

Glossary of Umpire's Terms and Score Counting

Note: all articles referred to are those of the Rules for Competitions, unless specified differently.

No	Terms	Meaning
1	Ready	Let players stop their warm up practice before the start of a match and get ready to start a match.
2	Service Side	A player or pair who is to deliver a serve.
3	Receive Side	A player or pair who is to receive a serve.
4	Seven-Game Match	A match to be played by a best of 7 games system. There are other types of matches such as a five-game match, three-set match and a short game match.
5	Play Ball	A call to start a match.
6	Let	This call is made in the cases applicable to the items of Article 26, and the serve which turned a let is to be tried again. The chair umpire may call "Two (or one) more serves" after this "Let" call.
7	Foot Fault	A call to be applied in the cases provided in Articles 23 and 25(6), indicating that the serve is fault.
8	Fault	A call to be applied to the cases provided in Article 23 and the items of Article 25.
9	Double Faults	A call to indicate both of the 1st and 2nd serves turned fault consecutively, and the server loses the point.
10	In Play	A duration of time from the time when a serve was delivered to the time when the ball served turned a let or fault or to the time when the point is decided.
11	In	This call indicates that a ball in play bounced inside or on or touching the lines on a court.
12	Out	A call to be applied to Article 35(2), i.e. a case where a ball lands on the outcourt or directly hits the umpire's chair or attendant equipment and facilities or an umpire before it lands on the ground, indicating the point lost.
13	Direct	(1) A case where a ball served directly hits the body, attire or racket of the receiver of the serve, indicating the point lost. (2) A case where a player stops a ball returned with its racket on the outcourt before it lands on the ground, indicating the point lost. In the case, however, where a player directly hits the ball with a racket on the outcourt which turns a good return, the play can be continued.
14	No Count	A call to be applied to the cases provided in Article 36. The point is not scored for some reasons and is played again.
15	Time	A call to be applied to Article 37 of the Rules for Competitions, i.e. a case where a play is suspended for some reasons.
16	No Time	This call is made in the case where a "time" period has elapsed and the play is to be resumed.
17	Net Touch	A call to be applied to the cases provided in Article 35(5)b and (10), i.e. a case where the racket, body, attire or other belongings of a player touch the net or net post while in play, indicating the point lost.
18	Touch	A call to be applied to Articles 35(5)c and (10), i.e. a case where the racket, body, attire or other belongings of a player touches the umpire's chair or an umpire while in play, indicating the point lost.
19	Net Over	A call to be applied to Article 35(5)a, i.e. a case where even a part of a racket, body, attire or other belongings of a player passes over the net while in play, indicating the point lost. However, in a case where it occurs through inertia after a player hit a ball and does not constitute interference, the point is not lost.
20	Through	A call to be applied to Article 35(1), i.e. a case where a ball goes through a break of the net, under the net or through a space between the net and the net post, indicating the point lost.

