

Rules of the Court 2009



Tennis Canada

1 Shoreham Drive, Suite 100
Toronto, Ontario M3N 3A6
Tel: 416-665-9777
www.tenniscanada.ca
officiating@tenniscanada.com

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THE RULES OF THE COURT 2009

FOREWORD

We are pleased to present the new edition of the Tennis Canada Rulebook: *The Rules of the Court 2009*. This edition replaces the 2007 edition and continues in the tradition of *The Yardstick*, originally published in 1978 by J. R. (Roy) Mansell.

The Rules of the Court 2009 is intended as a resource for Officials, Tournament Administrators, Coaches and Players at all levels.

This book incorporates the rules and regulations followed by the International Tennis Federation (ITF), the WTA Tour, and the ATP Tour, the three international governing bodies of Tennis. The rules, regulations and procedures presented here are those that should be followed at all Tennis Canada sanctioned events.

In this edition, we have also included a comprehensive section on “Cases and Decisions” in order to assist all interested persons in understanding the finer points of the interpretation of the Rules of Tennis.

If you have any comments or suggestions concerning the material presented in this book, or if you are interested in becoming a Tennis Official, please contact the Tennis Canada Officiating Department, 1 Shoreham Drive, Toronto, Ontario M3N 3A6 (Telephone: 416-665-9777; Email: officiating@tenniscanada.com). In addition, we invite you to visit the “Rules and Officiating” section of the Tennis Canada Web Site: www.tenniscanada.ca.

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Except where otherwise stated, every reference to the masculine includes the feminine gender.

Please note that where modifications have been made to the Rules and Regulations the text is underlined.

THE RULES OF TENNIS

TC Note: The Rules of Tennis are the official rules of the International Tennis Federation. Tennis Canada, as a member of the ITF, adopts these Rules. Notes have been added to interpret these Rules as they apply to events sanctioned by Tennis Canada.

ITF FOREWORD

The International Tennis Federation (ITF) is the governing body of the game of tennis and its duties and responsibilities include determination of the Rules of Tennis.

To assist the ITF in carrying out this responsibility, the ITF has appointed a Rules of Tennis Committee which continually monitors the game and its rules, and when considered necessary makes recommendations for changes either on a permanent basis or for a limited trial period to the Board of Directors of the ITF who in turn make recommendations to the Annual General Meeting of the ITF which is the ultimate authority for making any changes to the Rules of Tennis.

Appendix IV lists all known and approved alternative procedures and scoring methods. In addition, on its own behalf or on application by interested parties, certain variations to the rules may be approved by the ITF for trial purposes only at a limited number of tournaments or events and/or for a limited time period. Such variations are not included in the published rules and require a report to the ITF on the conclusion of the approved trial.

Note: Except where otherwise stated, every reference in these Rules of Tennis to the masculine includes the feminine gender.

1. THE COURT

The court shall be a rectangle, 78 feet (23.77 m) long and, for singles matches, 27 feet (8.23 m) wide. For doubles matches, the court shall be 36 feet (10.97 m) wide.

The court shall be divided across the middle by a net suspended by a cord or metal cable which shall pass over or be attached to two net

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posts at a height of 3 ½ feet (1.07 m). The net shall be fully extended so that it completely fills the space between the two net posts and it must be of sufficiently small mesh to ensure that a ball cannot pass through it. The height of the net shall be 3 feet (0.914 m) at the centre, where it shall be held down tightly by a strap. A band shall cover the cord or metal cable and the top of the net. The strap and band shall be completely white.

- The maximum diameter of the cord or metal cable shall be 1/3 inch (0.8 cm).
- The maximum width of the strap shall be 2 inches (5 cm).
- The band shall be between 2 inches (5 cm) and 2 ½ inches (6.35 cm) deep on each side.

For doubles matches, the centres of the net posts shall be 3 feet (0.914 m) outside the doubles court on each side.

For singles matches, if a singles net is used, the centres of the net posts shall be 3 feet (0.914 m) outside the singles court on each side. If a doubles net is used, then the net shall be supported, at a height of 3 ½ feet (1.07 m), by two singles sticks, the centres of which shall be 3 feet (0.914 m) outside the singles court on each side.

- The net posts shall not be more than 6 inches (15 cm) square or 6 inches (15 cm) in diameter.
- The singles sticks shall not be more than 3 inches (7.5 cm) square or 3 inches (7.5 cm) in diameter.
- The net posts and singles sticks shall not be more than 1 inch (2.5 cm) above the top of the net cord.

The lines at the ends of the court are called baselines and the lines at the sides of the court are called sidelines.

Two lines shall be drawn between the singles sidelines, 21 feet (6.40 m) from each side of the net, parallel with the net. These lines are called the servicelines. On each side of the net, the area between the serviceline and the net shall be divided into two equal parts, the service courts, by the centre serviceline. The centre serviceline shall be drawn parallel with the singles sidelines and half way between them.

Each baseline shall be divided in half by a centre mark, 4 inches (10 cm) in length, which shall be drawn inside the court and parallel with the singles sidelines.

- The centre serviceline and centre mark shall be 2 inches (5 cm) wide.
- The other lines of the court shall be between 1 inch (2.5 cm) and 2 inches (5 cm) wide, except that the base lines may be up to 4 inches (10 cm) wide.

All court measurements shall be made to the outside of the lines and all lines of the court shall be of the same colour clearly contrasting with the colour of the surface.

No advertising is allowed on the court, net, strap, band, net posts or singles sticks except as provided in Appendix III.

TC Note: *As a guide for club and recreational play, the recommended minimum distance between the baselines and the backstops should be 18 feet (5.48m) and between the sidelines and the sidestops the recommended minimum distance should be 10 feet (3.05m).*

As a guide for international competitions and professional play, the recommended minimum distance between the baselines and the backstops should be 21 feet (6.4m) and between the sidelines and the sidestops the recommended minimum distance should be 12 feet (3.66m).

As a guide, the recommended minimum height to the ceiling should be 30 feet (9.14m).

For tournament play, each court should be equipped as follows:

a. Chair Umpire's Chair

- *The Chair Umpire's Chair is recommended to be a minimum of six (6) feet (1.82 metres) and a maximum of eight (8) feet (2.44 metres) in height;*
- *The Chair Umpire's Chair shall be centred along an extension of the net approximately three (3) feet (0.9 metres) from the net post;*
- *If a microphone is to be used it must have an "on-off" switch, it must be easily adjustable and not hand held. There shall be no public broadcast microphones on the Umpire's Chair or in its general vicinity (between the baselines);*
- *For outdoor tournaments there should be a sunscreen (e.g., umbrella) available.*

b. Line Umpires' Chairs

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- *Chairs for serviceline and baseline Umpires shall be located on an extension of their respective lines along the side fence. They shall not be elevated above the surface of the court and should be positioned no less than twelve (12) feet (3.7 metres) from the side of the court;*
 - *Chairs for centre serviceline and sideline Umpires should be located in the corners at the back of the court, unless otherwise directed;*
 - *Whenever the sun is a factor, Line Umpires' chairs shall be positioned so that the Line Umpires are not facing the sun;*
 - *When the sun is not a factor, Line Umpires' chairs shall be positioned on the opposite side of the court from the Chair Umpire.*
- c. Net Umpire's Chair*
- *A chair for the Net Umpire shall be located at the net post and, when possible, on the opposite side from the Chair Umpire's chair.*
- d. Players' Chairs*
- *Chairs for the players shall be located on each side of the Chair Umpire.*

2. PERMANENT FIXTURES

The permanent fixtures of the court include the backstops and sidestops, the spectators, the stands and seats for spectators, all other fixtures around and above the court, the chair umpire, line umpires, net umpire and ball persons when in their recognised positions.

In a singles match played with a doubles net and singles sticks, the net posts and the part of the net outside the singles sticks are permanent fixtures and are not considered as net posts or part of the net.

3. THE BALL

Balls, which are approved for play under the Rules of Tennis, must comply with the specifications in Appendix I.

The International Tennis Federation shall rule on the question of whether any ball or prototype complies with Appendix I or is otherwise approved, or not approved, for play. Such ruling may be taken on its own initiative, or upon application by any party with a bona fide interest therein, including any player, equipment manufacturer or National Association or members thereof. Such rulings and

applications shall be made in accordance with the applicable Review and Hearing Procedures of the International Tennis Federation (see Appendix VI).

The event organisers must announce in advance of the event:

- a. The number of balls for play (2, 3, 4 or 6).
- b. The ball change policy, if any.

Ball changes, if any, can be made either:

- i. After an agreed odd number of games, in which case, the first ball change in the match shall take place two games earlier than for the rest of the match, to make allowance for the warm-up. A tie-break game counts as one game for the ball change. A ball change shall not take place at the beginning of a tie-break game. In this case, the ball change shall be delayed until the beginning of the second game of the next set; or
- ii. At the beginning of a set

If a ball gets broken during play, the point shall be replayed.

TC Note: *For this rule a broken ball is defined as a ball that has no compression or that has serious damage to its surface. A soft ball is not considered a broken ball.*

Case 1: If a ball is soft at the end of a point, should the point be replayed?

Decision: If the ball is soft, not broken, the point shall not be replayed.

Note: *Any ball to be used in a tournament which is played under the Rules of Tennis, must be named on the official ITF list of approved balls issued by the International Tennis Federation.*

4. THE RACKET

Rackets, which are approved for play under the Rules of Tennis, must comply with the specifications in Appendix II.

The International Tennis Federation shall rule on the question of whether any racket or prototype complies with Appendix II or is otherwise approved, or not approved, for play. Such ruling may be undertaken on its own initiative, or upon application by any party with a bona fide interest therein, including any player, equipment

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manufacturer or National Association or members thereof. Such rulings and applications shall be made in accordance with the applicable Review and Hearing Procedures of the International Tennis Federation (see Appendix VI).

Case 1: Is more than one set of strings allowed on the hitting surface of a racket?

Decision: No. The rule mentions a pattern (not patterns) of crossed strings. (See Appendix II)

Case 2: Is the stringing pattern of a racket considered to be generally uniform and flat if the strings are on more than one plane?

Decision: No.

Case 3: Can vibration damping devices be placed on the strings of a racket? If so, where can they be placed?

Decision: Yes, but these devices may only be placed outside the pattern of the crossed strings.

TC Note: *There are no limitations as to how many vibration dampening devices may be placed outside the pattern of the crossed strings.*

Case 4: During a point, a player accidentally breaks the strings. Can the player continue to play another point with this racket?

Decision: Yes, except where specifically prohibited by event organisers.

TC Note: *If the receiver breaks his strings on a first service fault, and the receiver elects to change his racquet, then a first serve shall be awarded. If the receiver elects not to change his racquet, then the server must play a second serve.*

Case 5: Is a player allowed to use more than one racket at any time during play?

Decision: No.

Case 6: Can a battery that affects playing characteristics be incorporated into a racket?

Decision: No. A battery is prohibited because it is an energy source, as are solar cells and other similar devices.

5. SCORE IN A GAME

a. Standard game

A standard game is scored as follows with the server's score being called first:

No point - "Love"

First point - "15"

Second point - "30"

Third point - "40"

Fourth point - "Game"

except that if both players/teams have won three points, the score is "Deuce". After "Deuce", the score is "Advantage" for the player/team who wins the next point. If that same player/team also wins the next point, that player/team wins the "Game"; if the opposing player/team wins the next point, the score is again "Deuce". A player/team needs to win two consecutive points immediately after "Deuce" to win the "Game".

b. Tie-break game

During a tie-break game, points are scored "Zero", "1", "2", "3", etc. The first player/team to win seven points wins the "Game" and "Set", provided there is a margin of two points over the opponent(s). If necessary, the tie-break game shall continue until this margin is achieved.

The player whose turn it is to serve shall serve the first point of the tie-break game. The following two points shall be served by the opponent(s) (in doubles, the player of the opposing team due to serve next). After this, each player/team shall serve alternately for two consecutive points until the end of the tie-break game (in doubles, the rotation of service within each team shall continue in the same order as during that set).

The player/team whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.

Additional approved alternative scoring methods can be found in Appendix IV.

6. SCORE IN A SET

There are different methods of scoring in a set. The two main methods are the “Advantage Set” and the “Tie-break Set”. Either method may be used provided that the one to be used is announced in advance of the event. If the “Tie-break Set” method is to be used, it must also be announced whether the final set will be played as a “Tie-break Set” or an “Advantage Set”.

a. “Advantage Set”

The first player/team to win six games wins that “Set”, provided there is a margin of two games over the opponent(s). If necessary, the set shall continue until this margin is achieved.

b. “Tie-break Set”

The first player/team to win six games wins that “Set”, provided there is a margin of two games over the opponent(s). If the score reaches six games all, a tie-break game shall be played.

Additional approved alternative scoring methods can be found in Appendix IV.

TC Note: *Tennis Canada Regulations require that a tie-break be played in all sets.*

7. SCORE IN A MATCH

A match can be played to the best of 3 sets (a player/team needs to win 2 sets to win the match) or to the best of 5 sets (a player/team needs to win 3 sets to win the match).

Additional approved alternative scoring methods can be found in Appendix IV.

TC Note: *Tennis Canada Regulations require that a match be played to the best of 3 sets, except where the “short sets” scoring method is in effect.*

8. SERVER & RECEIVER

The players/teams shall stand on opposite sides of the net. The server is the player who puts the ball into play for the first point. The

receiver is the player who is ready to return the ball served by the server.

Case: Is the receiver allowed to stand outside the lines of the court?

Decision: Yes. The receiver may take any position inside or outside the lines on the receiver's side of the net.

9. CHOICE OF ENDS & SERVICE

The choice of ends and the choice to be server or receiver in the first game shall be decided by toss before the warm-up starts. The player/team who wins the toss may choose:

- a. To be server or receiver in the first game of the match, in which case the opponent(s) shall choose the end of the court for the first game of the match; or
- b. The end of the court for the first game of the match, in which case the opponent(s) shall choose to be server or receiver for the first game of the match; or
- c. To require the opponent(s) to make one of the above choices.

Case 1: Do both players/teams have the right to new choices if the warm-up is stopped and the players leave the court?

Decision: Yes. The result of the original toss stands, but new choices may be made by both players/teams.

10. CHANGE OF ENDS

The players shall change ends at the end of the first, third and every subsequent odd game of each set. The players shall also change ends at the end of each set unless the total number of games in that set is even, in which case the players change ends at the end of the first game of the next set.

During a tie-break game, players shall change ends after every six points.

Additional approved alternative procedures can be found in Appendix IV.

11. BALL IN PLAY

Unless a fault or a let is called, the ball is in play from the moment the server hits the ball, and remains in play until the point is decided.

12. BALL TOUCHES A LINE

If a ball touches a line, it is regarded as touching the court bounded by that line.

13. BALL TOUCHES A PERMANENT FIXTURE

If the ball in play touches a permanent fixture after it has hit the correct court, the player who hit the ball wins the point. If the ball in play touches a permanent fixture before it hits the ground, the player who hit the ball loses the point.

14. ORDER OF SERVICE

At the end of each standard game, the receiver shall become the server and the server shall become the receiver for the next game.

