Wall Tennis
A game to encourage the development of young tennis players
(revision 3)

Recognising that there is a need to develop more British tennis talent, wall tennis is designed to allow players to develop tennis skills on a more ad-hoc basis.
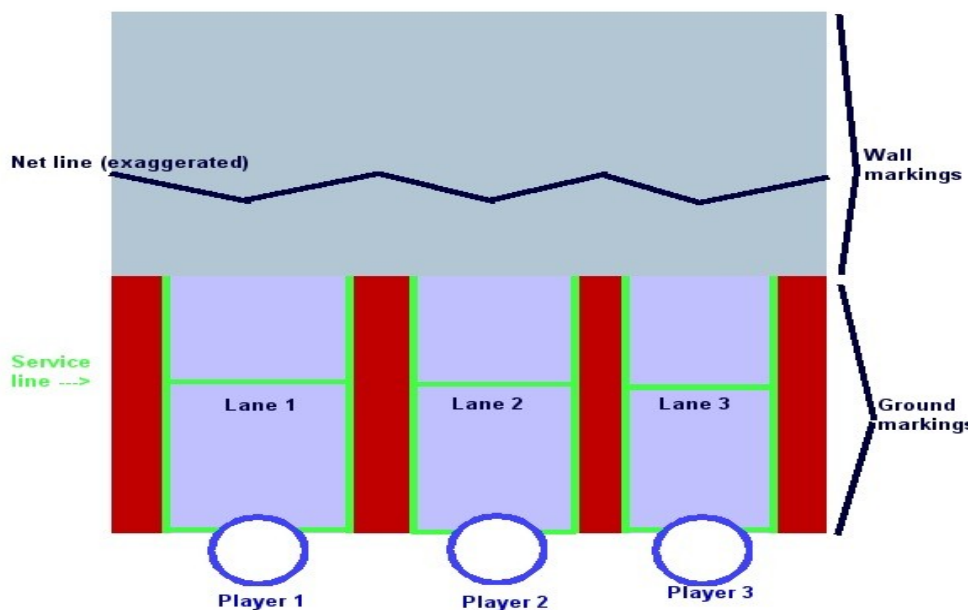
Concept

Wall tennis is designed to allow a flexible number of players, from 2 or more, using inexpensive facilities.

The wall tennis facilities also allow solo practice.

It is hoped that wall tennis facilities will be made available in publicly accessible areas so that young people can make use of them on an ad-hoc basis, for example, while 'hanging-out'.

Play Area Layout

Net line (exaggerated)　　　Wall markings

Service line --->

Lane 1　　Lane 2　　Lane 3　　Ground markings

Player 1　　Player 2　　Player 3

The wall tennis 'court' consists of a vertical wall area and a horizontal ground area as shown in the diagram above.

The ground area is divided into lanes, and there can be any number of lanes in a single facility.

A lane is as long as a normal tennis court, and the service line is at the same position as that on a normal tennis court.

A lane is similar in width to half a singles tennis court.

The red 'out' lines are of a similar width to tennis court tram-lines.

The wall area has a net line drawn such that the height of the line in the middle of a lane is that of a normal tennis court net in the middle, and the height at the edge of a lane is that of a normal tennis court net at the sides. The net line can be made to project slightly out of the wall so that the ball will bounce badly if the net line is hit.

A set of Wall Tennis rules should be placed on or near the wall.

In general, n players in a game will use n adjacent lanes; one player per lane. Multiple games can be played at a facility using adjacent sets of lanes.

Rules

The rules of wall tennis generally follow those of regular tennis. The game is played with regular tennis balls and rackets.

In the ground markings, a ball landing in the red area is considered to be 'out'. Balls landing on the green lines, or lavender middle area are 'in'.

At the start of the game, a coin toss or racket flip is used to decide whether the serving lane is the left-most lane or the right-most lane.

A serve must be made to any of the other players in the game. It must bounce above the net line on the wall, and within the service box on the ground.

Each point has a point loser, and (usually) a point winner.

If the point ends with the ball going out, either in normal play or from a serve, then the point loser is the last player to hit the ball. The point winner is the player who hit the ball before that. (Note that there may be no point winner if there is a double fault on serve.)

If the ball ends with the point going in, the point loser is the player who's lane the ball first bounced in after hitting the wall, and the point winner is the player who last hit the ball.

(Note that after hitting the ball, if the ball first bounces in your own lane, the ball is considered out.)

A point is won by the player who is the point winner, (if applicable). The winner of a game is the first to win 24 points - the minimum number of points you need to win a set in tennis. (Scoring is simply 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, … 23, 24.)

The server is changed every 4 points – the minimum number of points needed to win a game in tennis. The server moves to the farthest lane being used in the game, and the remaining players all move one place left or right depending on which lane is being used as the service lane. The new player in the service lane then has the serve.

Players may choose to play the game without scoring.

When more people wish to play than there are lanes available, when the server loses the point they come off the court, and a player from a waiting queue comes on the court to the lane where the service loser would have gone.

If you finish your game (or you've played 20 minutes without scoring), and there are people waiting to play, then you should vacate your lanes. You can continue playing when the next set of people finish their game.

Revisions

2 – The scoring has been updated.

3 – Serving and scoring further tweaked.