both feet at rest behind (*i.e.*, further from the net than) the base line, and within the imaginary continuation of the center mark and side line. The Server shall then project the ball by hand into the air in any direction and strike it with his racket, and the delivery shall be deemed to have been completed at the moment of the impact of the racket and the ball. A player with the use of only one arm may utilize his racket for the projection.

CASE VI. Is it allowable in singles for the Server to stand behind the base line back of the alley?

*Decision.* No

CASE VII. May a player serve underhand?

*Decision.* Yes, There is no restriction regarding the kind of service which may be used; that is, the player may use an underhand or an overhand service at his discretion.

## Rule 7

Foot Fault  
Rule.

The Server shall throughout the delivery of the service—

- (a) Not change his position by walking or running.
- (b) Maintain contact with the ground.
- (c) Keep both feet behind (*i.e.*, further from the net than) the base line.

### Explanation of Rule 7.

(a) The Server shall not by the following movements of his feet be deemed "to change his position by walking or running," viz:

- (1) Slight movements of the feet which do not materially affect the location originally taken up by him.
- (2) An unrestricted movement of one foot so long as the other foot maintains continuously its original contact with the ground.

CASE III. The Server claims that the Receiver must stand in the court. Is this necessary? **RULE 4.**

*Decision.* No. The Receiver may stand wherever he pleases on his own side of the net.

CASE IV. A cuts the ball just over the net and it returns to A's side. B, unable to reach the ball, throws his racket and hits the ball. Both racket and ball fall over the net in A's court. A returns the ball outside of B's court. Who wins the point?

*Decision.* When B threw his racket across the net he invaded his opponent's territory and such an invasion was in a measure responsible for A's returning the ball out of court; in other words, B would lose the point.

CASE V. A player in returning the ball, which has been played just over the net with a heavy cut so that it bounces sharply to one side and backward, runs outside the court, and, while the ball is still in play, passes the imaginary line which would be made by the extension of the net. Technically, he is not on his side of the net, and Rule 4 states that players shall be on opposite side of the net. Does he lose the point?

(a) If he strikes the ball before stepping across the imaginary line which would be made by the extension of the net?

(b) If he strikes the ball after stepping across the imaginary line?

*Decision.* He does not lose the point in either case, unless he actually gets in his opponent's way and hinders his return.

## Rule 5

The choice of sides and the right to be Server or Receiver in the first gamt shall be decided by toss, **Choice of Sides and Service.** If the winner of the toss choose the right to be Server or Receiver, his opponent shall have the choice of sides. If the winner of the toss takes the choice of sides, his opponent shall have the right to be Server or Receiver. The winner of the toss may, if he prefer it, require his opponent to make the first choice.