In doubles, the team due to serve in the first game of each set shall decide which player shall serve for that game. Similarly, before the second game starts, their opponents shall decide which player shall serve for that game. The partner of the player who served in the first game shall serve in the third game and the partner of the player who served in the second game shall serve in the fourth game. This rotation shall continue until the end of the set.

15. ORDER OF RECEIVING IN DOUBLES

The team which is due to receive in the first game of a set shall decide which player shall receive the first point in the game. Similarly, before the second game starts, their opponents shall decide which player shall receive the first point of that game. The player who was the receiver's partner for the first point of the game shall receive the second point and this rotation shall continue until the end of the game and the set.

After the receiver has returned the ball, either player in a team can hit the ball.

Case 1: Is one member of a doubles team allowed to play alone against the opponents?

Decision: No.

16. THE SERVICE

Immediately before starting the service motion, the server shall stand at rest with both feet behind (i.e. further from the net than) the baseline and within the imaginary extensions of the centre mark and the sideline.

The server shall then release the ball by hand in any direction and hit the ball with the racket before the ball hits the ground. The service motion is completed at the moment that the player's racket hits or misses the ball. A player who is able to use only one arm may use the racket for the release of the ball.

TC Note: *The Server may use an underhand or overhead service at his discretion.*

TC Note: *The server may elect to catch the ball with his hand or racquet, as long as there is no attempt to strike at the ball (See Rule 19, Case 1).*

TC Note: *If the served ball strikes the Receiver before the ball hits the ground, he loses the point (See Rule 24 (h) and Case 7). If the Receiver is struck after the served ball hits the net, before hitting the ground, the server is entitled to that serve again (See Rule 22).*

17. SERVING

When serving in a standard game, the server shall stand behind alternate halves of the court, starting from the right half of the court in every game.

In a tie-break game, the service shall be served from behind alternate halves of the court, with the first served from the right half of the court.

The service shall pass over the net and hit the service court diagonally opposite, before the receiver returns it.

18. FOOT FAULT

During the service motion, the server shall not:

- a. Change position by walking or running, although slight movements of the feet are permitted; or
- b. Touch the baseline or the court with either foot; or
- c. Touch the area outside the imaginary extension of the sideline with either foot; or
- d. Touch the imaginary extension of the centre mark with either foot.

If the server breaks this rule it is a “Foot Fault”.

Case 1: In a singles match, is the server allowed to serve standing behind the part of the base line between the singles sideline and the doubles sideline?

Decision: No.

Case 2: Is the server allowed to have one or both feet off the ground?

Decision: Yes.

19. SERVICE FAULT

The service is a fault if:

- a. The server breaks rules 16, 17 or 18; or
- b. The server misses the ball when trying to hit it; or
- c. The ball served touches a permanent fixture, singles stick or net post before it hits the ground; or
- d. The ball served touches the server or server’s partner, or anything the server or server’s partner is wearing or carrying.

Case 1: After tossing a ball to serve, the server decides not to hit it and catches it instead. Is this a fault?

Decision: No. A player, who tosses the ball and then decides not to hit it, is allowed to catch the ball with the hand or the racket, or to let the ball bounce.

Case 2: During a singles match played on a court with net posts and singles sticks, the ball served hits a singles stick and then hits the correct service court. Is this a fault?

Decision: Yes.

20. SECOND SERVICE

If the first service is a fault, the server shall serve again without delay from behind the same half of the court from which that fault was served, unless the service was from the wrong half.

21. WHEN TO SERVE & RECEIVE

The server shall not serve until the receiver is ready. However, the receiver shall play to the reasonable pace of the server and shall be ready to receive within a reasonable time of the server being ready.

A receiver who attempts to return the service shall be considered as being ready. If it is demonstrated that the receiver is not ready, the service cannot be called a fault.

22. THE LET DURING A SERVICE

The service is a let if:

- a. The ball served touches the net, strap or band, and is otherwise good; or, after touching the net, strap or band, touches the receiver or the receiver's partner or anything they wear or carry before hitting the ground; or
- b. The ball is served when the receiver is not ready.

In the case of a service let, that particular service shall not count, and the server shall serve again, but a service let does not cancel a previous fault.

Additional approved alternative procedures can be found in Appendix IV.

23. THE LET

In all cases when a let is called, except when a service let is called on a second service, the whole point shall be replayed.

Case 1: When the ball is in play, another ball rolls onto court. A let is called. The server had previously served a fault. Is the server now entitled to a first service or second service?

Decision: First service. The whole point must be replayed.

24. PLAYER LOSES POINT

The point is lost if:

- a. The player serves two consecutive faults; or
- b. The player does not return the ball in play before it bounces twice consecutively; or
- c. The player returns the ball in play so that it hits the ground, or before it bounces, an object, outside the correct court; or

TC Note: *If the player striking the ball hits a scoring device or other object attached to a net post, he loses the point.*

- d. The player returns the ball in play so that, before it bounces, it hits a permanent fixture; or
- e. The receiver returns the service before it bounces; or
- f. The player deliberately carries or catches the ball in play on the racket or deliberately touches it with the racket more than once; or

TC Note: *Two hits, unintentionally occurring in the course of a single continuous swing, are not deemed a double hit.*

- g. The player or the racket, whether in the player's hand or not, or anything which the player is wearing or carrying touches the net, net posts/singles sticks, cord or metal cable, strap or band, or the opponent's court at any time while the ball is in play; or
- h. The player hits the ball before it has passed the net; or
- i. The ball in play touches the player or anything that the player is wearing or carrying, except the racket; or
- j. The ball in play touches the racket when the player is not holding it; or
- k. The player deliberately and materially changes the shape of the racket when the ball is in play; or

I. In doubles, both players touch the ball when returning it.

Case 1: After the server has served a first service, the racket falls out of the server's hand and touches the net before the ball has bounced. Is this a service fault, or does the server lose the point?

Decision: The server loses the point because the racket touches the net while the ball is in play.

Case 2: After the server has served a first service, the racket falls out of the server's hand and touches the net after the ball has bounced outside the correct service court. Is this a service fault, or does the server lose the point?

Decision: This is a service fault because when the racket touched the net the ball was no longer in play.

Case 3: In a doubles match, the receiver's partner touches the net before the ball that has been served touches the ground outside the correct service court. What is the correct decision?

Decision: The receiving team loses the point because the receiver's partner touched the net while the ball was in play.

Case 4: Does a player lose the point if an imaginary line in the extension of the net is crossed before or after hitting the ball?

Decision: The player does not lose the point in either case provided the player does not touch the opponent's court.

Case 5: Is a player allowed to jump over the net into the opponent's court while the ball is in play?

Decision: No. The player loses the point.

Case 6: A player throws the racket at the ball in play. Both the racket and the ball land in the court on the opponent's side of the net and the opponent(s) is unable to reach the ball. Which player wins the point?

Decision: The player who threw the racket at the ball loses the point.

Case 7: A ball that has just been served hits the receiver or in doubles the receiver's partner before it touches the ground. Which player wins the point?

Decision: The server wins the point, unless it is a service let.

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Case 8: A player standing outside the court hits the ball or catches it before it bounces and claims the point because the ball was definitely going out of the correct court.

Decision: The player loses the point, unless it is a good return, in which case the point continues.

25. A GOOD RETURN

It is a good return if:

- a. The ball touches the net, net posts/singles sticks, cord or metal cable, strap or band, provided that it passes over any of them and hits the ground within the correct court; except as provided in Rule 2 and 24 (d); or
- b. After the ball in play has hit the ground within the correct court and has spun or been blown back over the net, the player reaches over the net and plays the ball into the correct court, provided that the player does not break Rule 24; or
- c. The ball is returned outside the net posts, either above or below the level of the top of the net, even though it touches the net posts, provided that it hits the ground in the correct court; except as provided in Rules 2 and 24 (d); or
- d. The ball passes under the net cord between the singles stick and the adjacent net post without touching either net, net cord or net post and hits the ground in the correct court, or
- e. The player's racket passes over the net after hitting the ball on the player's own side of the net and the ball hits the ground in the correct court; or
- f. The player hits the ball in play, which hits another ball lying in the correct court.

Case 1: A player returns a ball which then hits a singles stick and hits the ground in the correct court. Is this a good return?

Decision: Yes. However, if the ball is served and hits the singles stick, it is a service fault.

Case 2: A ball in play hits another ball which is lying in the correct court. What is the correct decision?

Decision: Play continues. However, if it is not clear that the actual ball in play has been returned, a let should be called.

26. HINDRANCE

If a player is hindered in playing the point by a deliberate act of the opponent(s), the player shall win the point.

However, the point shall be replayed if a player is hindered in playing the point by either an unintentional act of the opponent(s), or something outside the player's own control (not including a permanent fixture).

Case 1: Is an unintentional double hit a hindrance?

Decision: No. See also Rule 24 (e).

Case 2: A player claims to have stopped play because the player thought that the opponent(s) was being hindered. Is this a hindrance?

Decision: No, the player loses the point.

Case 3: A ball in play hits a bird flying over the court. Is this a hindrance?

Decision: Yes, the point shall be replayed.

Case 4: During a point, a ball or other object that was lying on the player's side of the net when the point started hinders the player. Is this a hindrance?

Decision: No.

Case 5: In doubles, where are the server's partner and receiver's partner allowed to stand?

Decision: The server's partner and the receiver's partner may take any position on their own side of the net, inside or outside the court. However, if a player is creating a hindrance to the opponent(s), the hindrance rule should be used.

27. CORRECTING ERRORS

As a principle, when an error in respect of the Rules of Tennis is discovered, all points previously played shall stand. Errors so discovered shall be corrected as follows:

- a. During a standard game or a tie-break game, if a player serves from the wrong half of the court, this should be corrected as soon as the error is discovered and the server shall serve from the

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correct half of the court according to the score. A fault that was served before the error was discovered shall stand.

- b. During a standard game or a tie-break game, if the players are at the wrong ends of the court, the error should be corrected as soon as it is discovered and the server shall serve from the correct end of the court according to the score.
- c. If a player serves out of turn during a standard game, the player who was originally due to serve shall serve as soon as the error is discovered. However, if a game is completed before the error is discovered the order of service shall remain as altered. In this case, any ball change to be made after an agreed number of games should be made one game later than originally scheduled. A fault that was served by the opponents(s) before the error was discovered shall not stand.

In doubles, if the partners of one team serve out of turn, a fault that was served before the error was discovered shall stand.

- d. If a player serves out of turn during a tie-break game and the error is discovered after an even number of points have been played, the error is corrected immediately. If the error is discovered after an odd number of points have been played, the order of service shall remain as altered.

A fault that was served by the opponent(s) before the error was discovered shall not stand.

In doubles, if the partners of one team serve out of turn, a fault that was served before the error was discovered shall stand.

- e. During a standard game or a tie-break game in doubles, if there is an error in the order of receiving, this shall remain as altered until the end of the game in which the error is discovered. For the next game in which they are the receivers in that set, the partners shall then resume the original order of receiving.
- f. If in error a tie-break game is started at 6 games all, when it was previously agreed that the set would be an "Advantage set", the error shall be corrected immediately if only one point has been played. If the error is discovered after the second point is in play, the set will continue as a "Tie-break set".
- g. If in error a standard game is started at 6 games all, when it was previously agreed that the set would be a "Tie-break set", the error shall be corrected immediately if only one point has been played. If the error is discovered after the second point is in play, the set will continue as an "Advantage set" until the score reaches 8 games all (or a higher even number), when a tie-break game shall be played.

- h. If in error an “Advantage set” or “Tie-break set” is started, when it was previously agreed that the final set would be a deciding match tie-break, the error shall be corrected immediately if only one point has been played. If the error is discovered after the second point is in play, the set will continue either until a player or team wins three games (and therefore the set) or until the score reaches 2 games all, when a deciding match tie-break shall be played. However, if the error is discovered after the second point of the fifth game has started, the set will continue as a “Tie-break set”. (See Appendix IV)
- i. If the balls are not changed in the correct sequence, the error shall be corrected when the player/team who should have served with new balls is next due to serve a new game. Thereafter the balls shall be changed so that the number of games between ball changes shall be that originally agreed. Balls should not be changed during a game.

28. ROLE OF COURT OFFICIALS

For matches where officials are appointed, their roles and responsibilities can be found in Appendix V.

29. CONTINUOUS PLAY

As a principle, play should be continuous, from the time the match starts (when the first service of the match is put in play) until the match finishes.

- a. Between points, a maximum of twenty (20) seconds is allowed.

TC Note: *In Tennis Canada sanctioned events, the time which shall elapse from the moment the ball goes out of play at the end of one point to the time the ball is struck for the next point, shall not at any time exceed twenty-five (25) seconds.*

When the players change ends at the end of a game, a maximum of ninety (90) seconds are allowed. However, after the first game of each set and during a tie-break game, play shall be continuous and the players shall change ends without a rest. At the end of each set there shall be a set break of a maximum of one hundred and twenty (120) seconds. The maximum time starts from the moment that one point finishes until the first service is struck for the next point.

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Event organisers may apply for ITF approval to extend the ninety (90) seconds allowed when the players change ends at the end of a game and the one hundred and twenty (120) seconds allowed at a set break.

- b. If, for reasons outside the player's control, clothing, footwear or necessary equipment (excluding the racket) is broken or needs to be replaced, the player may be allowed reasonable extra time to rectify the problem.

TC Note: *Loss of, or damage to, a contact lens or eyeglasses shall be treated as equipment out of adjustment; reasonable time will be allowed to rectify the problem.*

- c. No extra time shall be given to allow a player to recover condition. However, a player suffering from a treatable medical condition may be allowed one medical time-out of three minutes for the treatment of that medical condition. A limited number of toilet/change of attire breaks may also be allowed, if this is announced in advance of the event.
- d. Event organisers may allow a rest period of a maximum of ten (10) minutes if this is announced in advance of the event. This rest period can be taken after the 3rd set in a best of 5 sets match, or after the 2nd set in a best of 3 sets match.
- e. The warm-up time shall be a maximum of five (5) minutes, unless otherwise decided by the event organisers.

TC Note: *The Tournament Director, Referee, or Roving Umpire may at his discretion extend the 5 minute warm-up period, but the warm-up period shall not exceed 10 minutes.*

30. COACHING

Coaching is considered to be communication, advice or instruction of any kind, audible or visible, to a player.

In team events where there is a team captain sitting on-court, the team captain may coach the player(s) during a set break and when the players change ends at the end of a game, but not when the players change ends after the first game of each set and not during a tie-break game.

In all other matches, coaching is not allowed.

Case 1: Is a player allowed to be coached, if the coaching is given by signals in a discreet way?

Decision: No.

Case 2: Is a player allowed to receive coaching when play is suspended?

Decision: Yes.

TC Note: *In a team competition, when there is coaching on a change of ends, the time elapsed shall not exceed 90 seconds; on a set break the time elapsed shall not exceed 120 seconds.*

RULES OF WHEELCHAIR TENNIS

The game of wheelchair tennis follows the ITF Rules of Tennis with the following exceptions.

