

Edge Case Reference — Serve Foot Fault

How to use: Review this card when the situation comes up. Use the sketch box to visualize; add local notes below.

Sketch the situation here

Key ruling

If your foot is on or over the baseline or court line at contact, the serve is a FAULT.

Personal clarifications / local club quirks:

Edge Case Reference — Serve Direction (Diagonal)

How to use: Review this card when the situation comes up. Use the sketch box to visualize; add local notes below.

Sketch the situation here

Key ruling

Serve must land in the correct diagonal service box. Wrong side or outside the box = FAULT.

Personal clarifications / local club quirks:

Edge Case Reference — Serve Hits Partner

How to use: Review this card when the situation comes up. Use the sketch box to visualize; add local notes below.

Sketch the situation here

Key ruling

If the serve hits the server's partner, the server, or their gear before bouncing in, it is a FAULT.

Personal clarifications / local club quirks:

Edge Case Reference — No-Let Rule

How to use: Review this card when the situation comes up. Use the sketch box to visualize; add local notes below.

Sketch the situation here

Key ruling

If the serve clips the net and still lands in the correct service box, play CONTINUES (no let).

Personal clarifications / local club quirks: