

LITE TENNIS



RULES

The game of Lite Tennis is played on a small court, commonly known as a "pickleball court", 20' wide and 44' long. A service line runs widthwise 7' from the net on both sides; with a center line extending lengthwise from the service

line to the baseline, dividing the two back parts of the court in half. The net is 36" on the sides and 34" in the middle. This court is utilized for both singles and doubles play.

Lite Tennis utilizes an 8 cm. compressed foam ball that must be approved by USLTA for official play.

Unless noted below, all United States Tennis Association (USTA) Rules of Tennis for singles and doubles play as outlined in the current year's edition of Friend at Court apply. Any strung racquet acceptable by USTA standards is permitted for use. Please note the following Lite Tennis rule variations:

- 1 A service game is the first to four points, with no ad scoring. The first point of each game is served to the deuce court and points alternate sides until a game is decided.
- 2 If any game reaches three points apiece, the next point wins the game. On the deciding point, the receiver has the choice of side from which to receive. Players switch ends on odd games.
- 3 A set is the first player or team to reach four games. A 9-point tiebreaker is played at 3 games apiece.
- 4 A 9-point sudden death tiebreaker is first player/team to reach five points. *First server for player/team 1 serves first two points; first point to deuce court and second point to ad court. First server for player/team 2 then serves next two points in same order. After the second player/team serves two points, the players/teams switch ends. Players/teams continue to rotate serving two points, each team alternating servers each time they serve two points. If score is tied at 4-4, current server will serve deciding point to the side of other player/team's choice. Next point wins the set.*
- 5 A match is defined as the first player/team to win two sets.
- 6 Only one serve allowed.
- 7 Serves are to be underhand with contact at or below the waist; or overhand if all players agree.
- 8 Let serves, or serves that touch any part of the net or net post, are counted as a fault.
- 9 All serves must land over the net and within the opposite service court on opponent's side; past the service line and inside the baseline.
- 10 Serves must bounce once, and only once, before returning.
- 11 A player may volley a ball out of the air as long as one foot remains entirely behind the service line at point of contact.
- 12 All players must start the point behind their respective baselines.
- 13 The server and their partner may move forward past their baseline once the serve has been struck.
- 14 The receiver may move forward to return the serve, as necessary, as long as they allow the serve to bounce once first.
- 15 The receiver's partner cannot move forward past their baseline until their partner has struck the return of serve.

SCORING THE SERVE VOLLEYS DOUBLES

OFFICIAL LITE TENNIS COURT DIMENSIONS