- a. **The Two Bounce Rule**
The wheelchair tennis player is allowed two bounces of the ball. The player must return the ball before it hits the ground a third time. The second bounce can be either in or out of the court boundaries.
- b. **The Wheelchair**
The wheelchair is considered part of the body and all applicable rules which apply to a player's body shall apply to the wheelchair.
- c. **The Service**
 - i. The service shall be delivered in the following manner. Immediately before commencing the serve, the server shall be in a stationary position. The server shall then be allowed one push before striking the ball.
 - ii. The server shall throughout the delivery of the service not touch with any wheel, any area other than that behind the baseline within the imaginary extension of the centre mark and sideline.
 - iii. If conventional methods for the service are physically impossible for a quadriplegic player, then the player or an individual may drop the ball for such a player. However, the same method of serving must be used each time.
- d. **Player Loses Point**
A player loses a point if:
 - i. The player fails to return the ball before it has touched the ground three times; or
 - ii. Subject to rule e) below, the player uses any part of his feet or lower extremities as brakes or as stabilisers while delivering service, stroking a ball, turning or stopping against the ground or against any wheel while the ball is in play; or
 - iii. The player fails to keep one buttock in contact with his wheelchair seat when contacting the ball.

- e. Propelling the Chair with the Foot
 - i. If due to lack of capacity a player is unable to propel the wheelchair via the wheel then he may propel the wheelchair using one foot.
 - ii. Even if in accordance with rule e) i. above a player is permitted to propel the chair using one foot, no part of the player's foot may be in contact with the ground:
 - a) during the forward motion of the swing, including when the racket strikes the ball;
 - b) from the initiation of the service motion until the racket strikes the ball.
 - iii. A player in breach of this rule shall lose a point
- f. Wheelchair/Able-bodied Tennis

Where a wheelchair tennis player is playing with or against an able-bodied person in singles and doubles, the Rules of Wheelchair Tennis shall apply for the wheelchair player while the Rules of Tennis for able-bodied tennis shall apply for the able-bodied player. In this instance, the wheelchair player is allowed two bounces while the able-bodied player is allowed only one bounce.

Note: *The definition of lower extremities is: the lower limb, including the buttocks, hip, thigh, leg, ankle and foot.*

AMENDMENT TO THE RULES OF TENNIS

The official and decisive text to the Rules of Tennis shall be for ever in the English language and no alteration or interpretation of such Rules shall be made except at an Annual General Meeting of the Council, nor unless notice of the resolution embodying such alteration shall have been received by the Federation in accordance with Article 17 of the Constitution of ITF Ltd (Notice of Resolutions) and such resolution or one having the like effect shall be carried by a majority of two-thirds of the votes recorded in respect of the same.

Any alteration so made shall take effect as from the first day of January following unless the Meeting shall by the like majority decide otherwise.

The Board of Directors shall have power, however, to settle all urgent questions of interpretation subject to confirmation at the General Meeting next following.

This Rule shall not be altered at any time without the unanimous consent of a General Meeting of the Council.

APPENDIX I: THE BALL

- a. The ball shall have a uniform outer surface consisting of a fabric cover and shall be white or yellow in colour. If there are any seams they shall be stitchless.
- b. More than one type of ball is specified. The ball shall conform to the requirements shown in the table below.

	TYPE 1 (FAST)	TYPE 2 (MEDIUM)¹	TYPE 3 (SLOW)²	HIGH ALTITUDE³
WEIGHT (MASS)	1.975-2.095 ounces (56.0-59.4 grams)	1.975-2.095 ounces (56.0-59.4 grams)	1.975-2.095 ounces (56.0-59.4 grams)	1.975-2.095 ounces (56.0-59.4 grams)
SIZE	2.575-2.700 inches (6.541-6.858 cm)	2.575-2.700 inches (6.541-6.858 cm)	2.750-2.875 inches (6.985-7.303 cm)	2.575-2.700 inches (6.541-6.858 cm)
REBOUND	53-58 inches (135-147 cm)	53-58 inches (135-147 cm)	53-58 inches (135-147 cm)	48-53 inches (122-135 cm)
FORWARD DEFORMATION⁴	0.195-0.235 inches (0.495-0.597 cm)	0.220-0.290 inches (0.559-0.737 cm)	0.220-0.290 inches (0.559-0.737 cm)	0.220-0.290 inches (0.559-0.737 cm)
RETURN DEFORMATION⁴	0.265-0.360 inches (0.673-0.914 cm)	0.315-0.425 inches (0.800-1.080 cm)	0.315-0.425 inches (0.800-1.080 cm)	0.315-0.425 inches (0.800-1.080 cm)

Notes:

¹ This ball may be pressurised or pressureless. The pressureless ball shall have an internal pressure that is no greater than 7 kPa (1 psi) and may be used for high altitude play above 1,219 m (4,000 feet) above sea level and shall have been acclimatised for 60 days or more at the altitude of the specific tournament.

² This ball is also recommended for high altitude play on any court surface type above 1,219 m (4,000 feet) above sea level.

³ This ball is pressurised and is an additional ball specified for high altitude play above 1,219 m (4,000 feet) above sea level only.

⁴ The deformation shall be the average of a single reading along each of three perpendicular axes. No two individual readings shall differ by more than .076 cm (.030 inches).

- c. All tests for rebound, size and deformation shall be made in accordance with the regulations below.

REGULATIONS FOR MAKING TESTS

- i. Unless otherwise specified all tests shall be made at a temperature of approximately 20° Celsius (68° Fahrenheit) and a relative humidity of approximately 60% and, unless otherwise specified, an atmospheric pressure of approximately 102 kPa (30 inches Hg). All balls shall be removed from their container and kept at the

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recognised temperature and humidity for 24 hours prior to testing, and shall be at that temperature and humidity when the test is commenced.

- ii. Other standards may be fixed for localities where the average temperature, humidity or average barometric pressure at which the game is being played differ materially from 20° Celsius (68° Fahrenheit), 60% relative humidity and 102 kPa (30 inches Hg) respectively.

Applications for such adjusted standards may be made by any National Association to the International Tennis Federation and, if approved, shall be adopted for such localities.

- iii. In all tests for diameter, a ring gauge shall be used consisting of a metal plate, preferably non-corrosive, of a uniform thickness of 0.318 cm (0.125 inches). In the case of Ball Type 1 (fast speed) and Ball Type 2 (medium speed) balls there shall be two circular openings in the plate measuring 6.54 cm (2.57 inches) and 6.86 cm (2.70 inches) in diameter respectively. In the case of Ball Type 3 (slow speed) balls there shall be two circular openings in the plate measuring 7.00 cm (2.76 inches) and 7.30 cm (2.87 inches) in diameter respectively. The inner surface of the gauge shall have a convex profile with a radius of 0.160 cm (0.063 inches). The ball shall not drop through the smaller opening by its own weight in any orientation and shall drop through the larger opening by its own weight in all orientations.
- iv. In all tests for deformation conducted under Rule 3, the machine designed by Percy Herbert Stevens and patented in Great Britain under Patent No. 230250, together with the subsequent additions and improvements thereto, including the modifications required to take return deformations, shall be employed. Other machines may be specified which give equivalent readings to the Stevens machine and these may be used for testing ball deformation where such machines have been given approval by the International Tennis Federation.
- v. The procedure for carrying out tests is as follows and should take place in the order specified:
 - a. Pre-compression – before any ball is tested it shall be steadily compressed by approximately 2.54 cm (one inch) on each of three diameters at right angles to one another in succession; this process to be carried out three times (nine compressions in all). All tests are to be completed within two hours of pre-compression.

- b. Weight (mass) test.
- c. Size test (as in paragraph iii. above).
- d. Deformation test – the ball is placed in position on the modified Stevens machine so that neither platen of the machine is in contact with the cover seam. The contact weight is applied, the pointer and the mark brought level, and the dials set to zero. The test weight is placed on the beam in a position that is equivalent to a load of 8.2 kg (18 lb) on the ball, after which the wheel is turned at a uniform speed such that five seconds elapse from the instant the beam leaves its seat until the pointer is brought level with the mark. When turning ceases the reading is recorded (forward deformation). The wheel is turned again until figure ten is reached on the scale (2.54 cm (1 inch) deformation). The wheel is then rotated in the opposite direction at a uniform speed (thus releasing pressure) until the beam pointer again coincides with the mark. After waiting ten seconds, the pointer is adjusted to the mark if necessary. The reading is then recorded (return deformation). This procedure is repeated on each ball across the two diameters at right angles to the initial position and to each other.
- e. Bound test (as above) – the ball is dropped from 254 cm (100 inches) onto a smooth rigid and horizontal surface. Measurements of both drop height and rebound height are to be taken from the surface to the bottom of the ball.

CLASSIFICATION OF COURT PACE

The ITF test method used for determining the pace of a court surface is ITF CS 01/02 (ITF Court Pace Rating) as described in the ITF publication entitled "ITF guide to test methods for tennis court surfaces".

Court surfaces which have an ITF Court Pace Rating of 0 to 29 shall be classified as being Category 1 (slow pace). Examples of court surface types which conform to this classification will include most clay courts and other types of unbound mineral surface.

Court surfaces which have an ITF Court Pace Rating of 30 to 34 shall be classified as being Category 2 (medium-slow pace), while court surfaces with an ITF Court Pace Rating of 35 to 39 shall be classified as being Category 3 (medium pace). Examples of court surface types which conform to this classification will include most acrylic coated surfaces plus some carpet surfaces.

Court surfaces with an ITF Court Pace Rating of 40 to 44 shall be classified as being Category 4 (medium-fast pace), while court surfaces which have an ITF Court Pace Rating of 45 or more shall be classified as being Category 5 (fast pace). Examples of court surface types which conform to this classification will include most natural grass, artificial grass and some carpet surfaces.

Case 1: Which ball type should be used on which court surface?

Decision: 3 different types of balls are approved for play under the Rules of Tennis, however:

- a. Ball Type 1 (fast speed) is intended for play on slow pace court surfaces*
- b. Ball Type 2 (medium speed) is intended for play on medium-slow, medium and medium-fast pace court surfaces*
- c. Ball Type 3 (slow speed) is intended for play on fast pace court surfaces*

APPENDIX II: THE RACKET

- a. The hitting surface, defined as the main area of the stringing pattern bordered by the points of entry of the strings into the frame or points of contact of the strings with the frame, whichever is the smaller, shall be flat and consist of a pattern of crossed strings connected to a frame and alternately interlaced or bonded where they cross. The stringing pattern must be generally uniform and, in particular, not less dense in the centre than in any other area.
The racket shall be designed and strung such that the playing characteristics are identical on both faces. The racket shall be free of attached objects, protrusions and devices other than those utilised solely and specifically to limit or prevent wear and tear or vibration or, for the frame only, to distribute weight. These objects, protrusions and devices must be reasonable in size and placement for such purposes.
- b. The frame of the racket shall not exceed 73.7 cm (29.0 inches) in overall length, including the handle. The frame of the racket shall not exceed 31.7 cm (12.5 inches) in overall width. The hitting surface shall not exceed 39.4 cm (15.5 inches) in overall length, and 29.2 cm (11.5 inches) in overall width.
- c. The frame, including the handle, and the strings, shall be free of any device which makes it possible to change materially the shape of the racket, or to change materially the weight distribution in the direction of the longitudinal axis of the racket which would alter the swing moment of inertia, or to change deliberately any physical property which may affect the performance of the racket during the playing of a point. No energy source that in any way changes or affects the playing characteristics of a racket may be built into or attached to a racket.
- d. The racket must be free of any device that may provide communication, advice or instruction of any kind, audible or visible, to a player during a match.

APPENDIX III: ADVERTISING

1. Advertising is permitted on the net as long as it is placed on the part of the net that is within 3 feet (0.914 m) from the centre of the net posts and is produced in such a way that it does not interfere with the vision of the players or the playing conditions.
2. Advertising and other marks or material placed at the back and sides of the court shall be permitted unless it interferes with the vision of the players or the playing conditions.
3. Advertising and other marks or material placed on the court surface outside the lines is permitted unless it interferes with the vision of the players or the playing conditions.
4. Notwithstanding paragraphs (1), (2) and (3) above, any advertising, marks or material placed on the net or placed at the back and sides of the court, or on the court surface outside the lines may not contain white or yellow or other light colours that may interfere with the vision of the players or the playing conditions.
5. Advertising and other marks or material are not permitted on the court surface inside the lines of the court.

APPENDIX IV: ALTERNATIVE SCORING METHODS

SCORE IN A GAME (Rule 5):

“No-Ad” SCORING METHOD

This alternative scoring method may be used.

A standard game is scored as follows with the server’s score being called first:

No point	- “Love”
First point	- “15”
Second point	- “30”
Third point	- “40”
Fourth point	- “Game”

If both players/teams have won three points each, the score is “Deuce” and a deciding point shall be played. The receiver(s) shall choose whether to receive the service from the right half or the left half of the court. In doubles, the players of the receiving team cannot change positions to receive this deciding point. The player/team who wins the deciding point wins the “Game”.

In mixed doubles, the player of the same gender as the server shall receive the deciding point. The players of the receiving team cannot change positions to receive the deciding point.

SCORE IN A SET (Rules 6 and 7):

1. “SHORT” SETS

The first player/team who wins four games wins that set, provided there is a margin of two games over the opponent(s). If the score reaches four games all, a tie-break game shall be played.

2. DECIDING MATCH TIE-BREAK (7 POINTS)

When the score in a match is one set all, or two sets all in best of five sets matches, one tie-break game shall be played to decide the match. This tie-break game replaces the deciding final set.

The player/team who first wins seven points shall win this match tie-break and the match provided there is a margin of two points over the opponent(s).

3. DECIDING MATCH TIE-BREAK (10 POINTS)

When the score in a match is one set all, or two sets all in best of five sets matches, one tie-break game shall be played to decide the match. This tie-break game replaces the deciding final set.

The player/team who first wins ten points shall win this match tie-break and the match provided there is a margin of two points over the opponent(s).

Note: *When using the deciding match tie-break to replace the final set:*

- *the original order of service continues. (Rules 5 and 14)*
- *in doubles, the order of serving and receiving within the team may be altered, as in the beginning of each set. (Rules 14 and 15)*
- *before the start of the deciding match tie-break there shall be a 120 seconds set break.*
- *balls should not be changed before the start of the deciding match tie-break even if a ball change is due.*

CHANGE OF ENDS (Rule 10):

This alternative to the change of ends sequence in a tie-break game may be used.

During a tie-break game, players shall change ends after the first point and thereafter after every four points.

THE LET DURING A SERVICE (Rule 22):

This alternative is play without the service let in Rule 22 a.

It means that a serve that touches the net, strap or band, is in play.

(This alternative is commonly known as the “no let rule”.)

APPENDIX V: ROLE OF COURT OFFICIALS

The referee is the final authority on all questions of tennis law and the referee's decision is final.

In matches where a chair umpire is assigned, the chair umpire is the final authority on all questions of fact during the match.

The players have the right to call the referee to court if they disagree with a chair umpire's interpretation of tennis law.