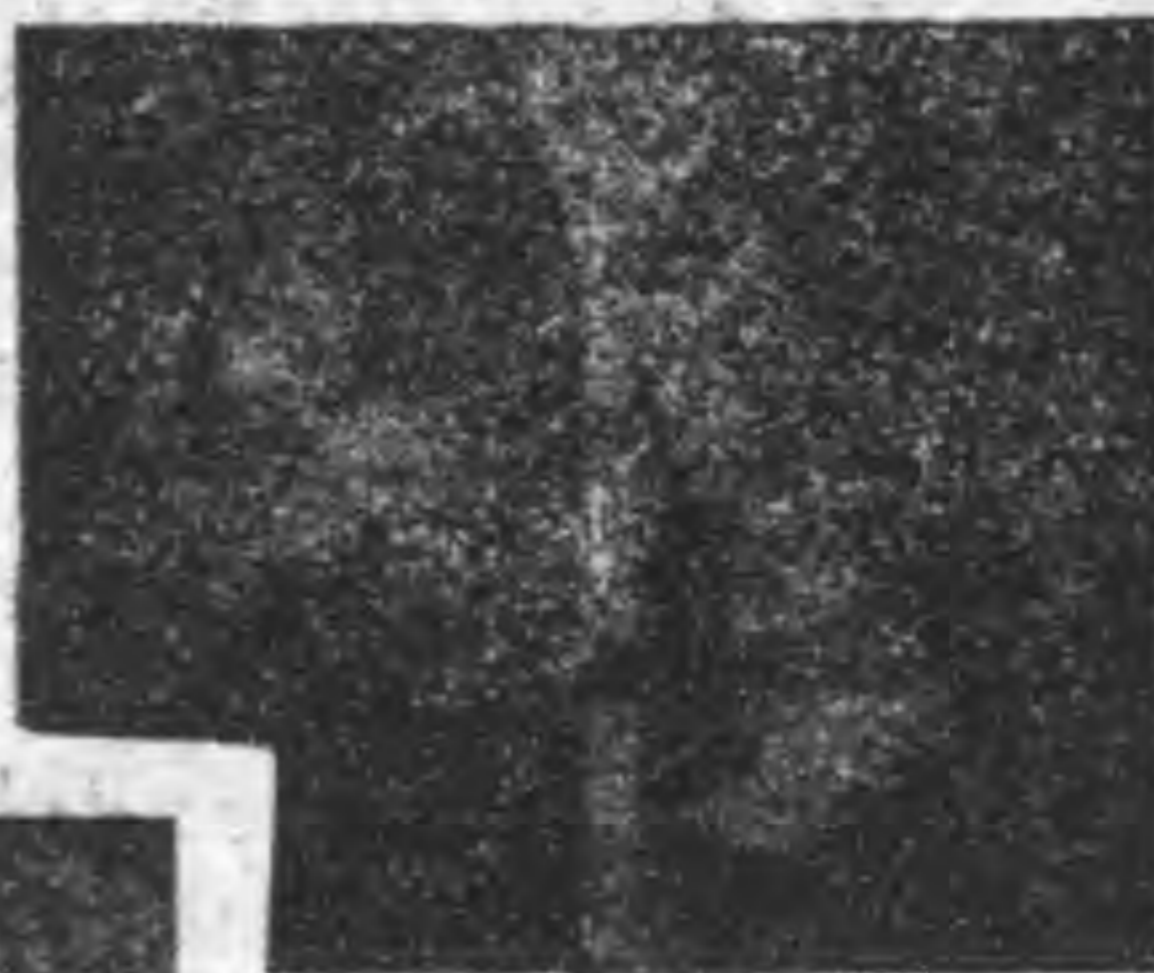
## Explanation of Rule 5.

The toss is usually made by one player twirling a racket in the air, the other calling "Rough" or "Smooth"; Which means that the fine stringing (the trimming) at the head of the racket will have the rough or the smooth side up when the racket falls to the ground.

