Tennis Terminology

Basic Terms

- Ace — A serve that the opponent cannot touch or return.
- Deuce — A score of 40-40 in a game.
- Advantage — The point scored after deuce. If the server wins the point, it's "Advantage In"; if the receiver wins, it's "Advantage Out."
- Fault — A serve that lands outside the service box.
- Double Fault — Two consecutive faults, resulting in the server losing the point.

Court Terms

- Baseline — The back boundary line of the court.
- Service Box — The area a serve must land in for it to be considered valid.
- Alley — The area between the singles and doubles sidelines. Used in doubles play.
- Net — The barrier dividing the two halves of the court over which the ball must be hit.

Shot Types

- Forehand — A shot hit from the racket side of the body.
- Backhand — A shot hit from the non-racket side of the body.
- Volley — A shot hit before the ball bounces on the ground.
- Smash — A powerful overhead shot, typically played close to the net.
- Lob — A shot that sends the ball high and deep into the opponent's court.

Match Terms

- Break Point — A situation where the receiver has a chance to win the game on the next point.
- Break — Winning a game as the receiver.
- Hold — Winning a game as the server.
- Rally — A sequence of back-and-forth shots between players.
- Let — A serve that hits the net but lands in the service box, requiring a replay of the serve.

Scoring Terms

- Love — A score of zero.
- Set — A unit of the match, won by the player who first wins six games with a margin of at least two games.
- Match — The overall contest, won by the player who wins the required number of sets.
- Tiebreak — A game played to decide a set when the score is 6-6. The first player to reach 7 points with a margin of two wins the tiebreak.

Positions

- Baseline Player — A player who plays most points from the baseline.
- Serve-and-Volley Player — A player who follows their serve to the net to volley.
- All-Court Player — A player who can play effectively from both the baseline and the net.
- Doubles — A match where teams of two players compete against each other.

Strategies

- Crosscourt — A shot hit diagonally across the court.
- Down the Line — A shot hit straight along the sideline.
- Drop Shot — A softly hit shot that lands just over the net.
- Passing Shot — A shot aimed to get past an opponent who is at the net.
- Spin — Hitting the ball in a way that affects its bounce and trajectory (e.g., topspin, backspin).

HyperGoo