In matches where line umpires and net umpires are assigned, they make all calls (including foot-fault calls) relating to that line or net. The chair umpire has the right to overrule a line umpire or a net umpire if the chair umpire is sure that a clear mistake has been made. The chair umpire is responsible for calling any line (including foot-faults) or net where no line umpire or net umpire is assigned.

A line umpire who cannot make a call shall signal this immediately to the chair umpire who shall make a decision. If the line umpire can not make a call, or if there is no line umpire, and the chair umpire can not make a decision on a question of fact, the point shall be replayed.

In team events where the referee is sitting on-court, the referee is also the final authority on questions of fact.

Play may be stopped or suspended at any time the chair umpire decides it is necessary or appropriate.

The referee may also stop or suspend play in the case of darkness, weather or adverse court conditions. When play is suspended for darkness, this should be done at the end of a set, or after an even number of games have been played in the set in progress. After a suspension in play, the score and position of players on-court in the match shall stand when the match resumes.

The chair umpire or referee shall make decisions regarding continuous play and coaching in respect of any Code of Conduct that is approved and in operation.

Case 1: The chair umpire awards the server a first service after an overrule, but the receiver argues that it should be a second service,

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since the server had already served a fault. Should the referee be called to court to give a decision?

Decision: Yes. The chair umpire makes the first decision about questions of tennis law (issues relating to the application of specific facts). However, if a player appeals the chair umpire's decision, then the referee shall be called to make the final decision.

Case 2: A ball is called out, but a player claims that the ball was good. May the referee be called to court to make a decision?

Decision: No. The chair umpire makes the final decision on questions of fact (issues relating to what actually happened during a specific incident).

Case 3: Is a chair umpire allowed to overrule a line umpire at the end of a point if, in the chair umpire's opinion, a clear mistake was made earlier in the point?

Decision: No. A chair umpire may only overrule a line umpire immediately after the clear mistake has been made.

Case 4: A line umpire calls a ball "Out" and then the player argues that the ball was good. Is the chair umpire allowed to overrule the line umpire?

Decision: No. A chair umpire must never overrule as the result of the protest or appeal by a player

Case 5: A line umpire calls a ball "Out". The chair umpire was unable to see clearly, but thought the ball was in. May the chair umpire overrule the line umpire?

Decision: No. The chair umpire may only overrule when sure that the line umpire made a clear mistake.

Case 6: Is a line umpire allowed to change the call after the chair umpire has announced the score?

Decision: Yes. If a line umpire realises a mistake, a correction should be made as soon as possible provided it is not as the result of a protest or appeal of a player.

Case 7: If a chair umpire or line umpire calls "out" and then corrects the call to good, what is the correct decision?

Decision: The chair umpire must decide if the original "out" call was a hindrance to either player. If it was a hindrance, the point shall be replayed. If it was not a hindrance, the player who hit the ball wins the point.

Case 8: A ball is blown back over the net and the player correctly reaches over the net to try to play the ball. The opponent(s) hinders the player from doing this. What is the correct decision?

Decision: The chair umpire must decide if the hindrance was deliberate or unintentional and either awards the point to the hindered player or order the point to be replayed.

TC Note: *When a Roving Umpire is appointed, his decision shall be final, but where a Referee is also appointed, a player may appeal to him on a question of law, and in all such cases the decision of the Referee shall be final.*

BALL MARK INSPECTION PROCEDURES

1. Ball mark inspections can only be made on clay courts.
2. A ball mark inspection requested by a player (team) shall be allowed only if the chair umpire cannot determine the call with certainty from his/her chair on either a point-ending shot or when a player (team) stops playing the point during a rally (returns are permitted but then the player must immediately stop).
3. When the chair umpire has decided to make a ball mark inspection, he/she should go down from the chair and make the inspection himself. If he/she does not know where the mark is, he/she can ask the line umpire for help in locating the mark, but then the chair umpire shall inspect it.
4. The original call or overrule will always stand if the line umpire and chair umpire cannot determine the location of the mark or if the mark is unreadable.
5. Once the chair umpire has identified and ruled on a ball mark, this decision is final and not appealable.
6. In clay court tennis the chair umpire should not be too quick to announce the score unless absolutely certain of the call. If in doubt, wait before calling the score to determine whether a ball mark inspection is necessary.
7. In doubles the appealing player must make his/her appeal in such a way that either play stops or the chair umpire stops play. If an appeal is made to the chair umpire then he/she must first determine that the correct appeal procedure was followed. If it was not correct or if it was late, then the chair umpire may determine that the opposing team was deliberately hindered.
8. If a player erases the ball mark before the chair umpire has made a final decision, he/she concedes the call.

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9. A player may not cross the net to check a ball mark without being subject to the Unsportsmanlike provision of the Code of Conduct.

ELECTRONIC REVIEW PROCEDURES

At tournaments where an Electronic Review System is used, the following procedures should be followed for matches on courts where it is used.

1. A request for an Electronic Review of a line call or overrule by a player (team) shall be allowed only on either a point-ending shot or when a player (team) stops playing the point during a rally (returns are permitted but then the player must immediately stop).
2. The chair umpire should decide to use the Electronic Review when there is doubt about the accuracy of the line call or overrule. However, the chair umpire may refuse the Electronic Review if he/she believes that the player is making an unreasonable request or that it was not made in a timely manner.
3. In doubles the appealing player must make his/her appeal in such a way that either play stops or the chair umpire stops play. If an appeal is made to the chair umpire then he/she must first determine that the correct appeal procedure was followed. If it was not correct or if it was late, then the chair umpire may determine that the opposing team was deliberately hindered, in which case the appealing team loses the point.
4. The original call or overrule will always stand if the Electronic Review is unable, for whatever reason, to make a decision on that line call or overrule.
5. The chair umpire's final decision will be the outcome of the Electronic Review and is not appealable. If a manual choice is required for the system to review a particular ball impact, an official approved by the referee shall decide which ball impact is reviewed.

APPENDIX VI: OFFICIAL 10 AND UNDER TENNIS COMPETITION

(Approved as an experiment until 31 December 2009)

Courts:

In addition to a full sized court, the following court dimensions may be used for official competitive play involving players aged 10 and under:

- A red court shall be a rectangle, between 36 feet (10.97 m) and 42 feet (12.80 m) long, and between 16 feet (4.88 m) and 19 feet (5.79 m) wide. The net shall be 31.5 inches (0.80 m) high at the centre.
- An orange court shall be a rectangle, 60 feet (18.29 m) long, and between 21 feet (6.40 m) and 27 feet (8.23 m) wide. The net shall be between 31.5 inches (0.80 m) and 36.0 inches (0.914 m) high at the centre.

Balls:

The following ball types are recommended for players aged 10 and under:

- A stage 3 (red) or stage 2 (orange) ball is recommended for play on a red court.
- A stage 2 (orange) or stage 1 (green) ball is recommended for play on an orange court.
- A stage 1 (green) ball is recommended for play on a full sized court.

The properties of stage 3, stage 2 and stage 1 balls are described in the ITF publication entitled "ITF approved tennis balls & classified court surfaces".

Scoring methods:

For competition involving players aged 10 and under using stage 3 (red), stage 2 (orange) or stage 1 (green) balls, scoring methods specified in the Rules of Tennis (including the Appendix) can be utilised, in addition to short duration scoring methods involving matches of one match tie-break, best of 3 tie-breaks/match tie-breaks or one set.

**APPENDIX VII: PROCEDURES FOR REVIEW AND HEARINGS
ON THE RULES OF TENNIS**

1. INTRODUCTION

- 1.1 These procedures were approved by the Board of Directors of the International Tennis Federation (“Board of Directors”) on 17 May 1998.
- 1.2 The Board of Directors may from time to time supplement, amend, or vary these procedures.

2. OBJECTIVES

- 2.1 The International Tennis Federation is the custodian of the Rules of Tennis and is committed to:
 - a. Preserving the traditional character and integrity of the game of tennis.
 - b. Actively preserving the skills traditionally required to play the game.
 - c. Encouraging improvements, which maintain the challenge of the game.
 - d. Ensuring fair competition.
- 2.2 To ensure fair, consistent and expeditious review and hearings in relation to the Rules of Tennis the procedures set out below shall apply.

3. SCOPE

- 3.1 These Procedures shall apply to Rulings under:
 - a. Rule 1 – The Court.
 - b. Rule 3 – The Ball.
 - c. Rule 4 – The Racket.
 - d. Appendix 1 and 2 of the Rules of Tennis.
 - e. Any other Rules of Tennis which the International Tennis Federation may decide.

4. STRUCTURE

- 4.1 Under these procedures Rulings shall be issued by a Ruling Board.
- 4.2 Such Rulings shall be final save, for an entitlement to appeal to an Appeal Tribunal pursuant to these procedures.

5. APPLICATION

- 5.1 Rulings shall be taken either:
 - a. Following a motion of the Board of Directors; or

- b. Upon the receipt of an application in accordance with the procedures set out below.

6. APPOINTMENT AND COMPOSITION OF RULING BOARDS

- 6.1 Ruling Boards shall be appointed by the President of the International Tennis Federation ("President") or his designee and shall comprise of such a number, as the President or his designee shall determine.
- 6.2 If more than one person is appointed to the Ruling Board the Ruling Board shall nominate one person from amongst themselves to act as Chairperson.
- 6.3 The Chairperson shall be entitled to regulate the procedures prior to and at any review and/or hearing of a Ruling Board.

7. PROPOSED RULINGS BY THE RULING BOARD

- 7.1 The details of any proposed Ruling issued upon the motion of the Board of Directors may be provided to any bona fide person or any players, equipment manufacturer or national association or members thereof with an interest in the proposed Ruling.
- 7.2 Any person so notified shall be given a reasonable period within which to forward comments, objections, or requests for information to the President or his designee in connection with the proposed Ruling.

8. APPLICATION FOR RULINGS

- 8.1 An application for a Ruling may be made by any party with a bona fide interest in the Ruling including any player, equipment manufacturer or national association or member thereof.
- 8.2 Any application for a Ruling must be submitted in writing to the President.
- 8.3 To be valid an application for a Ruling must include the following minimum information:
 - a. The full name and address of the Applicant.
 - b. The date of the application.
 - c. A statement clearly identifying the interest of the Applicant in the question upon which a Ruling is requested.
 - d. All relevant documentary evidence upon which the Applicant intends to rely at any hearing.
 - e. If, in the opinion of the Applicant, expert evidence is necessary he shall include a request for such expert evidence to be heard. Such request must identify the name of any expert proposed and their relevant expertise.

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- f. When an application for a Ruling on a racket or other piece of equipment is made, a prototype or, exact, copy of the equipment in question must be submitted with the application for a Ruling.
 - g. If, in the opinion of the Applicant, there are extraordinary or unusual circumstances, which require a Ruling to be made within a specified time or before a specified date he shall include a statement describing the extraordinary or unusual circumstances.
- 8.4** If an application for a Ruling does not contain the information and/or equipment referred to at Clause 8. 3 (a)-(g) above the President or his designee shall notify the Applicant giving the Applicant a specified reasonable time within which to remedy the defect. If the Applicant fails to remedy the defect within the specified time the application shall be dismissed.

9. CONVENING THE RULING BOARD

- 9.1** On receipt of a valid application or on the motion of the Board of Directors the President or his designee may convene a Ruling Board to deal with the application or motion.
- 9.2** The Ruling Board need not hold a hearing to deal with an application or motion where the application or motion, in the opinion of the Chairperson can be resolved in a fair manner without a hearing.

10. PROCEDURE OF THE RULING BOARD

- 10.1** The Chairperson of a Ruling Board shall determine the appropriate form, procedure and date of any review and/or hearing.
- 10.2** The Chairperson shall provide written notice of those matters set out at 10.1 above to any Applicant or any person or association who has expressed an interest in the proposed Ruling.
- 10.3** The Chairperson shall determine all matters relating to evidence and shall not be bound by judicial rules governing procedure and admissibility of evidence provided that the review and/or hearing is conducted in a fair manner with a reasonable opportunity for the relevant parties to present their case.
- 10.4** Under these procedures any review and/or hearings:
 - a. Shall take place in private.
 - b. May be adjourned and/or postponed by the Ruling Board.
- 10.5** The Chairperson shall have the discretion to co-opt from time to time additional members onto the Ruling Board with special skill

or experience to deal with specific issues, which require such special skill or experience.

- 10.6 The Ruling Board shall take its decision by a simple majority. No member of the Ruling Board may abstain.
- 10.7 The Chairperson shall have the complete discretion to make such order against the Applicant [and/or other individuals or organisations commenting objecting or requesting information at any review and/or hearing] in relation to the costs of the application and/or the reasonable expenses incurred by the Ruling Board in holding tests or obtaining reports relating to equipment subject to a Ruling as he shall deem appropriate.

11. NOTIFICATION

- 11.1 Once a Ruling Board has reached a decision it shall provide written notice to the Applicant, or, any person or association who has expressed an interest in the proposed Ruling as soon as reasonably practicable.
- 11.2 Such written notice shall include a summary of the reasoning behind the decision of the Ruling Board.
- 11.3 Upon notification to the Applicant or upon such other date specified by the Ruling Board the Ruling of the Ruling Board shall be immediately binding under the Rules of Tennis.

12. APPLICATION OF CURRENT RULES OF TENNIS

- 12.1 Subject to the power of the Ruling Board to issue interim Rulings the current Rules of Tennis shall continue to apply until any review and/or hearing of the Ruling Board is concluded and a Ruling issued by the Ruling Board.
- 12.2 Prior to and during any review and/or hearing the Chairperson of the Ruling Board may issue such directions as are deemed reasonably necessary in the implementation of the Rules of Tennis and of these procedures including the issue of interim Rulings.
- 12.3 Such interim Rulings may include restraining orders on the use of any equipment under the Rules of Tennis pending a Ruling by the Ruling Board as to whether or not the equipment meets the specification of the Rules of Tennis.

13. APPOINTMENT AND COMPOSITION OF APPEAL TRIBUNALS

- 13.1 Appeal Tribunals shall be appointed by the President or his designee from [members of the Board of Directors/Technical Commission].

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- 13.2 No member of the Ruling Board who made the original Ruling shall be a member of the Appeal Tribunal.
- 13.3 The Appeal Tribunal shall comprise of such number as the President or his designee shall determine but shall be no less than three.
- 13.4 The Appeal Tribunal shall nominate one person from amongst themselves to act as Chairperson.
- 13.5 The Chairperson shall be entitled to regulate the procedures prior to and at any appeal hearing.

14. APPLICATION TO APPEAL

- 14.1 An Applicant [or a person or association who has expressed an interest and forwarded any comments, objections, or requests to a proposed Ruling] may appeal any Ruling of the Ruling Board.
- 14.2 To be valid an application for an appeal must be:
 - a. Made in writing to the Chairperson of the Ruling Board who made the Ruling appealed not later than [45] days following notification of the Ruling;
 - b. Must set out details of the Ruling appealed against; and
 - c. Must contain the full grounds of the appeal.
- 14.3 Upon receipt of a valid application to appeal the Chairperson of the Ruling Board making the original Ruling may require a reasonable appeal fee to be paid by the Appellant as a condition of appeal. Such appeal fee shall be repaid to the Appellant if the appeal is successful.