- 21 Body Touch A call to be applied to Article 35(4), i.e. a case where a ball in play touches the body, attire or other belongings of a player, indicating the point lost for the player. However, in the case which comes under Article 25(5), the ball is fault, instead of the point lost.
- 22 Tip A call to be applied to Article 35(7), i.e. a case where a ball only touches the frame of a racket, thus the ball can not be returned legally, indicating the point lost.
- 23 Two Bounds A call to be applied to Article 35(3), i.e. a case where a ball bounced on the court for more than one time before it is struck.
- 24 Dribble A call to be applied to Articles 25(4) and 35(6), i.e. a case where a ball touches the racket face more than one time when it is struck. In a case where this occurs while in play, the point is lost and in the case of a serve, the serve is fault.
- 25 Carry A call to be applied to Article 35(6), i.e. a case where a ball rests on the racket face, indicating the point lost.
- 26 Interfere A call to be applied to Articles 30(3) and (4) and (5) and 35(5)d, (8) and (12)and(13), indicating the point lost.
- 27 Correction A call which is made in the case where the chair umpire has made a wrong call or an error in score counting.
- 28 Change Sides A call to direct players to change sides together with the change of service/receive with the opponent in accordance with Articles 32.1 and .2 and 33(1).
- 29 Change Service A call to direct a player or pair to change the serve with the opponent in accordance with Articles 32.1 and .2. and 33(1).
- 30 Rotation Change A call to direct a player to change the serve with its partner.
- 31 Let's Play A call to direct players to continue to play without interruption.
- 32 Retirement A call to declare a retirement of a player or pair from a match in accordance with Article 39 of the Rules for Competitions and Article 18 of the Rules for Umpiring.
- 33 Disqualification A call to declare a disqualification of a player or pair for a competition in accordance with Article 42 of the Rules for Competitions and Article 21 of the Rules for Umpiring.
- 34 One-Zero(Zero-One) A call for score counting when only a server(receiver) has won 1 point in a game.
- 35 Two-Zero(Zero-Two) A call for score counting when only a server(receiver) has won 2 points in a game.
- 36 Three-Zero(Zero-Three) A call for score counting when only a server(receiver) has won 3 points in a game.
- 37 Two-One(One-Two) A call for score counting when a server(receiver) has won 2 points and a receiver(server) has won 1 point.
- 38 Three-One(One-Three) A call for score counting A sever(receiver) has won 3 points and a receiver(server) has won 1 point.
- 39 Three-Two(Two-Three) A call for score counting when a server(receiver) has won 3 points and a receiver(server) has won 2points.
- 40 One All A call for score counting when both players have won 1 point.
- 41 Two All A call for score counting when both players have won 2 points.
- 42 Three All A call for score counting when both players have won 3 points.
- 43 Three-Four(Four -Three) A call for score counting when a server(receiver) has won 3 points and a receiver(server) has won 4 points.
- 44 Three-Five(Five-Three) A call for score counting when a server(receiver) has won 3 points and a receiver(server) has won 5 points
- 45 Four-Zero(Zero-Four) A call for score counting when only a server(receiver) has won 4 points
- 47 Four-Two(Two-Four) A call for score counting when a server has won 4 points and a receiver has won 2 points.
- 48 Five-Zero(Zero-Five) A call for score counting when only a server ahs won 5 points.
- 49 Five-One(One-Five) A call for score counting when a server(receiver) has won 5 points and a receiver(server) has won 1 point.
- 50 Five-Two(Two-Five) A call for score counting when a server(receiver) has won 5 point and a receiver(server) has won 2 points..
- 51 Four All A call for score counting when both players have won 4 points.
- 52 Five All A call for score counting when both players have won 5 points.

53	Six-Zero(Zero-Six)	A call for score counting when only a server(receiver) has won 6 points.
54	Six-One(One-Six)	A call for score counting when a server(receiver) has won 6 points and a receiver(server) has won 1 point.
55	Six-Two(Two-Six)	A call for score counting when a server(receiver) has won 6 points and a receiver(server) has won 2 point.
56	Six-Three(Three-Six)	A call for score counting when a server(receiver) has won 6 points and a receiver(server) has won 3 points.
57	Six-Four(Four-Six)	A call for score counting when a server(receiver) has won 6 points and a receiver(server) has won 4 points.
58	Six-Five(Five-Six)	A call for score counting when a server(receiver) ahs won 6 points and a receiver(server) has won 5 points.
59	Deuce	A call for score counting when both players have won 3 points in a regular game or 6 points in the final game.
60	Advantage, Server(Receiver)	A call for score counting when a server(receiver) has won 1 point after deuce.
61	Deuce Again	A call for score counting when a player who had gained advantage has failed to win the next point consecutively after deuce, i.e. the opponent has won the next point, thus the score has turned even.
62	Game	A call to declare a game has completed.
63	Game Count, One-zero	A call for game counting shall be made before the start of the next game starting with the number of games so far won by a server and then those by a receiver, in the same manner as for point score counting. However, when the game count has come to even like 3-3 or 4-4, a call for the game score counting shall be "Three All" or "Four All" , instead of "Deuce" or "Deuce Again" in point score counting.
64	Final Game	A call to declare that it is to be the final game to compete after the game count of 3-3 in the case of a 7-game match and shall be made following the call for a game score counting like "Three All".
65	Game Set	A call to declare that a match has finished as the final game in the match was completed.