

WALKING TENNIS RULES



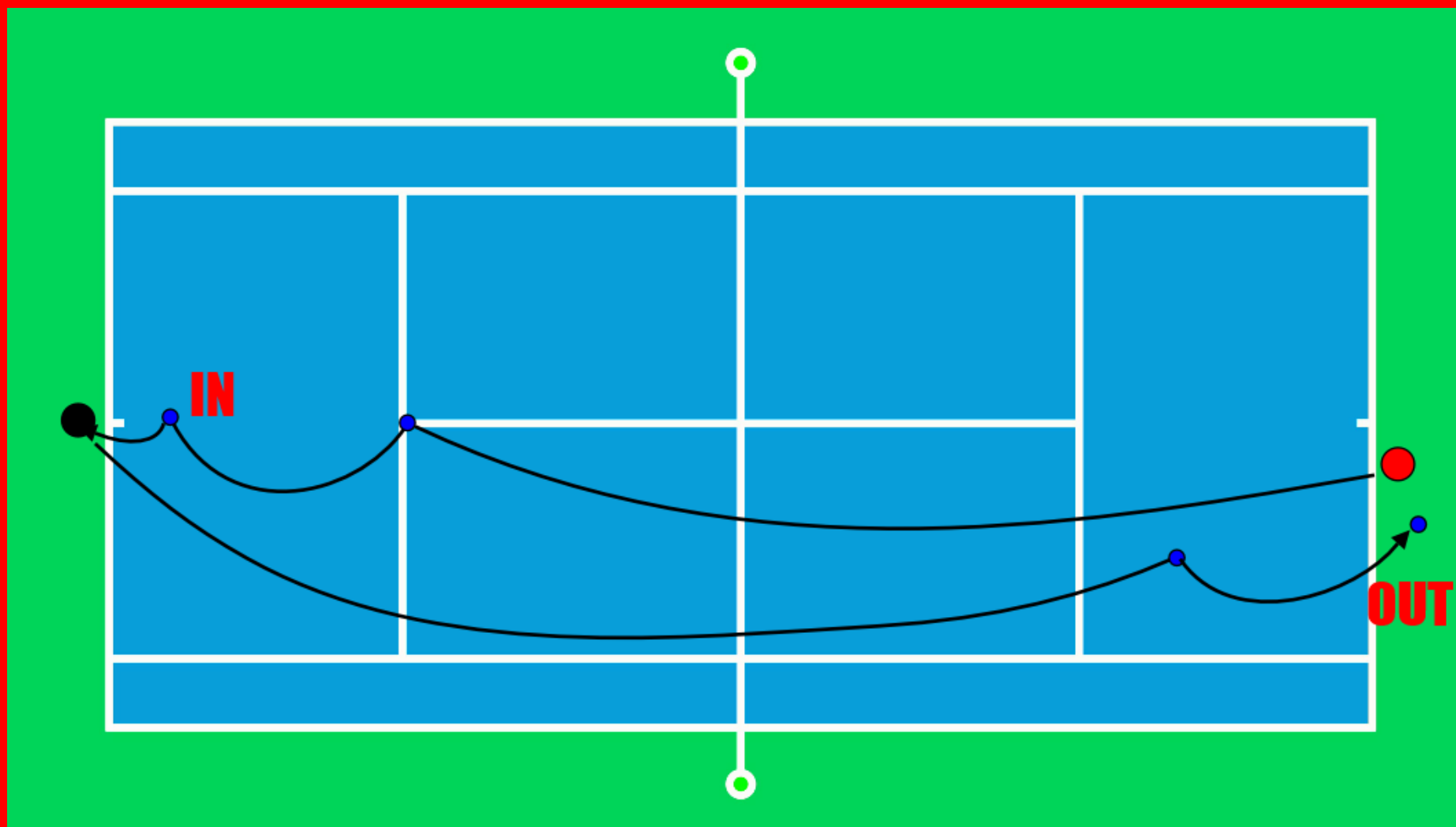
WALKING TENNIS 2



WALKING TENNIS IS PLAYED IN
EXACTLY THE SAME WAY AS
REGULAR TENNIS BUT FOR A FEW
EXCEPTIONS

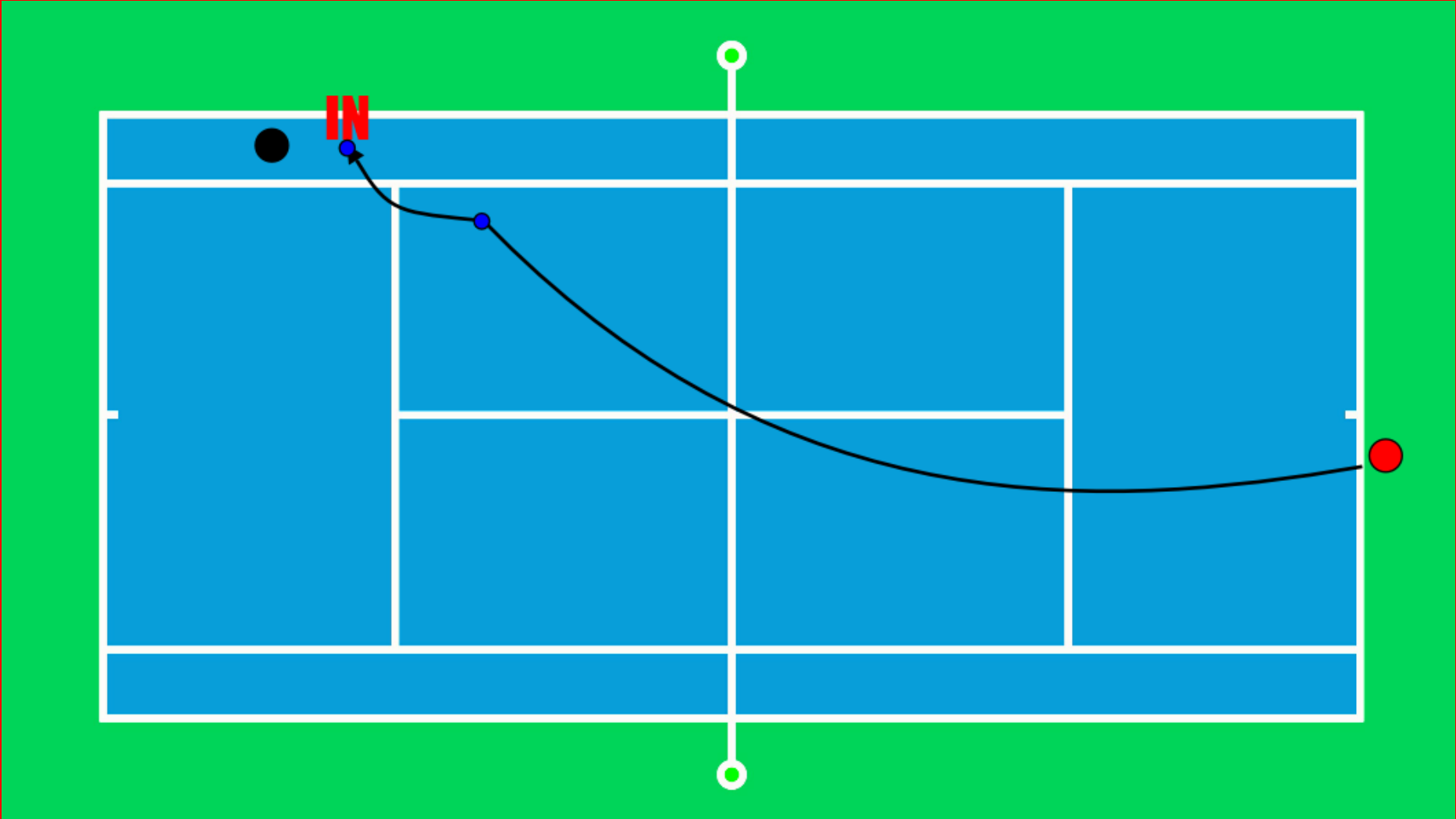
OPTIONAL SECOND BOUNCE

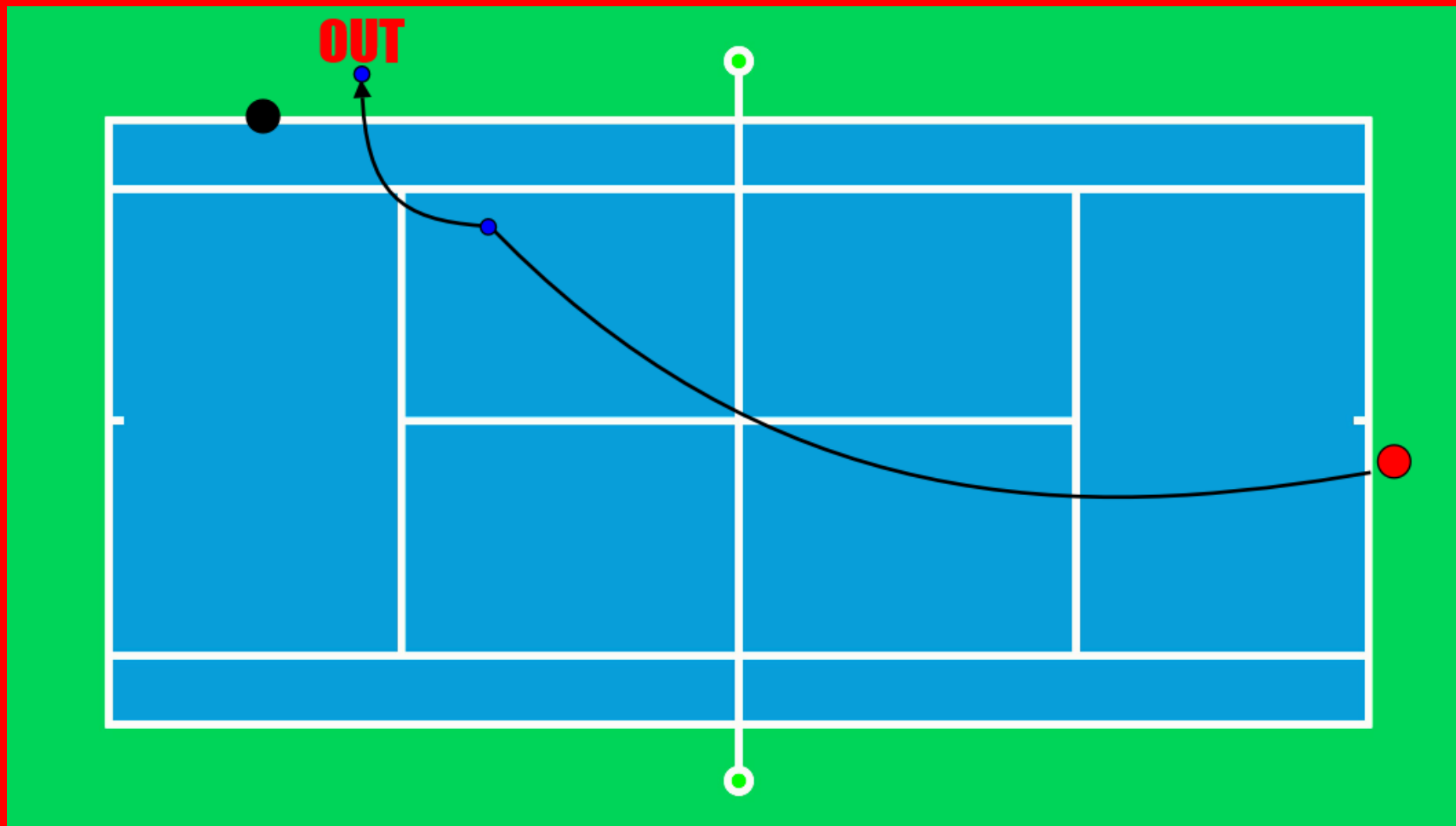
PROBABLY THE MOST SIGNIFICANT DIFFERENCE BETWEEN REGULAR TENNIS AND WALKING TENNIS IS THAT IN WALKING TENNIS YOU HAVE THE OPTION OF A SECOND BOUNCE. BECAUSE THIS IS OPTIONAL, YOU CAN CHOOSE TO HIT THE BALL AFTER ONE BOUNCE OR EVEN NO BOUNCES. HOWEVER (IF THE BALL IS ALLOWED TO BOUNCE TWICE) BOTH FIRST BOUNCE AND SECOND BOUNCE MUST LAND WITHIN THE COURT FOR THE SHOT TO BE DEEMED IN. THIS APPLIES IN ALL FORMATS OF THE GAME (SINGLES OR DOUBLES). THEREFORE IF THE FIRST BOUNCE LANDS IN THE COURT BUT THE SECOND BOUNCE LANDS OUTSIDE THE COURT THEN THAT IS A FAULT. WITH THE EXCEPTION OF THE SERVE (SEE BELOW) THE SECOND BOUNCE MUST LAND WITHIN THE DESIGNATED COURT LINES FOR THE FORMAT OF THE GAME THAT YOU ARE PLAYING. FOR SINGLES TENNIS, THIS MEANS THE SINGLES COURT (SO NO TRAMLINES) AND FOR DOUBLES TENNIS, DOUBLES LINES NOW ARE INCLUDED AND ARE IN.