15. CONVENING THE APPEAL TRIBUNAL

- 15.1 The President or his designee shall convene the Appeal Tribunal following payment by the Appellant of any appeal fee.

16. PROCEDURES OF APPEAL TRIBUNAL

- 16.1 The Appeal Tribunal and their Chairperson shall conduct procedures and hearings in accordance with those matters set out in sections 10, 11 and 12 above.
- 16.2 Upon notification to the Appellant or upon such other date specified by the Appeal Tribunal the Ruling of the Appeal Tribunal shall be immediately binding and final under the Rules of Tennis.

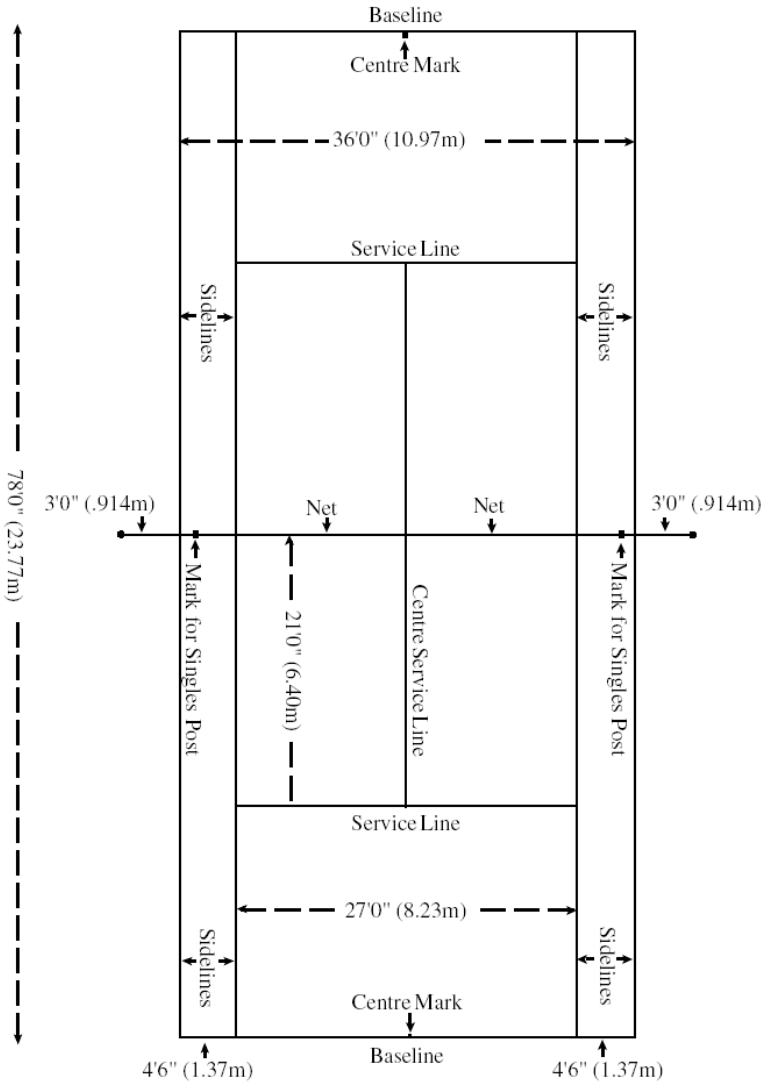
17. GENERAL

- 17.1 If a Ruling Board consists of only one member that single member shall be responsible for regulating the hearing as

- Chairperson and shall determine the procedures to be followed prior to and during any review and/or hearing.
- 17.2** All review and/or hearings shall be conducted in English. In any hearing where an Applicant, and/or other individuals or organisations commenting, objecting or requesting information do not speak English an interpreter must be present. Wherever practicable the interpreter shall be independent.
- 17.3** The Ruling Board or Appeal Tribunal may publish extracts from its own Rulings.
- 17.4** All notifications to be made pursuant to these procedures shall be in writing.
- 17.5** Any notifications made pursuant to these procedures shall be deemed notified upon the date that they were communicated, sent or transmitted to the Applicant or other relevant party.
- 17.6** A Ruling Board shall have the discretion to dismiss an application if in its reasonable opinion the application is substantially similar to an application or motion upon which a Ruling Board has made a decision and/or Ruling within the 36 months prior to the date of the application.

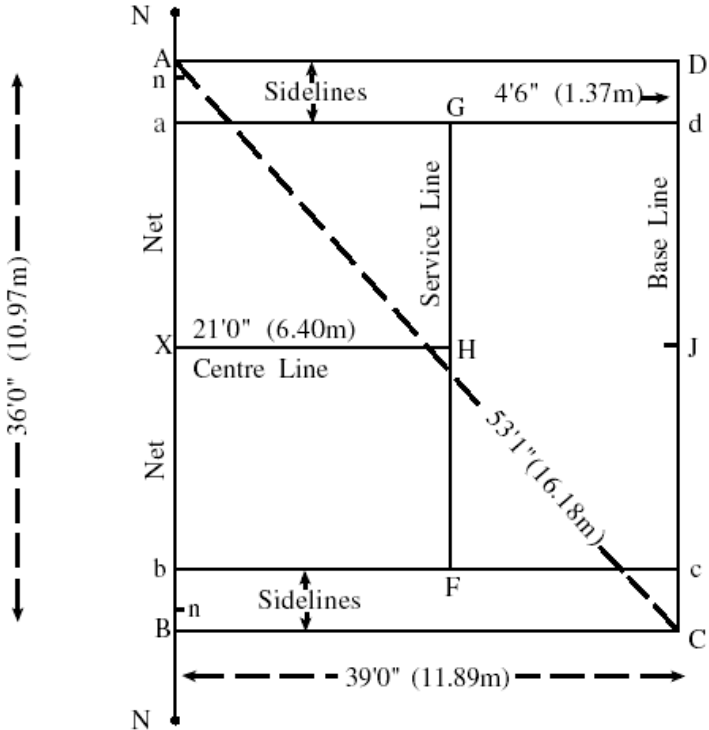
PLAN OF THE COURT

Figure 1: Plan of the Court



SUGGESTIONS ON HOW TO MARK A COURT

Figure 2: Suggestions On How to Mark A Court



The following procedure is for the usual combined doubles and singles court. (See note at foot for a court for one purpose only.)

First select the position of the net; a straight line 42 feet (12.80 m) long. Mark the centre (X on the diagram above) and, measuring from there in each direction, mark:

at 13'6" (4.11 m) the points a, b, where the net crosses the inner sidelines,

at 16'6" (5.03 m) the positions of the singles sticks (n, n),

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at 18'0" (5.48 m) the points A, B, where the net crosses the outer sidelines,

at 21'0" (6.40 m) the positions of the net posts (N, N), being the ends of the original 42'0" (12.80 m) line.

Insert pegs at A and B and attach to them the respective ends of two measuring tapes. On one, which will measure the diagonal of the half-court, take a length 53'1" (16.18 m) and on the other (to measure the sideline) a length of 39'0" (11.89 m). Pull both taut so that at these distances they meet at a point C, which is one corner of the court. Reverse the measurements to find the other corner D. As a check on this operation it is advisable at this stage to verify the length of the line CD which, being the baseline, should be found to be 36'0" (10.97 m); and at the same time its centre J can be marked, and also the ends of the inner sidelines (c, d), 4'6" (1.37 m) from C and D.

The centreline and serviceline are now marked by means of the points F, H, G, which are measured 21'0" (6.40 m) from the net down the lines bc, XJ, ad, respectively.

Identical procedure the other side of the net completes the court.

If a singles court only is required, no lines are necessary outside the points a, b, c, d, but the court can be measured out as above. Alternatively, the corners of the baseline (c, d) can be found if preferred by pegging the two tapes at a and b instead of at A and B, and by then using lengths of 47'5" (14.46 m) and 39'0" (11.89 m). The net posts will be at n, n, and a 33'0" (10 m) singles net should be used.

When a combined doubles and singles court with a doubles net is used for singles, the net must be supported at the points n, n, to a height of 3 feet 6 inches (1.07 m) by means of two singles sticks, which shall be not more than 3 inches (7.5 cm) square or 3 inches (7.5 cm) in diameter. The centres of the singles sticks shall be 3 feet (.914 m) outside the singles court on each side.

To assist in the placing of these singles sticks it is desirable that the points n, n, should each be shown with a white dot when the court is marked.

Note:

As a guide for international competitions, the recommended minimum distance between the baselines and the backstops should be 21 feet

(6.40 m) and between the sidelines and the sidestops the recommended minimum distance should be 12 feet (3.66 m).

As a guide for recreational and Club play, the recommended minimum distance between the baselines and the backstops should be 18 feet (5.48 m) and between the sidelines and the sidestops the recommended minimum distance should be 10 feet (3.05 m).

As a guide, the recommended minimum height to the ceiling should be 30 feet (9.14 m).

NOTES

TENNIS CANADA TOURNAMENT REGULATIONS

The following regulations governing tournaments shall apply to all tournaments, meetings and events, sanctioned or required to be sanctioned by Tennis Canada or a Provincial Association and shall be observed by all clubs and other organizations directly or indirectly affiliated to Tennis Canada or a Provincial Association.

Certain tournaments and events require the sanction of the International Tennis Federation in addition to the Tennis Canada sanction.

Tournaments which are part of the ATP Tour or the WTA Tour may operate under regulations specific to those professional tennis tours.

1. SANCTION

Member clubs and associations must apply to Tennis Canada for sanction for the following tournaments, meetings and events:

- a.** Where National tournaments are concerned.
- b.** Where the tournament, meeting or event is to become part of a National schedule.
- c.** Any other event as determined from time to time by Tennis Canada.

Member clubs and associations must apply to the appropriate Provincial Association for all provincial sanctions.

Applications for sanction must be submitted to the appropriate Association by the dates set by that Association and on the prescribed forms. Such applications should include the proposed fact sheet, which gives as a minimum requirement the particulars shown in Tournament Regulation 3.

Should any of the conditions under which a sanction is granted be changed by the Tournament Committee without prior approval of the sanctioning body, such sanction may be revoked.

2. TOURNAMENT COMMITTEE

The association, club or organization proposing to hold a tournament will appoint a Tournament Committee consisting of at least two persons, one of whom shall be designated Tournament Director. In the case of all National Championships the responsibility for appointing the Tournament Director lies with the host committee, subject to the approval of Tennis Canada.

The Referee when appointed will be a member of this Committee.

The Committee will:

- a. Apply for a sanction to the appropriate Association in accordance with Tournament Regulation 1.
- b. Supervise all the administrative details of the tournament.
- c. Appoint a Referee, in consultation with, and subject to the approval of, Tennis Canada. The Tournament Director may not act as Referee or assume that individual's responsibilities.
- d. Issue a tournament fact sheet (see Tournament Regulation 3).
- e. Issue invitations, entry forms and accept entries subject to the conditions set out in the fact sheet.
- f. Determine seedings, in consultation with the Referee. The Referee shall be the final authority in all matters concerning seedings.
- g. File with the sanctioning Association within five (5) days after the completion of the tournament a report which includes:
 - i. Copies of the draw with results, scores and indicating the seeded players;
 - ii. A Report of Misconduct (ROM), recommending Suspension Points (SP), in the case of any player(s) disciplined for misbehaviour, showing the nature of the violation and what action was taken;

- iii. Other comments relative to the running of the tournament and particularly where the conditions of the fact sheet had to be modified.
- h. In the case of any National Championship, the Tournament Director of the host committee staging the event shall, as part of the overall reporting process, submit to Tennis Canada a statement of receipts and expenditures.

3. FACT SHEET AND ENTRY FORM

The Tournament Committee will issue a fact sheet and an entry form for every sanctioned tournament. The information given in the fact sheet must include, but need not be limited to, the following:

- a. That the tournament is sanctioned by the appropriate Association.
- b. That it will be governed by the Rules of Tennis, Tournament Regulations for sanctioned tournaments and the player Code of Conduct, as stated in current edition of *The Rules of the Court*.
- c. The names of the Tournament Committee members and the Referee.
- d. The days, dates and times of commencement of play.
- e. Qualifications for entry, such as age, nationality, residence, or special conditions (e.g., not having held a National, Provincial or Regional ranking, etc.).
- f. The events, entrance fees and value of the prizes. The maximum number of matches a player will be asked to play in one day.
- g. The place, date and closing hour for receiving entries.
- h. The date, time and place of the draw, which must be public, open to competitors and all other interested persons.

Tournament Regulations

- i. The location of the tournament site and the number and type of courts, together with the same information concerning any alternative venues to be used in the event of inclement weather.
- j. The type and make of balls to be used.
- k. Whether or not play will be continued under the lights.
- l. The number of sets a match will consist of, the scoring system in effect, and at what score and in what sets a tie-break will be used.
- m. If there are qualifying events for which the conditions differ, such variances must be shown and the numbers to qualify stipulated.
- n. If holding an event is conditional upon the size of the entry, the minimum number of entries necessary must be stated.
- o. Where the number of entries has to be limited, the rules governing the selection of entrants must be clearly stated (see Tournament Regulation 4).
- p. If a tournament is described as Invitational, the rules defining who is to be invited must be given.
- q. That Tournament Regulation 18 concerning punctuality will be applied.
- r. Where there is a consolation event, a statement must be included concerning the form that it will take and whether playing in it is a condition of entry or optional. Indicate whether or not the results will be used for ranking purposes.
- s. The address, telephone and fax number of the host hotel, if any. This should also include any special room rates, if applicable.

Entry forms should state that:

Any individual whose rights to compete have been suspended by a Provincial Association, or by Tennis Canada shall be ineligible to play in any sanctioned tournament during the period of such suspension.

4. ENTRIES AND ACCEPTANCES

When the number of entries exceeds the number to which the draw is limited, the Tournament Committee will:

- a. Consider all entries received prior to the date and time set for the closing of entries.
- b. Determine a method for selection which is reasonable and fair, and apply it consistently.
- c. Where such a method gives priority to higher ranked players over lower ranked or to foreign or local players, this intention must be included entry form and fact sheet (see Tournament Regulation 3).
- d. Never accept entries on a first received, first accepted basis. The date of receipt of an entry is not an acceptable criterion for acceptance.
- e. Where certain entries cannot be distinguished on the basis of ranking or other criteria, decide which players shall be accepted by drawing lots.
- f. Prepare a list of alternates, in order of priority, for use by the Referee in replacing players who become unavailable for competition.
- g. The Referee has the authority to replace players who withdraw from competition after the draw has been made, or to accept late entries for insertion in a position occupied by a bye (determined by lot).
- h. Where a player, whose entry is otherwise acceptable, has been denied a place in the draw through an administrative error or oversight, the Referee shall make every effort to include such player, even if it means remaking the draw or playing a preliminary match. Such action shall be at the sole discretion of the Referee.
- i. **Any substitutions or additions to the draw must be made prior to the start of the first match of the event, with the**

exception of the substitution of Lucky Losers or Alternates, as specified in Tournament Regulation 8.

