

The PE Hub Glossary - Tennis

Ace – When a point is won with the **serve** shot.

Backhand - is when a player hits a ball with the back of their hand facing the ball. This usually happens when a right-handed player hits a ball on their left side.

Backcourt – The back section of a tennis **court**. It is the furthest part of the court away from the net on either side of the court.

Backspin – The spin on a ball that causes it to bounce low when landing, making it harder to return.

Baseline – The line at the very back of the **court** on both sides of the net.

Boundaries – A defined space where a tennis match is played. The size can be changed depending on the area or numbers playing.

Break – When the player who does not **serve** to start a **point** wins a **game**.

Court – The standardised area where a tennis match is played. It is split into two equal sides, divided by a **net** in the middle.

Cross-court – A shot hit diagonally across the **court**, over the **net**.

Doubles – A match played 2 v 2.

Double fault – When a player who is **servicing** commits two **faults** in a row. This leads to the opponent winning a **point**.

Fault – When a **serve** does not land correctly into play.

First serve – The first attempt at hitting a legal **serve** by a player.

Forecourt – The part of the **court** closest to the **net** on either side. It is usually considered between the net and the **service line**.

Forehand – Hitting a ball whilst the palm of your hand is facing the ball. So, for example, a right-handed hit where the ball is on the right side of the body.

Game – Part of the scoring system in tennis. A player wins a game by being the first to win 5 **points**. In turn, a player must be the first to win 6 games by 2 clear games to win

a **set**. E.g a player could win 6-4 or 6-3 but not 6-5...the game would have to go onto another point to win 7-5.

Let – When a **serve** hits the **net** but still lands as a legal serve. No fault is applied in this instance, and the server retakes the shot.

Lob – A shot that is hit high in the air. The aim is to go over the opponent and land near the **baseline** in the **backcourt**.

Love – The name given when a player has a score of zero. This could be **points** or **games**.

Mid-court – The middle part of the **court** on either side of the net.

Net Play – Playing a shot when in the **forecourt**.

Net – The dividing material between the two halves of the court

Out of bounds – Any area where a **ball** lands that would not win a point. Often, this would be outside the **court** markings.

Point – Part of the scoring system in tennis. A player wins a point by forcing an opponent to either not return a ball or return it **out of bounds**. A player needs to win 4 points to win a **game**. Love = 0, 15 = 1, 30 = 2, 40 = 3, Game = 4.

Racquet/racket – The equipment used in tennis to hit the ball.

Rally – Hitting of shots between two or more players, where players take turns to hit the **ball**.

Second Serve - The player's second attempt at hitting a legal serve. If a player **faults** a second serve, their opponent takes the **point**.

Self-feed– The throwing or dropping of a **ball** to be hit and commonly used for a **serve**.

Serve – The shot played to start a **rally** or a point. It is a shot that travels diagonally **cross-court**.

Service line – A line in the centre of each half of the **court** parallel to the **net**. A **service** has to bounce over this line to be a legal **serve**.



Set - Part of the scoring system in tennis. A player wins a set by being the first to win 6 **games** or by two clear points e.g. 7-5.

Singles – When a game is played 1 v 1

Topspin - The spin on a ball that causes it to dip down lower over the **net** and then bounce higher when landing, making it harder to return.

Umpire – The name of the official of the match. They enforce the rules and make calls on any infractions that may take place during a game.

Volley – A shot played to a ball hit over the **net** before it bounces.

Winner – A shot that wins a **point** for the player hitting it that is unreturnable by the opponent.