THE SERVE

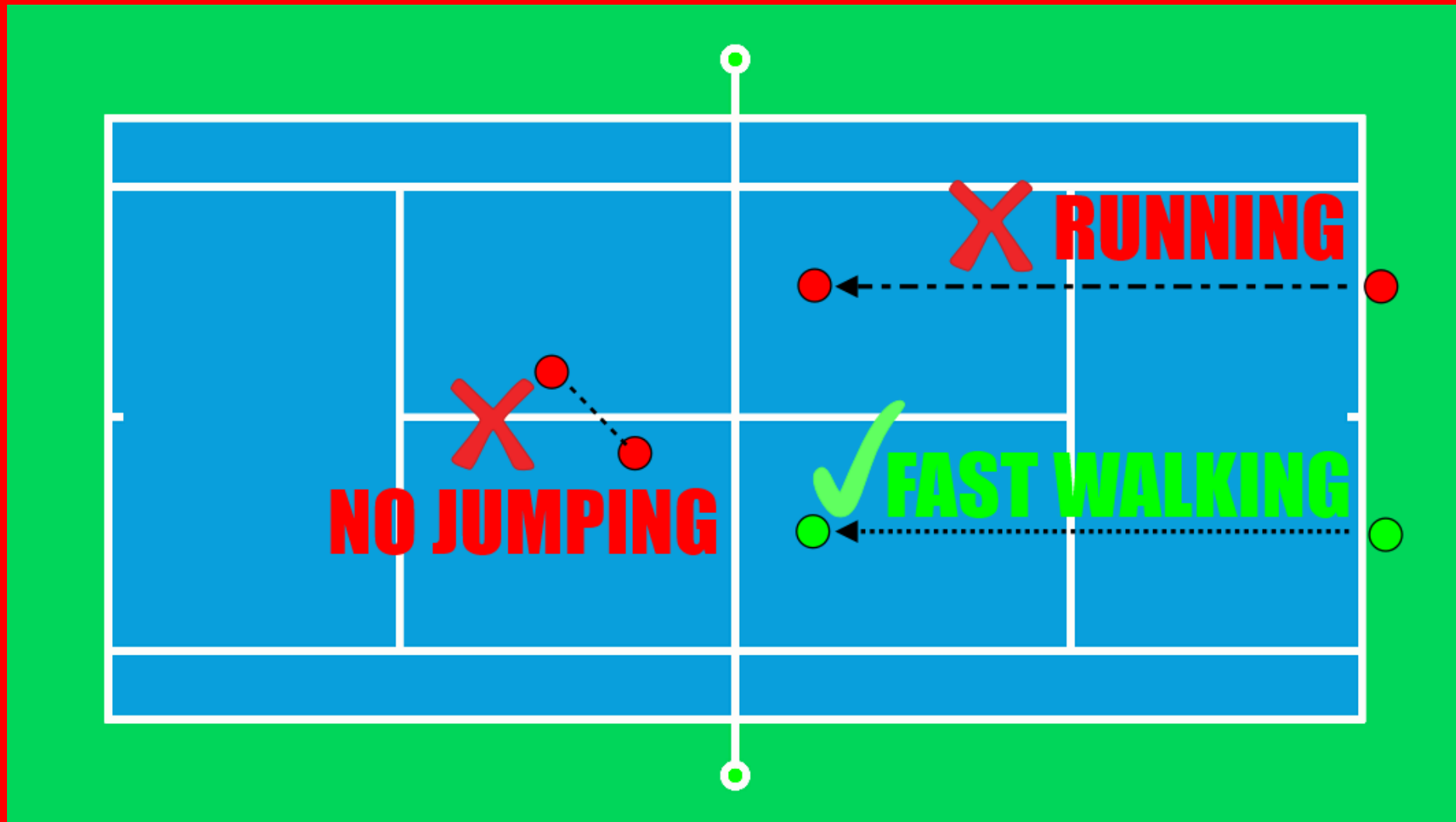
LIKE THE REGULAR GAME, THE BALL IS NOT PERMITTED TO TOUCH THE GROUND PRIOR TO HITTING THE SERVE. AS WITH REGULAR TENNIS, THE SERVER CAN USE EITHER THE UNDERARM SERVICE TECHNIQUE OR OVERARM SERVICE TECHNIQUE. WHEN SERVING THE TRAMLINES (DOUBLES LINES) ARE ALWAYS IN FOR BOTH SINGLES AND DOUBLES TENNIS.





NO RUNNING OR JUMPING

ONE FOOT MUST REMAIN ON THE GROUND AT ALL TIMES. THEREFORE RUNNING OR JUMPING ARE NOT PERMITTED. IF SOMEONE IS DEEMED TO HAVE RUN OR JUMPED TO HIT THE BALL THE POINT WILL BE AWARDED TO THE OPPOSITION. IF IT IS UNCLEAR IF A RUN OR JUMP VIOLATION HAS TAKEN PLACE WE SUGGEST YOU REPLAY THE POINT.



THE BALL

ANOTHER DIFFERENCE BETWEEN WALKING TENNIS AND REGULAR TENNIS IS THAT THE BALL USED FOR WALKING TENNIS IS AN ORANGE BALL. THE ORANGE BALL IS HALF THE WEIGHT AND HALF THE PRESSURE OF A REGULAR YELLOW BALL. THIS SLOWS THE GAME DOWN AND REDUCES THE DISTANCE OF TRAVEL AFTER THE BOUNCE.



WkTA

WALKING TENNIS
ASSOCIATION