- j. Administrative error or oversight on the part of the Tournament Committee or the tournament organization may constitute justification for remaking the draw, as may the withdrawal of a significant number of seeded players (see Tournament Regulation 8).**

It is very important to establish an error-free entry list before beginning the process of seeding and making the draw. A player being inadvertently omitted from the entry list may well necessitate remaking the entire draw after it has been completed. The Tournament Committee should ensure that the entry list is complete and accurate.

5. SEEDING

The sole purpose for “seeding” the draw is to balance it by ensuring that two or more of the best players do not meet each other in the early rounds. As a guideline, *it is advisable to seed one in four players in a draw and to have an even number of seeded players.* Thus, for example, in a 32 draw with 27 players, there would normally be six seeds ($27 \div 4 = 6.75$, which is closer to 7 than to 6, but an even number is required). It is permissible to seed fewer than one in four, and better to do so than to include players of indistinguishable relative merit.

There are no “musts” in selecting the players to be seeded except that the process should reflect the best judgement of the Tournament Committee, including the Referee. Normally, however, the players’ current rankings (whether computer or otherwise generated), based on results of the preceding twelve months, should be used as the basis to determine seedings. Should other input be necessary, consideration should be given to the following: head to head encounters, most recent results taking into account court surface and the relative importance of the tournament, and the results of matches played against a common third player.

The seeding procedure should be as follows:

- a. Seeded players must be listed on the draw sheet in numbered order as determined by the Tournament Committee.
- b. Every seed position except the first and second is determined by lot, using the following procedure:
 - i. Place Seed 1 on Line 1 and Seed 2 on Line 16 (16 draw), Line 32 (32 draw), Line 64 (64 draw) or Line 128 (128 draw).
 - ii. To determine the location of Seeds 3 and 4, draw them as a pair, placing the first drawn in the top half and the second drawn in the bottom half as per the following Seeding Chart (Figure 3).
 - iii. To determine the location of the remaining seeds, draw them in groups of four (4) (or groups of eight (8) where there are more than sixteen (16) seeds), placing them in the order drawn on the lines indicated in the Seeding Chart (Figure 3).

Note: when the number of seeds is not a multiple of 4 (e.g., 6 or 10 seeds are used), the two “extra” seeds (e.g., 5 and 6 or 9 and 10) will be drawn into sections in such a way as to avoid placing them in the same sections as Seeds 1 and 2. Thus in a 32 draw with 6 seeds, Seeds 5 and 6 would be drawn as a pair onto lines 16 and 17 (rather than lines 8 and 25).

Correcting an Error in Seeding. If, after a draw has been made, it is discovered that there has been an error in the seeding, then the error may be corrected by switching the positions of the affected players or teams, as long as none of the players or teams involved have played their first match. Normally, changes to the seeding in a draw would not be made once play has started in that draw. However, if the change can be made easily and without a major impact upon the schedule and the players, the Referee has the authority to make the change even after play in that draw has started.

Figure 3: Seeding Chart

Seeds	16 Draw 4 Seeds	32 Draw 8 Seeds	64 Draw 16 Seeds	128 Draw 32 Seeds
3 & 4				
First drawn	5	9	17	33
Second drawn	12	24	48	96
5,6,7 & 8				
First drawn		8	16	32
Second drawn		16	32	64
Third drawn		17	33	65
Fourth drawn		25	49	97
9,10,11 & 12				
First drawn			9	17
Second drawn			25	49
Third drawn			40	80
Fourth drawn			56	112
13,14,15 & 16				
First drawn			8	16
Second drawn			24	48
Third drawn			41	81
Fourth drawn			57	113
17-24				
First drawn				9
Second drawn				24
Third drawn				41
Fourth drawn				56
Fifth drawn				73
Sixth drawn				88
Seventh drawn				105
Eighth drawn				120
25-32				
First drawn				8
Second drawn				25
Third drawn				40
Fourth drawn				57
Fifth drawn				72
Sixth drawn				89
Seventh drawn				104
Eighth drawn				121

6. BYES

Should there be 4, 8, 16, 32, 64 or 128 entries it will not be necessary to award any byes. If, however, the number of entries falls short of the size of the draw, byes will be awarded.

To determine the number of byes, subtract the number of players from the related draw size. For example, with 27 players, there will be 5 byes ($32-27=5$); with 37 players there will be 27 byes ($64-37=27$), etc.

Byes will be awarded to seeded players in order of seeding. For example, in a 32 draw with 27 players (and 6 seeds, as indicated in Tournament Regulation 5), there will be five byes; seeds 1, 2, 3, 4 and 5 will receive byes into the second round of the tournament. This is illustrated in Figure 4, where the seeds have been placed in the draw according to Tournament Regulation 5.

Where the number of byes exceeds the number of seeds, a somewhat different situation exists. For example, if there are 21 players in a 32 draw, there will be 11 byes ($32-21=11$). With 21 players, we will still have 6 seeds; these 6 seeds will receive byes, meaning that 5 additional byes must be placed in the draw.

To determine the placement of the remaining byes, divide the draw into subsections of four lines each as illustrated in Figures 4 and 5. (In Figure 4, it is not necessary to use the subsections since there are fewer byes than seeded players.) In Figure 5, we must utilize the designated subsections to determine placement of the remaining 5 byes.

Six subsections (those with seeded players) already have byes. First, the remaining two subsections (subsections 2 and 7) must each receive a bye. In each case, draw one of four chips/cards numbered 1-4 to determine on which of the four lines in each subsection the bye will be placed.

Next, there are 3 remaining byes to place. These will be placed alternately in the top and bottom half of the draw. Draw one of four chips/cards numbered 1-4 to determine which of the four subsections in the top half of the draw will receive a second bye. Repeat the same procedure for the bottom half of the draw, then once again for the top half. Note, however, that no subsection should have more than two byes.

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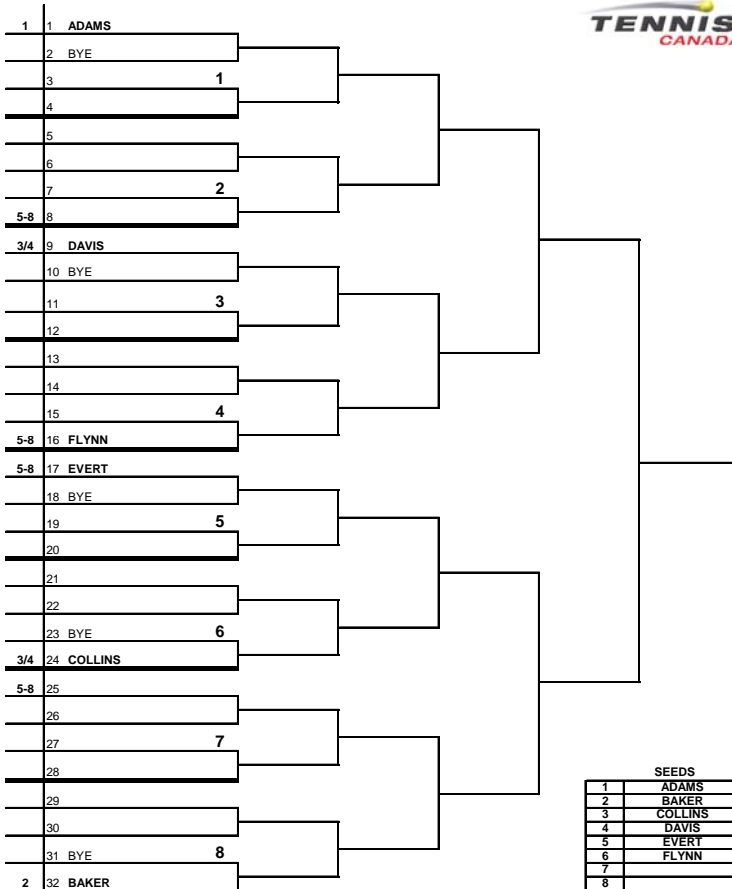
Finally, to establish the exact line on which the bye should be placed within each subsection, draw lots or flip a coin. For example, in subsection 1, only lines 3 or 4 are eligible to receive a bye; “heads” might mean an additional bye would be placed on line 3 and “tails” on line 4.

By the following the above procedures, making a draw with large numbers of byes is not very difficult.

Figure 4: Draw Sheet - 1

ABC OPEN

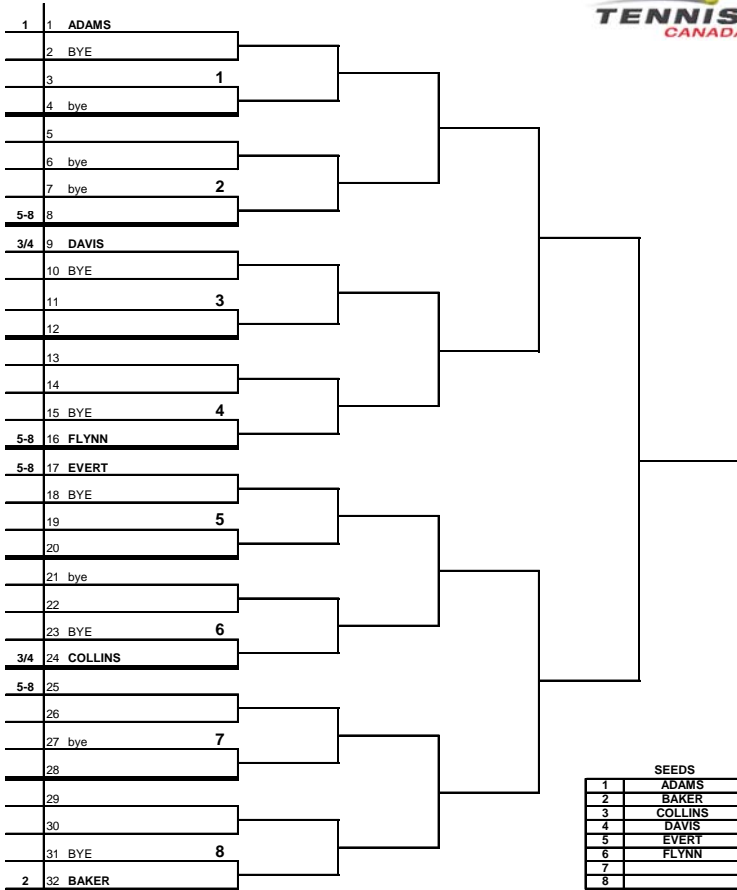
MEN'S SINGLES DRAW



32 Draw - 27 players = 5 byes, with 6 seeds. A list of seeds is indicated, as are the 8 subsections of the draw, and the relative position of seeds. Six seeds are placed as per Tournament Regulation 5 and as a result of drawing lots. Five byes are awarded as per Tournament Regulation 6. All seeds except Flynn (6th seed) receive a bye.

Figure 5: Draw Sheet - 2

ABC OPEN
MEN'S SINGLES DRAW



32 Draw - 21 players = 11 byes. Six seeds are placed as per Tournament Regulation 5 and as a result of drawing lots; each seed receives a bye. The 5 remaining byes (11-6 = 5), indicated in lower case, are placed as follows: subsections 2 and 7 automatically receive byes. Sections 1, 6, and 2, alternating between the top half and bottom half of the draw, have been drawn to receive a 2nd bye. The exact placement of byes within subsections is determined by lot.

7. HOW TO MAKE THE DRAW

- a. List all seeded players in order of merit in the place indicated on the draw sheet.
- b. Place seeded players in the draw as outlined in Tournament Regulation 5.
- c. Determine the number of byes in the draw by subtracting the actual number of players from the related draw size.
- d. Award byes to seeded players first.
- e. Award remaining byes to the four-line subsections of the draw as described in Tournament Regulation 6. (Note: 8 Draw = 2 Subsections of four lines, 16 Draw = 4 Subsections, 32 Draw = 8 Subsections, etc.)
- f. Prepare a numbered list of all unseeded players and prepare a corresponding list of numbered chips or cards, which are placed in a suitable container.
- g. Fill in the remaining players' names by drawing names "out of a hat" and placing them in the order in which they are drawn on lines which do not contain a SEED or BYE, starting at the top of the draw and moving downward in sequence.
- h. Review your work to ensure that all players have been included in the draw and that seeded players and byes have been correctly positioned in the draw.

8. WITHDRAWALS AND SUBSTITUTIONS

Any vacancy created by the withdrawal of a player or team will be treated in the following manner:

A. Unseeded Players

- a. From the entry deadline until the commencement of the qualifying competition:

Tournament Regulations

Vacancies shall be filled by entered players selected in accordance with their priority on the acceptance list.

- b. After commencement of the qualifying competition:
 - i. Vacancies in the Main Draw may only be filled by Lucky Losers. Losers of the final round of qualifying shall be selected in accordance with their priority on the acceptance list (e.g., rankings). Ties in priority shall be broken by a draw. If additional Lucky Losers are needed, the losers of the previous round(s) of Qualifying shall be selected in the same manner.
 - ii. Vacancies in the Qualifying Draw shall be filled by entered players who have signed-in on-site as Alternates, selected in accordance with their acceptance priority.
- c. If there is no Qualifying competition, Main Draw vacancies shall be filled by entered players who have signed-in on-site as Alternates, in accordance with their priority on the acceptance list. An Alternate player or team may fill a vacancy involving any player or team that has not yet begun to compete (i. e., has not yet begun to play a first round match or, if a bye has been awarded, a second round match).

B. Seeded Players

- a. **If seed no. 1 or no. 2 withdraws:** In the case of a **32 draw** (8 seeds), the 3rd seed will take that spot and the 5th seed takes the open 3rd seed position; the next player eligible to be seeded takes the open 5th position. The next eligible player into the draw takes the open position created by this move. In the case of a **16 draw** (4 seeds), the next player eligible to be seeded takes the open 3rd seeded spot and the next eligible player into the draw takes the vacancy created by this move. In the case of a **48 or 64 draw** (16 seeds), the 9th seed takes the open 5th seed position, and the 13th seed takes the 9th seed position. The next player to be seeded will take the open 13th seed position; the next eligible player into the draw takes the open position created by this move.
- b. **If seed no. 3 or no. 4 withdraws:** In the case of a **32 draw** (8 seeds), the 5th seed will take that spot and the next player eligible

to be seeded takes the open position; the next eligible player into the draw takes the vacancy created by this move. In the case of a **16 draw** (4 seeds), the next player eligible to be seeded takes the open seeded spot and the next eligible player into the draw takes the vacancy created by this move. In the case of a **48 or 64 draw** (16 seeds), the 5th seed takes the open spot and the 9th seed takes the 5th seeded position. The 13th seed takes the 9th seeded position and the next player eligible to be seeded takes the open 13th seeded position. The next eligible player into the draw takes the open position created by this move.

