

# ISL - Tennis Rules

## 1. Court and Equipment

### Court Dimensions

- The **doubles court** measures **78 feet (23.77 m)** long and **36 feet (10.97 m)** wide.
- Each **service box** is **21 feet deep** and **13.5 feet wide**.

### Net

- The **net height** is **3 feet (0.91 m)** at the center and **3.5 feet (1.07 m)** at the posts.

### Rackets & Balls

- Standard **ITF-approved tennis rackets and balls** are used.
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## 2. Teams and Scoring

### Teams

- Each team consists of **two players**.

### Scoring Format

- Matches are played as **best of three sets**.
  - A **set** is won by the first team to win **6 games**, with at least a **2-game lead** (e.g., 6-4).
    - If the score reaches **6-6**, a **tie-break game** (first to 7 points, win by 2) is played.
  - **Games** are scored as: **15, 30, 40, and Game**.
    - At **40–40 (deuce)**, a team must win **two consecutive points** to take the game (advantage, then game).
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## 3. Serving Rules

### Order of Serve

- The team winning the **toss** chooses to **serve or receive first**, or **selects a side**.
- The other team makes the remaining choice.
- Teams **alternate serving each game**.
- Within each set, **one player from each team** serves in rotation.
- In the **next set**, the **other partner** from each team will serve alternately.

### Serving Procedure

- The **server** must stand **behind the baseline** and serve **diagonally** into the opponent's **service box**.

- The server gets **two chances** to make a legal serve.
  - A **fault** occurs if the serve lands outside the service box or the server **foot-faults** (steps on or over the baseline).
- A **double fault** (two failed serves) results in a **point for the opponent**.

### Let Serve

- If the serve **touches the net** but **lands inside** the correct service box, it is a **let** and the serve is **retaken**.
  - There is **no limit** on let serves.
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## 4. Playing the Game

### Rallies

- After the serve, teams rally the ball **back and forth** across the net.
- The ball must land **within the boundaries** of the **doubles court**, including the **doubles alleys** (4.5 feet on each side).

### Winning Points

A team scores a point if the opponents:

- Fail to return the ball before it bounces twice.
- Hit the ball **out of bounds**.
- Hit the ball **into the net**.
- Commit a **double fault** during service.

### Player Rotation

- Partners on the **serving team** alternate turns **serving** by game (not within the same game).
- Partners **switch sides** of the court **after every odd-numbered game**.

### Change of Ends

- Teams **change ends** after every **odd-numbered game** in a set to balance wind, sun, or lighting conditions.
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## 5. Special Rules for Doubles

### Communication

- Partners may **communicate verbally or by signal** during play to strategize.

### Order of Play

- Either player on a team may **return a serve or rally shot**, but no player may **hit the ball twice consecutively**.

## Interference

- Players must **not obstruct or hinder** their partner's ability to hit the ball.
- If a player **interferes with their partner**, the **point is awarded to the opposing team**.