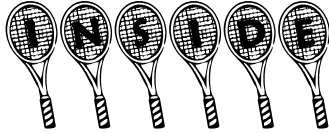


INSIDE VOLLEY TENNIS



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RULES

GETTING STARTED

You will need 2 six-sided dice (2d6) of different colors and 2 ten-sided dice (2d10). Layout the game board with the 9 pawns, which are used to keep score and to track games & sets won. Decide which surface the match will be played on and choose 2 players by selecting their cards that represent the playing surface for the match.

READING THE CARD (use this card for reference later)

PLAYER CARD SAMPLE

NAME	Roger Federer (2007)						YEAR
COUNTRY							TITLES
RANK	RNK 1	(SU)	TITLES			6	
1ST SERVE	1st SERV : 1-32 (33-63)					HARD	SURFACE
2ND SERVE	2nd SERV : 64-81 (82-100)					INJ-0	INJURY RATING
						44-6	RECORD
	SERV	1	2	3	4	5	6
	1	W	W/L	W	A/W	A/F	W/L
	2	W	W	L/W	L/W	L/W	W
	3	A/W	A/L	W/L	A/W	W	W*
	4	A/L	A/W	W	W	W	W/F
	5	W	A/W	A/L	W*	A/W	W
	6	L/W	W	W	W	A/W	A/L
	RET	1	2	3	4	5	6
	1	W	W/L	L/W	L/W	L/W	L/W
	2	L	L/W	L/W	W	L*	L/W
	3	L/W	W	W/L	L*	L*	L/W
	4	W/L	L/W	W/L	L/W	L/W	L/W
	5	W	L/W	A/W	L*	W/L	W/L
	6	L/W	W/L	L/W	W/L	W/F	W/L

Labels on the left side of the card:

- NAME
- COUNTRY
- RANK
- 1ST SERVE
- 2ND SERVE
- SERVING MATRIX

Labels on the right side of the card:

- YEAR
- TITLES
- SURFACE
- INJURY RATING
- RECORD
- RETURNING MATRIX

SERVER'S matrix (2d6) read on die as column and one die as row

KEY:

- W** A winner regardless of the serve (1st or 2nd), server wins the point
- L** A loser regardless of the serve (1st or 2nd), server loses the point
- F** Double Fault, server loses the point
- A** Ace, server wins the point
- W*** If server is behind in the game, server loses the point (otherwise, server wins the point)
- L*** If server is behind in the game, server wins the point (otherwise, server loses the point)

RETURNER'S matrix (2d6) read on die as column and one die as row

KEY:

- W** A winner regardless of the serve, returner wins the point
- L** A loser regardless of the serve, returner loses the point
- F** Double Fault, returner wins the point
- A** Ace, returner loses the point
- W*** If server is behind in the game, returner loses the point (otherwise, returner wins the point)
- L*** If server is behind in the game, returner wins the point (otherwise, returner loses the point)

For any split result (i.e. W/L), the number before the / is the 1st serve result, the number after the / is the 2nd serve result. A result of W/L would be a winner on the 1st serve and a loser on the 2nd serve.

If you obtain a split result with a * (i.e.: W*/L), the * result only occurs if it happens on the correct serve. In the example, the 1st serve would be a W* and the 2nd serve would be L with the * not coming into play on the second serve.

Just remember that the * results only come into play if the server is behind in the game, otherwise resolve the point as usual.

PLAYING THE GAME

Control (for the current point) is determined by rolling the 2d10 to generate a 1-100 number. One die represents ones and the other represents 10s. Together, they generate a number between 1 and 100 (rolls of 00 equaling 100). The Control roll tells you if the 1st or 2nd serve is in play and also who is in control (server or returner). Here's an example of the serve range on player's card:

1st Serve: 1-32 (33-63)
2nd Serve: 64-81 (82-100)

If the Control roll falls into a range that is in (), the returner is in control (i.e.: 33-63 for the first serve or 82-100 for the second serve). If the Control roll doesn't fall into a range that is in (), the server is in control (i.e.: 1-32 for the first serve or 64-81 for the second serve).

The point is resolved by rolling the 2d6 on the player's card (for the player who is in control). The dice are read as column first then row. These numbers reference a box in the SERVER/RETURNER MATRIX.

SCORING A TENNIS MATCH

The following will describe how to score a match in tennis.

How to score a Game

If a player wins his first point, the score is called 15 for that player; on winning his second point, the score is called 30 for that player; on winning his third point, the score is called 40 for that player, and the fourth point won by a player is scored game for that player except as below:

If both players have won three points (40-40), the score is called deuce and the next point won by a player is scored advantage for that player. If the same player wins the next point, he wins the game; if the other player wins the next point the score is again called deuce; and so on, until a player wins the two points immediately following the score at deuce, when the game is scored for that player.

How to score a Set

A player who first wins six games wins a set; except that he must win by a margin of two games over his opponent and where necessary a set is extended until this margin is achieved.

Tie-break

The tiebreak shall operate when the score reaches six games all in any set except in the third or fifth set of a three or five set match respectively. If you do not wish to use the tiebreak when the score reaches six games all, an ordinary advantage set shall be played.

The following system shall be used in a tiebreak game:

1. A player who first wins seven points shall win the game and the set provided he leads by a margin of two points. If the score reaches six points all the game shall be extended until this margin has been achieved. Numerical scoring shall be used throughout the tiebreak game.
2. The player whose turn it is to serve shall be the server for the first point. His opponent shall be the server for the second and third points and thereafter each player shall serve alternately for two consecutive points until the winner of the game and set has been decided.
3. The player whose turn it was to serve first in the tiebreak game shall receive service in the first game of the following set.

Number of Sets

A match will be either a five set match or a three set match. Most of the bigger tournaments in pro tennis are five set matches; otherwise they play three set matches. In a three set match, the first player to win two sets wins the match. In a five set match, the first player to win three sets wins the match.

RANDOM EVENTS

A random event occurs on rolls of 1 or 100 (while obtaining a 1-100 number to determine who is in control) during the point resolution. Roll the 2d6 and apply this number to the Rare Events chart. If the rare event calls for you to resolve the current point, do not generate a new control number. Proceed as usual with the server being in control if the roll was 1 or the returner being in control if the roll was 100.

RANDOM EVENTS

2	Possible serious injury. Roll 1d10 versus player's INJ rating (a)
3	Match is delayed by rain after current point (b)
4	Minor injury, player loses current point (c)
5	Player gets distracted and loses the current point
6	Nothing happens
7	Nothing happens
8	Nothing happens
9	Racket string breaks, player loses current point
10	Minor injury, player loses current point (c)
11	Match is delayed by rain after current point (b)
12	Possible serious injury. Roll 1d10 versus player's INJ rating (a)

- (a) If 1d10 roll is less than or equal to the player's INJ rating, he retires due to a serious injury. His opponenet wins by default.
- (b) Any W* results automatically become L results for the remainder of the match. This is in effect for both players.
- (c) Any W* results automatically become L results for the remainder of the match. This is in effect for the injured player only.

A player can only suffer one minor injury during the course of the match. Disregard any additional injuries, the exception being a major injury that would cause the player to retire.