- c. **If the withdrawal is among seeds 5 through 8:** In the case of a **32 draw** (8 seeds), the next eligible player to be seeded takes the open position; the next eligible player into the draw takes the vacancy created by this move. In the case of a **48 or 64 draw** (16 seeds), the 9th seed fills the open seed position, and the 13th seed takes the 9th seeded position. The next player eligible to be seeded takes the open 13th seed position. The next eligible player into the draw takes the open position created by this move.
- d. **If the withdrawal is among seeds 9 through 12** (48 or 64 draw with 16 seeds), then the 13th seed fills the open seeded position. The next player eligible to be seeded takes the 13th seed position. The next eligible player into the draw takes the open position created by this move.
- e. **If the withdrawal is among seeds 13 through 16** (48 or 64 draw with 16 seeds), then the next player eligible to be seeded takes the open seed position. The next eligible player into the draw takes the open position created by this move.

If a seed withdraws *after the release of the Order of play but before the commencement of the first match*, the next player eligible to be seeded takes the open spot and the resulting vacancy will be filled by a Lucky Loser (or, if there is no qualifying, the highest ranked Alternate). For example, in a 16 draw (4 seeds), if seed no. 1 withdraws he/she will be replaced by the fifth-ranked player; the place of the latter will be taken by a Lucky Loser or an Alternate.

If a seed withdraws *after the start of play*, his position will be taken by a Lucky Loser (or, if there is no qualifying, the Alternate with the highest entry priority).

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In the event of the withdrawal of a significant number of seeds after the draw has been made but *more than 24 hours before the start of play*, the Referee, in consultation with the Tournament Director, may decide to remake the draw. For the purposes of this regulation, a “significant number” shall be interpreted in the following manner:

- a. for draws with 4 or 6 seeds: the withdrawal of one-half or more of the total number of seeds (e.g., 2 or more withdrawals out of 4 seeds; 3 or more withdrawals out of 6 seeds).
- b. for draws with 8 or more seeds: the withdrawal of more than one-quarter of the total number of seeds (e.g., 3 or more withdrawals out of 8 seeds; 5 or more withdrawals out of 16 seeds).

C. Doubles

The above procedures apply to doubles teams as well as to singles players. In addition, if one member of a doubles team withdraws before the team plays its first match of an event, he may be replaced by a substitute player that is entered in another event of the tournament, *under the condition that the substitution of this player does not improve the seeding of the team*. Once the team has begun to play its first match of an event, no substitutions of partners can occur.

9. REST PERIODS

Tennis Canada recommends that provision be made for a ten (10) minute rest period after the second set in a two out of three set match in the following categories only:

Boys and Girls under 12
Senior Women over 40
Senior Men over 45

The ten minute period is measured from the time of the final point of the set that precedes the rest, until the players are in position to strike the first ball of the next set.

The rest period is not mandatory in any age category, however. By mutual agreement, the players may decide to continue without a pause; should one of the players or teams (in the above age

categories) wish to avail themselves of the rest period, however, then play will be suspended for ten minutes.

Tournament officials must ensure that the ten minute time period is never exceeded and be prepared to penalize players who are late. Any extension of the rest period beyond ten minutes, as defined above, is a violation of the Continuous Play Rule (Rule 29), and will be penalized according to the Point Penalty Scale of the Code of Conduct.

At the discretion of the Referee, a ten minute rest period can also be granted in any age category in the case of extreme weather conditions (e.g., unusually hot and humid weather).

During an authorized rest period, players may consult their coaches.

10. SUSPENDED AND POSTPONED MATCHES

When play is resumed after a match has been suspended or postponed, every effort must be made to continue it on the same court. If it is impossible to continue play on the same court, the Referee may move the match at his discretion. If, due to a sudden downpour or other emergency, play has to be called before the end of a game, the points scored will stand and the match will be resumed from that score. If the Server has served one fault this will be annulled, and the Server will have two serves.

A record must be kept of the score and the ends the players are occupying. The same set of balls will be used and carefully stored for use when the match resumes.

For a warm-up following a delay, used balls will be employed, with the match balls only coming back into play after the warm-up has terminated and the match is ready to be resumed. (See also Tournament Regulation 11).

11. WARM-UP PERIOD

The length of the warm-up is at the discretion of the Referee but is normally limited to five minutes. The Referee may extend the warm up period, but this time shall not exceed 10 minutes. Failure to

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commence play promptly may result in action being taken under the Code of Conduct. Where there has been an interruption of play the players will be advised of the amount of warm-up to precede the resumption of the match. It will be according to the following schedule:

- Interruption of 0 to 15 minutes.....no warm-up
- Interruption of from 15 to 30 minutes.....3 minute warm-up
- Interruption in excess of 30 minutes.....5 minute warm-up

12. NUMBER OF MATCHES

Players entering more than one event must be prepared to play three complete *main draw* matches per day, regardless of the length of such matches (a maximum of two singles matches and one doubles match). Where a player is also entered in a *consolation draw*, the maximum total number of matches in all events (singles and doubles, main draw and consolations) shall not exceed four matches per day. The above guidelines do not apply if a player is entered in more than one age category or class.

13. REST BETWEEN MATCHES

The following guidelines should be observed in scheduling matches to ensure proper rest between matches:

- a. Between singles matches, players shall be entitled to a rest period of at least 45 minutes.
- b. Between a singles and a doubles match, or between two doubles matches, players shall be entitled to a rest period of at least 30 minutes.
- c. The Referee has the authority to modify the above guidelines in view of special circumstances (e.g., length of a match, weather conditions, etc.)
- d. The above guidelines do not apply if a player is entered in more than one age category or class.

14. MEDICAL CONDITIONS AND TREATMENT

a. Medical Time-Out

In the event that a player suffers an accident during the match or warm-up or believes that medical diagnosis and treatment are required for a medical condition, the player shall be entitled to request and receive a one-time three (3) minute medical time-out for that condition. A request for a medical time-out may be made by a player at any time during a match or warm-up.

If a Sports Medicine Trainer or other qualified medical personnel is available, the three minute treatment time begins after the completion of the evaluation and diagnosis of the condition by the latter.

If a Sports Medicine Trainer or other qualified medical personnel is not available, the Referee, Chair Umpire or Roving Umpire shall explain the medical time-out rule and allow the player to treat himself. The player may receive treatment by a coach or parent only when this treatment is administered under the direct supervision of an Official. The Official may provide supplies (e.g., bandages or ice). The three minute treatment period begins when the treatment commences.

Medical time-outs are not permitted in cases of general fatigue or loss of conditioning.

A player will, however, be allowed one medical time-out per match for any and all cramping conditions.

b. Penalty

After completion of the three minute time-out (plus a reasonable time to replace shoes and sox, if necessary), any delay shall be penalized in accordance with the Point Penalty Schedule of the Code of Conduct.

15. PHYSICAL INCAPACITY

A player that retires from a match due to illness or injury, or that is unable to begin a match because of an injury sustained on the tournament site may continue to play another event (e.g., doubles, singles consolation) at the tournament if the player's condition has

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improved to the extent that he may perform at full capacity, whether the same day or a later day. If available at the tournament, a Sports Medicine Trainer or other qualified medical personnel should certify to the Referee that the player's condition has improved to the extent that the latter is able to perform at full capacity. If a Sports Medicine Trainer or other qualified medical personnel is not available, the Referee shall use his best judgment in determining whether the player shall be allowed to continue to play another event.

16. DEFAULTS AND FAILURE TO COMPLETE MATCH

A player who is defaulted from a match for reasons of misconduct, or who fails to complete a match without a bona fide reason (e.g., illness or personal emergency), will be ineligible to compete in the remaining events (e.g., consolation draw, doubles, other age category events) of that tournament. However, a player who is defaulted for violation of the regulation concerning Punctuality (i.e., failure to commence play within 15 minutes after the match has been called; see Tournament Regulation 18) or for violation of the regulation concerning Proper Attire (see Tournament Regulation 19) shall be allowed to compete in the remaining events of that tournament.

In doubles, if a team is defaulted from a match for reasons of misconduct, or fails to complete its match without a valid reason, the player whose actions or decision caused the default shall be ineligible to compete in the remaining events in that tournament (as defined above); his or her partner shall be eligible to continue competing in the remaining events. In a case where the actions or decisions of the two partners cause the default or the cessation of the match, neither player shall be allowed to compete in the remaining events of the tournament.

A player who retires from a match due to illness or injury may continue to play another event (e.g., doubles, singles consolation, other age category events) at the tournament if the player's condition has improved to the extent that he may perform at full capacity, whether the same day or a later day. The Sports Medicine Trainer, if present, or Referee shall use his best judgment in determining whether the player shall be allowed to continue to play another event. (See Tournament Regulation 15.)

17. TOILET BREAK

A player is allowed to request permission to leave the court for a reasonable time for a toilet break or (for women only) a change of attire break. Toilet breaks *should* be taken on a set break and can be used for no other purpose. Change of attire breaks (women only) *must* be taken on a set break. In women's singles, a player is entitled to two (2) breaks during a match. In men's singles, a player is entitled to one (1) toilet break during a best of three set match and two (2) in a best of five set match. In all doubles matches, each *team* is entitled to a total of two (2) breaks. If the partners leave the court together, it counts as one (1) of the team's authorised breaks.

Any time a player leaves the court for a toilet break, it is considered to be one of the authorised breaks regardless of whether or not the opponent has left the court. Any toilet break taken after a warm-up has started is considered as one of the authorised breaks. Additional breaks will be authorised, but will be penalised in accordance with the Point Penalty Schedule if the player is not ready to play within the allowed time (i.e., within 90 seconds during a changeover and within 120 seconds during a set break).

18. PUNCTUALITY

It shall be solely the player's responsibility to be dressed and ready to play when the match is called. If a player is not ready to play when his/her match is called, the following penalties will be assessed:

Late 5:00 or less: loss of toss plus 1 game

Late 5:01 – 10:00 minutes: loss of toss plus 2 games

Late 10:01 – 15:00 minutes: loss of toss plus 3 games

More than 15:00 minutes late: default

The lateness penalty clock will be started by the Referee after the match is called and a court is available and he/she judges that one or both of the players is not present or available to start the match. The Referee is not required to keep a court open while awaiting a player.

A player is deemed to be ready to play when he/she has checked in at the Tournament Desk, is properly clothed and equipped, and proceeds to the court without delay.

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Except for a default, the Referee shall never assess more than a 3-game penalty for lateness.

If both players are equally late, each will be assessed the appropriate penalty. For example, if both players are 9:00 minutes late, the match will begin at 2 games all. A coin toss will be made as usual in order to determine the server and receiver and/or the choice of sides.

If both players are late but arrive at different times, the penalty accrues to each from the moment at which the penalty clock is started. For example, if player A arrives 4:00 minutes late and player B arrives 12:00 minutes late, player B loses the toss and the match commences with a score of 3 to 1 in favour of player A.

If both players are more than 15:00 minutes late the Referee will normally default both players.

In all cases, the "official clock" will be that of the Referee.

19. PROPER ATTIRE

Every player shall dress and present himself for play in proper tennis attire, as designated by the Tournament Committee and/or the regulations of the host club. Proper attire includes appropriate shoes with non-marking soles.

A player with improper attire may be ordered by the Referee, Chair Umpire or Roving Umpire to change his attire or equipment immediately; he will have a maximum of 15 minutes to do so. Failure to comply with such an order may result in an immediate default.

20. ELECTRONIC DEVICES

A player is not allowed to use any electronic devices (e.g. CD players, mobile phones, etc.) during a match.

21. MATCH FORMATS

In both singles and doubles matches, alternative match formats or scoring methods may be employed in place of the traditional match format (the best of three tie-break sets). The modified match formats or scoring methods may involve No-Ad Scoring, Short Sets, or a Deciding Match Tie-Break, or some combination thereof. (See Appendix IV of the Rules of Tennis for more information on these formats.)

In particular, in doubles matches, the No-Ad / Match Tie-Break format currently employed in professional tennis may be used. In this format, no-ad scoring is to be used throughout the match and when the score reaches one set all a 10 point match tie-break is played in place of a third set in order to decide the match.

In order for any alternative match format or scoring method to be employed in a tournament, its use should normally be stated in advance on the Fact Sheet and/or Entry Form of the tournament. Any national-level tournament wishing to use an alternative match format or scoring method must receive prior approval from Tennis Canada. However, during the course of a tournament that is experiencing or expecting delays due to weather, court availability or other unforeseen circumstances, the Referee, in consultation with the Tournament Director, may decide to modify the announced match and/or scoring formats for one or more events in order to complete the tournament on time. The modified formats may involve No-Ad Scoring, Short Sets, or a Deciding Match Tie-Break, or some combination thereof.

22. ROUND ROBIN COMPETITION

When a Round Robin format is authorized, each player/team in the Round Robin draw shall play every other player/team in the draw.

The player/team who wins the most matches is the winner of the Round Robin draw.

Ties in the results of a Round Robin competition shall be broken as follows:

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- a. If two (2) players/teams are tied with the same won-lost record after the completion of the Round Robin, the tie is broken as follows: The winner of the head-to-head match-up of the two (2) players/teams tied.
- b. If three (3) players/teams are tied with the same won-lost record after completion of the Round Robin, the tie is broken as follows:
 - i. The player/team with the higher percentage of total sets won against all other players/teams in the draw.
 - ii. Any tie thereafter will be broken as follows: The player/team with the higher percentage of total games won against all other players/teams in the draw.
 - iii. Any remaining tie with two (2) players/teams thereafter will be decided by the results of the match between the two (2) players/teams involved. Any remaining tie with three (3) players/teams thereafter will be decided by draw.
- c. In applying the tie-break procedures above, the results of matches involving a default or a retirement shall be used in determining the percentage of sets and games won. When a player/team retires or is defaulted, only completed sets count as sets won and only completed games count as games won. A walkover counts as a straight set win or loss for the players/teams involved in the match.

A retiring player/team may still continue in the competition if it is determined by the trainer or tournament doctor that such player/team is able to compete at full capacity.

Any player/team defaulted pursuant to the Code of Conduct during the Round Robin competition (except in the case of violations involving dress or punctuality) shall be defaulted from all other matches in the Round Robin, and may not be declared the winner of the Round Robin.

THE CODE OF CONDUCT

The provisions of this Section do not alter or amend the provisions of Tennis Canada by-laws.

The Code of Conduct applies to all players in all tournaments and meetings sanctioned or required to be sanctioned by Tennis Canada. Further, the Code of Conduct applies *in all places* and *at all times* on the tournament site, not simply on court during a match.

All players have a duty to encourage and to maintain the highest standards of good sportsmanship, courtesy and fair play, and are under an obligation to avoid all unsportsmanlike conduct and any acts or practices which are detrimental to the game.