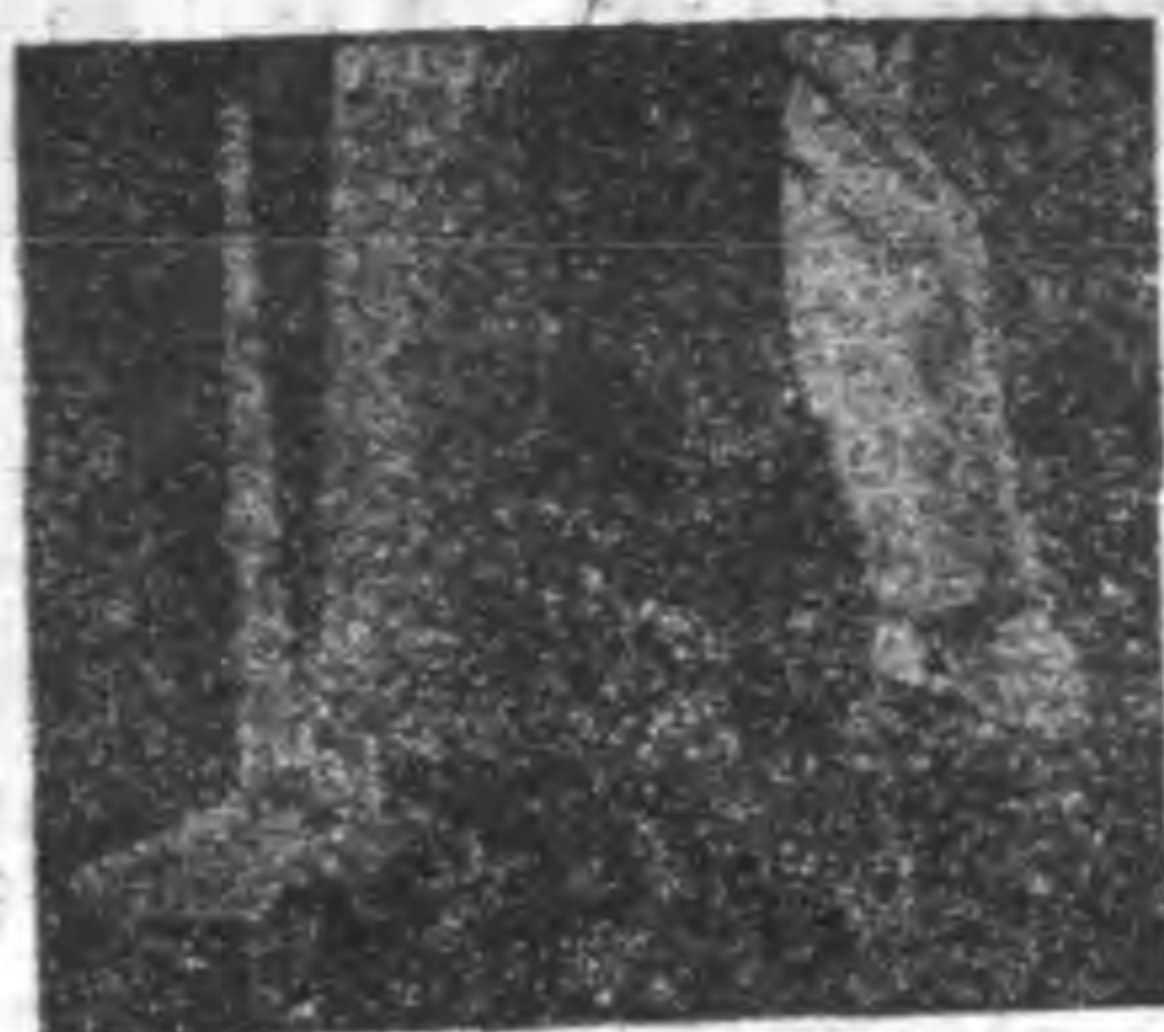
## AVOID FOOT FAULTS



If your foot just touches  
the line it is a foot fault.  
*Don't do it.*



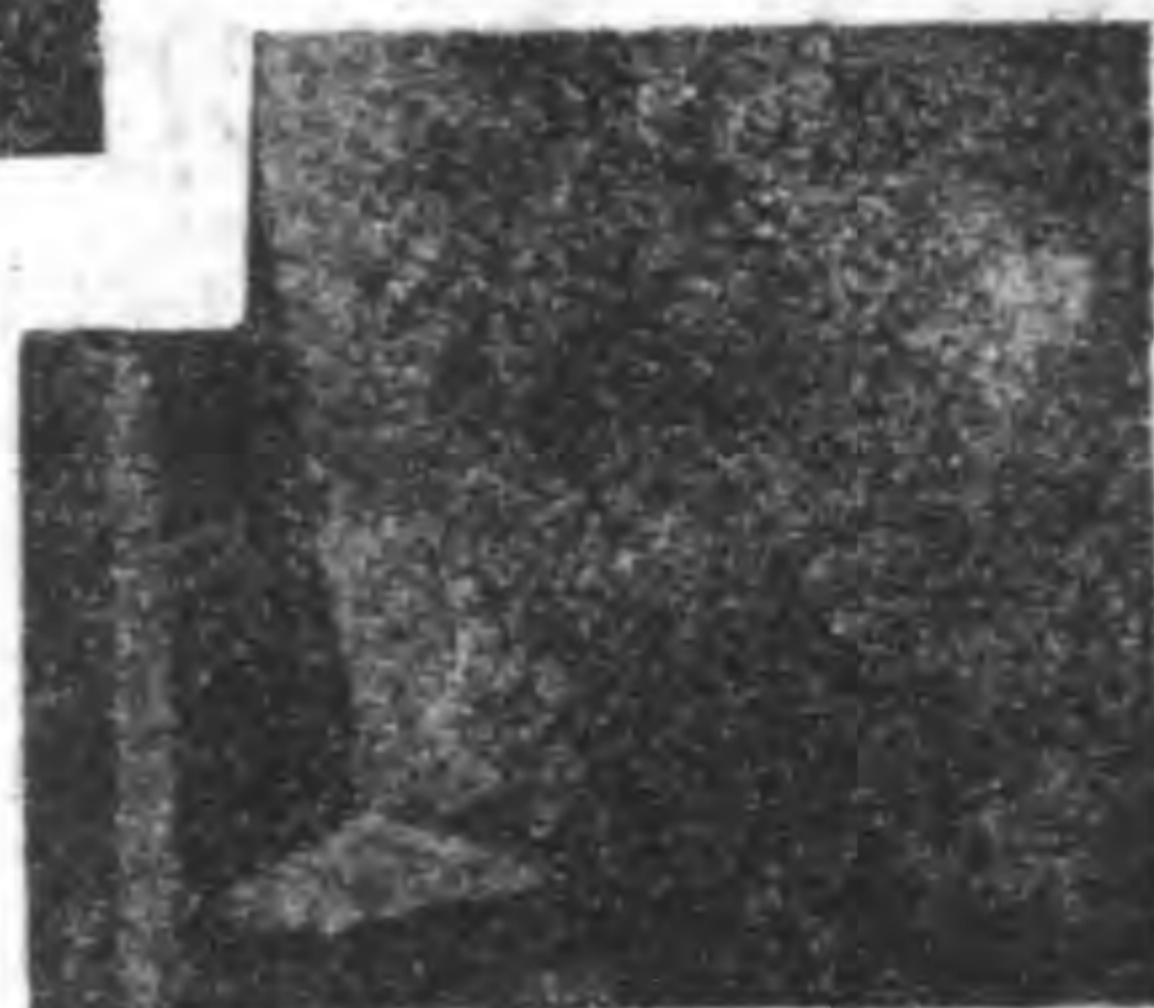
Swinging your foot over  
the line or into the court  
before you hit the ball is  
a foot fault.  
*Don't do it.*



Stepping on the  
line is a foot fault.  
*Don't do it*



Maintain contact with  
the ground.  
A jump is a foot fault.  
*Don't jump.*



Keep both feet back of  
line until racket hits  
the ball—that's  
a fair service.

*No one wants  
to foot fault  
It is a simple  
matter to keep  
from doing so.*



Stepping into the court  
is a foot fault.  
*Don't do it.*

*99 $\frac{2}{3}$  per cent  
of foot faults  
are caused by  
carelessness.*

*Serve fairly.  
It is not  
difficult.*



Keep a little back of the  
line—like this—and avoid  
trouble.

### Rule 3

The outer surface of the ball shall be smooth and without stitches. The ball shall be more than  $2\frac{1}{2}$  inches in diameter and less than  $2\frac{5}{8}$  inches in diameter, and more than 2 ounces and less than  $2\frac{1}{16}$  ounces in weight. It shall have a bound of more than 53 inches and less than 58 inches when dropped 100 inches at a temperature approximating 68 degrees Fahrenheit, upon a concrete base, and a deformation of more than .290 of an inch and less than .315 of an inch when subjected to a pressure of 18 pounds applied to each end of any diameter at a temperature approximating to 68 degrees Fahrenheit. All tests for deformation shall be carried out in accordance with the instructions contained in the Appendix hereto. (*See Appendix I*)

The Ball:  
Size, Weight  
and Bound

CASE I. Should a ball become broken through hitting shall a let be called?

*Decision.* Yes.

### Explanation of Rule 3.

"How often may the players have new balls?" is a question that is frequently asked.

According to Tournament Regulation 14 (g) the Umpire, subject to the approval of the Referee, may decide when new balls are required to insure fairness of playing conditions. In matches where there is no Umpire, the players should agree beforehand on this matter. (*See Appendix II*)

### Rule 4

The players shall stand on opposite sides of the net; the player who first delivers the ball shall be called the *Server*, and the other the *Receiver*.

Server and  
Receiver.

CASE II. A player returns the ball, and finding that he cannot stop himself before reaching the net, jumps over it. Is it good return?

*Decision.* No. Rule 4 requires that the players shall be on opposite sides of the net, and therefore the player invading his opponent's court loses the stroke.

**RULE 1.** by the *Center Service Line*, which must be 2 inches in width, drawn half-way between, and parallel with, the side lines. Each base line shall be bisected by an imaginary continuation of the center service line a line 4 inches in length and 2 inches in width called the *Center Mark*, drawn inside the court and at right angles to and in contact with such base line. All other lines shall be not less than 1 inch nor more than 2 inches in width, except the base lines, which may be 4 inches in width and all measurements shall be made to the outside of the lines.

**Service Courts.**  
**Center Service Line.**  
**Center Mark**  
**Width of Lines.**  
**Space Behind Base Line in International Matches**

**NOTE**—In the case of the International Lawn Tennis Championship (Davis Cup) or other official championship of the International Federation, there shall be a space behind each base line of not less than 21 feet, and at the sides of not less than 12 feet.

## Explanation of Rule 1

The posts in singles should be 3 feet outside the singles court, and in doubles 3 feet outside the doubles court.

The net should be 33 feet wide for a singles court, and 42 feet wide for a doubles court. It should touch the ground along its entire length and come flush to the posts at all points.

It is well to have a stick 3 feet 6 inches long, with a notch cut in at the 3-foot mark, for the purpose of measuring the height of the net at the posts and in the center. These measurements, as well as the measurements of the court itself always should be made before starting to play an important match.

## Rule 2

**Permanent Fixtures.** The permanent fixtures of the court shall include not only the nets, posts, cord or metal cable, strap and band, but also, where there are any such, the back and side stops, the stands fixed or movable, seats and chairs round the court, and their occupants, all other fixtures around and above the court, and the Umpire, Foot Fault Judge and Linesmen, when in their respective places.



# RULES OF LAWN TENNIS

## AND

### CASES AND DECISIONS

#### EXPLANATORY NOTE

The appended Code of Rules, revised to date, is the official Code of the International Lawn Tennis Federation, of which the United States Lawn Tennis Association is a member.

The Cases and Decisions, the Glossary of Terms and the Tournament Regulations are addenda adopted by the United States Lawn Tennis Association and are official in the United States only, although they in no way conflict with the Code of international practice.

The Explanations, while *not official* utterances, may be considered a correct guide for interpreting the Rules. They have been prepared by the Tennis Umpires Association to amplify and explain the formal Code.

## THE SINGLES GAME

### Rule 1

The *Court* shall be a rectangle 78 feet long and 27 feet wide. It shall be divided across the middle by a net, suspended from a cord or metal cable of a maximum diameter of one-third of an inch, the ends of which shall be attached to, or pass over, the tops of two posts, 3 feet 6 inches high, which shall stand 3 feet outside the court on each side. The height of the net shall be 3 feet at the center, where it shall be held down taut by a strap not more than 2 inches wide. There shall be a band covering the cord or metal cable and the top of the net for not less than 2 inches nor more than  $2\frac{1}{2}$  inches in depth on each side. The lines bounding the ends and sides of the court shall respectively be called the *Base Lines* and the *Side Lines*. on each side of the net, at a distance of 21 feet from it and parallel with it, shall be drawn the *Service Lines*. The space on each side of the net between the service line and the side lines shall be divided into two equal parts called the *Service Courts*

Singles Court  
Dimensions  
and Equipment

The Net.

Base Lines.  
Side Lines.

Service Lines.

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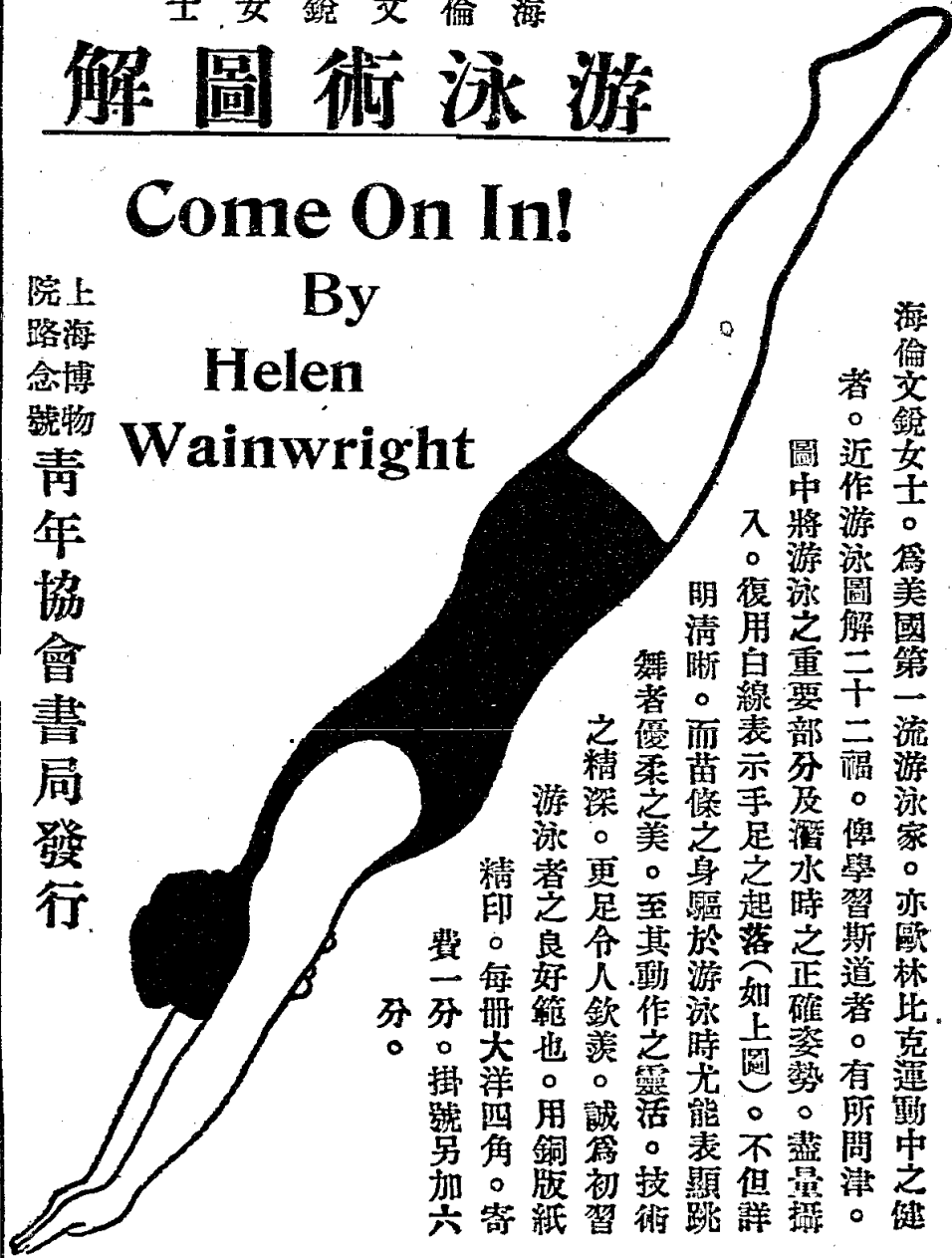
海倫文銳女士

# 游泳術圖解

## Come On In!

By  
Helen  
Wainwright

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海倫文銳女士。為美國第一流游泳家。亦歐林比克運動中之健者。近作游泳圖解二十二幅。俾學習斯道者。有所問津。

圖中將游泳之重要部分及潛水時之正確姿勢。盡量攝入。復用白線表示手足之起落(如上圖)。不但詳

明清晰。而苗條之身驅於游泳時尤能表顯跳

舞者優柔之美。至其動作之靈活。技術

之精深。更足令人欽羨。誠為初習

游泳者之良好範也。用銅版紙

精印。每冊大洋四角。寄

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分。

# **Rules of Lawn Tennis**

**1930-1931**

Adopted by

**Young Men's Christian Associations**

and the

**International Athletic Association**

ISSUED BY

**PUBLICATION DEPARTMENT**

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# 黎氏網球射擊法圖解

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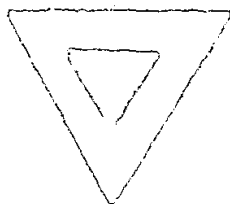
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