1. VIOLATIONS OF THE CODE OF CONDUCT

Violations of the Code of Conduct include but are not limited to:

a. Abuse of Balls

Players shall not violently, dangerously or with anger hit, kick or throw a tennis ball while on the grounds of the tournament site except in the reasonable pursuit of a point during a match (including warm-up). For purposes of this rule, abuse of balls is defined as intentionally or recklessly hitting a ball out of the enclosure of the court, hitting a ball dangerously or recklessly within the court or hitting a ball with disregard of the consequences.

b. Abuse of Racquet or Equipment

Players shall not violently, dangerously or with anger hit, kick or throw a racquet or other equipment within the precincts of the Tournament site. For purposes of this rule, abuse of racquets or equipment is defined as intentionally, dangerously and violently destroying or damaging racquets or equipment or intentionally or violently hitting the net, court, Umpire's chair or other fixture during a match out of anger or frustration.

c. Physical Abuse

Players shall not at any time physically abuse any official, opponent, spectator or other person within the precincts of the Tournament site. For purposes of this rule, physical abuse is the unauthorized touching of an official, opponent, spectator or other person.

d. Verbal Abuse

Players shall not at any time verbally abuse an official, opponent, spectator or other person within the precincts of the Tournament site. Verbal abuse is defined as a statement directed at an official, opponent, spectator or other person that implies dishonesty or is derogatory, insulting or otherwise abusive.

e. Audible Obscenity

A player shall not use an audible obscenity while on-site. Audible obscenity is defined as the use of words commonly known and understood to be profane and uttered clearly and loudly enough to be heard.

f. Visible Obscenity

Players shall not make obscene gestures of any kind while on-site. Visible obscenity is defined as the making of signs by a player with hands and/or racquet or balls that commonly have an obscene meaning.

g. Unreasonable Delays

Continuous Play/Delay of Game. Following the expiration of the warm-up period, play shall be continuous. A player shall not unreasonably delay a match for any cause.

- i. 25 Seconds Between Points. A maximum of twenty-five (25) seconds shall elapse from the moment the ball goes out of play at the end of the point until the Server tosses the ball in the act of serving the next point. If such serve is a fault, then the second serve must be struck by the Server without delay.
- ii. Changeover. When changing ends, a maximum of ninety (90) seconds shall elapse from the moment the ball goes out of play at the end of the game until the Server tosses the ball in the act of serving the first serve of the next game. If the first serve is a fault, the second serve must be struck by the Server without delay.

- iii. Set Break. At the end of set, a maximum of two minutes (120 seconds) shall elapse from the moment the ball goes out of play at the end of the game until the Server tosses the ball in the act of serving the first serve of the next game. If the first serve is a fault, the second serve must be struck by the Server without delay.
- iv. The Receiver shall play to the reasonable pace of the Server: the Receiver may be given a "Time" Violation for unduly delaying the Server or a "Code" Violation if the Chair Umpire deems "gamesmanship" as the reason for the delay.

h. Best Efforts

A player shall use his best efforts during the match when competing in a Tournament.

i. Coaches and Parents

- i. Players shall not receive coaching during a Tournament match. Communications of any kind, audible or visible, between a player and a coach shall be construed as coaching. Coaches and parents on-site are prohibited from:
 - a. Using an audible obscenity or making obscene gestures of any kind;
 - b. Abusing any official, opponent, spectator or other person, verbally or physically;
 - c. Engaging in conduct contrary to the integrity of the Game of Tennis.
- ii. In circumstances that are flagrant and particularly injurious to the success of a Tournament, the Referee shall have the authority to relocate the position of a coach if there is reasonable belief that coaching is occurring, or the Referee may order the Coach or Parent to be removed from the match site or Tournament site and upon his failure to comply with such order, may declare an immediate default of such player.

j. Unsportsmanlike Conduct

Players shall at all times conduct themselves in a sportsmanlike manner and give due regard to the authority of officials and the rights of opponents, spectators and others. Unsportsmanlike conduct is defined as any misconduct by a player that is clearly abusive or detrimental to the success of a Tournament, and/or the sport. In addition, unsportsmanlike conduct shall include, but not be limited to, the giving, making, issuing, authorizing or endorsing any public statement having, or designed to have, an effect prejudicial or detrimental to the best interest of the Tournament and/or the officiating thereof.

k. Improper Attire

Every player shall dress and present himself for play in proper attire as designated by the Tournament Committee and/or with the regulations of the host club. A player who violates this section may be ordered by the Chair Umpire or Referee to change his attire or equipment immediately. Failure of a player to comply with such order may result in an immediate default.

- l.** Entering a tournament and then failing to appear without adequate reason and valid notice.
- m.** Defaulting in a tournament or match except as a result of personal injury or other valid reason.
- n.** Associating with professional gamblers.
- o.** Betting or acting as a bookmaker on matches.
- p.** Accepting money or other consideration for losing a match or winning by a particular margin.
- q.** Being party to any payment of money or other consideration to another person to induce such person to lose a match or to win by a particular margin.

2. THE POINT PENALTY SYSTEM

The Point Penalty Schedule to be used for the violations set forth above is as follows:

- FIRST OFFENSE..... WARNING
- SECOND OFFENSE..... POINT PENALTY
- THIRD AND EACH
SUBSEQUENT OFFENSE.....GAME PENALTY

However, after the third Code Violation, the Referee shall determine whether each subsequent offense shall constitute a default.

In the case of a serious violation of the Code of Conduct, a player may be subject to an immediate default without going through the individual steps of the Point Penalty System.

In doubles, the Point Penalty Schedule applies to the team rather than to the individual members of the team.

Note: It is not necessary to report “Warnings” (ROM) to the sanctioning Association. Report only the issuance of “Point Penalties”, “Game Penalties” and “Defaults”.

3. TIME VIOLATIONS

A maximum of 25 seconds shall elapse from the moment the ball goes out of play at the end of a point until the Server tosses the ball in the act of serving the first serve of the next point. When changing ends a maximum of 90 seconds shall elapse from the moment the ball goes out of play at the end of the game until the Server tosses the ball in the act of serving the first serve of the next game. At the end of a set a maximum of two minutes (120 seconds) shall elapse from the moment the ball goes out of play at the end of the game until the Server tosses the ball in the act of serving the first serve of the next game.

The first violation of the above shall be penalized first by a warning and then each subsequent violation shall be penalized by the assessment of one (1) point penalty. It should be noted that time violation penalties do not form part of the 3-step Point Penalty System described earlier in this Section.

4. DISCIPLINARY ACTIONS

Violation of the Tennis Canada Code of Conduct may subject the offending player to disciplinary action.

5. DISCIPLINARY PROCEDURES

The Tournament Committee shall forward a written report to the sanctioning body (Provincial Association or Tennis Canada) within five (5) days after the completion of the tournament. The report shall include:

- a. A list of players who received penalties beyond a warning (i.e., point penalties and disqualifications), the type of infraction, and the recommended assessment of Suspension Points, as per Article 5 below; and
- b. A list of players demonstrating disciplinary problems, misbehaviour on and off the court, and other problems that involve the recommendation of Suspension Points, as per Article 6 below, other than incidents handled through the Point Penalty System.

6. SUSPENSIONS AND SUSPENSION POINTS

As indicated in Article 5 above, serious disciplinary problems or infractions in a tournament may necessitate the submission of a recommendation of the assessment of Suspension Points (SP) to the tournament's sanctioning body (Tennis Canada, in the case of national tournaments; the provincial association, in the case of provincial tournaments).

Forthwith upon receiving the report and recommendation noted in Article 5 above, the sanctioning body shall decide whether or not to assess SP against the player and shall promptly notify the player in writing of its decision. The player may appeal the assessment of SP in writing to the Disciplinary Committee of the sanctioning body within 4 business days of receiving written notification of the assessment from the sanctioning body. The decision of the Disciplinary Committee of the sanctioning body shall be final and there shall be no appeal from its decision. In the event the player is not a resident of the province in which the infraction took place, the decision shall be immediately reported to the Provincial Association of the place of residence of the player.

Any SP that is assessed will remain in effect for a period of 12 months after the date of the infraction. The assessment of three or more SP

within a 12 month period will result in the suspension of the player. If a player accumulates 3 suspension points within a 12 month timeframe, and receives a suspension, those points are not erased until 12 months after each point was received. If, after the end of the suspension period, additional suspension points are received, once again bringing the total to 3 or more suspension points, another suspension period will result.

In assessing player suspensions, Provincial Associations should be cognizant of the age of the player, the circumstances under which the suspension points were issued, and the severity of the infractions. The following table of *suggested* suspension periods is provided as a *guideline*. Provincial Associations may modify these guidelines as they see fit. Infractions that are particularly egregious may warrant longer suspension periods.

Player	1 st suspension	2 nd suspension	3 rd suspension
Junior	2 – 6 weeks	4 – 24 weeks	12+ weeks
Open/Senior	4 – 12 weeks	8 – 24 weeks	24+ weeks

The suspension will be imposed by the Provincial association in which the player resides. The length of the suspension will be determined by that sanctioning body which shall notify the player in writing within 4 business days by way of Registered Mail, including the following:

- the length and reason for the suspension
- the player's right to appeal, and the process thereof; and
- a statement that should the player not appeal within 4 business days after receiving notice of the suspension, the suspension will begin 10 days after the date the notice was mailed.

A suspension and/or the length of a suspension may be appealed to the Disciplinary Committee of that sanctioning body within a period of 4 business days after the player receives written notice of the suspension. The Disciplinary Committee must hear and rule on the appeal within 4 business days following receipt by the Provincial Association of the player's appeal. The decision of the Disciplinary Committee of that sanctioning body shall be final and there shall be no appeal from its decision. A player may continue to participate in all sanctioned events following his/her commencement of an appeal,

Code of Conduct

until the appeal has been disposed of, and the decision communicated to the player.

A player suspended by his or her Provincial association will be ineligible to compete in national tournaments during the duration of the suspension. Players suspended by Tennis Canada for offenses in national tournaments will be ineligible to compete in provincial tournaments for the duration of the national suspension. Tennis Canada and each provincial association shall recognize the suspensions imposed by each other. A player suspended by Tennis Canada or by a Provincial association shall thus be ineligible to compete in a sanctioned tournament of Tennis Canada or of any province which has adopted the procedures herein.

Retroactivity. Each Provincial association that adopts these procedures shall recognize any suspension points which had been previously imposed in that province, as well as any suspensions which had been imposed by Tennis Canada or by any of the other provinces which have adopted these procedures.

To enable each sanctioning body to be aware of the suspension status of all players, each sanctioning body shall within five (5) days following the imposition of a suspension, notify the Manager of Officiating for Tennis Canada. The Manager of Officiating shall ensure that information regarding the suspension status of players is available to all sanctioning bodies.

Below is a recommended index of penalties for use in national events. Each province’s SP system should not vary from this system.

Index of Penalties (Suspension Points)

Infraction	Suspension Points
1. Entry	
a. Entering a tournament and failing to appear	1.5 SP
b. Entering two tournaments in the same period	2.0 SP
c. Entering in age category for which he/she is ineligible	3.0 SP
2. Punctuality	

- a. Not ready to play when match is called
(After 15 Minutes) 1.5 SP + Default
- b. Not ready to play after 10-Minute rest period
1.0 SP + Point Penalty Schedule (Code Violations)

3. Attire

- a. Not appearing on court with proper attire 1.0 SP
- b. Failing to correct attire after 15 Minutes 1.5 SP + Default

4. Point Penalty and/or each Game Penalty (Under the Code of Conduct)

- a. Unreasonable Delay 1.0 SP
- b. Audible and/or Visible Obscenity 1.0 SP
- c. Abuse of tennis balls and/or equipment 1.0 SP
- d. Unsportsmanlike Conduct 1.0 SP
- e. Coaching 1.0 SP

5. Default

- a. Defaulting during the tournament under the Code
of Conduct 2.0 SP
- b. Best Efforts 1.5 SP + Default
- c. Physical and/or Verbal Abuse 3.0 SP + Default
- d. Aggravated Behaviour 3.0 SP + Default
- e. Illegal Drugs 3.0 SP + Default
- f. Leaving the court without valid reason 2.0 SP + Default
- g. Failure to complete match without valid reason 2.0 SP + Default
- h. Bribes and/or Guarantees 3.0 SP + Default

6. Suspension

- a. Non payment of Entry Fees and/or Fines after 30 days
1.0 SP + Suspension until Fees/Fines paid
- b. Misbehaviour while a Provincial Team Member
1 – 3 SP + Suspension and/or Removal from team
- c. Conduct contrary to the integrity of the game
3.0 SP + Suspension

NOTES

OFFICIALS: DUTIES AND RESPONSIBILITIES

1. DUTIES AND RESPONSIBILITIES: AN OVERVIEW

A. Referee

The Referee is the final on-site authority for the interpretation of the Tournament Rules and Regulations, the Code of Conduct, the Rules of Tennis, and for all other matters that require immediate resolution at the tournament site. In collaboration with the Tournament Committee, he participates in making the draws and in preparing the daily Order of Play. In some cases, these responsibilities are assumed by a single official. In other cases, certain duties involving the selection, assignment and evaluation of officials may be delegated to a Chief Umpire.

In general, the Referee:

1. Supervises all aspects of play. The Referee exercises general supervision over all aspects of play. He should use his best judgement in all situations not specifically covered by the rules.
2. Determines who enters playing area. The referee shall determine who may enter the playing area.
3. Decides points of Law. The Referee decides any point of Law that an Umpire is unable to decide or that is referred to him by appeal from a player. The Referee's decision in such cases shall be final.
4. Suspends and postpones matches. The Referee is responsible for suspending or postponing play when weather, light, surface conditions or other circumstances justify.
5. Assigns and replaces officials. The Referee appoints and replaces or reassigns, when necessary, Chair Umpires, Line Umpires and Net Umpires. These duties may be delegated to the Chief Umpire, if there is one.

More specifically, the Referee:

1. Is, ex officio, a member of the Tournament Committee;

Officials

2. Conducts the draw publicly and is assisted by at least one member of the Committee, at the time and place indicated in the fact sheet;
3. Is present at the tournament site at all times that play is in progress and supervises all aspects of play including but not limited to the conduct and actions of players, coaches, parents, umpires, ballpersons, grounds staff and administrative personnel;
4. Uses his best judgement in all situations not covered by the rules;
5. Appoints a deputy to act on his behalf when he is absent for any reason;
6. May not play in the tournament or event, or act as an Umpire;
7. Schedules matches or approves the schedule prepared by a deputy, assigns courts, postpones or suspends play for reasons of light, weather or playing conditions.

Every effort should be made to avoid starting matches which are unlikely to be finished without break because of darkness.

Where this cannot be avoided, the Referee must discuss the possibilities with the players before the match begins and endeavour to reach mutual agreement as to when play will be suspended. In any event, a match should only be suspended when the aggregate number of games in the set is an even figure;

8. Defaults a player for cause, which includes but is not limited to lateness, misconduct or failure to follow his instructions or those of the Chair or Roving Umpire;
9. Hears and rules upon an appeal from a player who has been defaulted by the Chair Umpire. His decision on such an appeal shall be final;
10. Apprises players of any variances from the rules of tennis or general tournament regulations which may be made necessary

or expedient through local conditions and may be peculiar to the tournament;

11. Is responsible for the appointment and, when necessary, the replacement of the Chair Umpires and all other court officials. Where there is a Chief Umpire, the appointment of Chair, Line and Net Umpires and Foot-Fault Judges is normally delegated to him. The Referee shall not remove an official from a match on the sole basis of a player's request;
12. Rules upon all points of Law that a Chair Umpire is unable to decide or which are referred to him upon appeal by a player. Where the score of the match is in question, the Chair Umpire will suspend play and immediately bring the matter to the Referee for decision. In all other cases, play must continue while the appeal is under consideration;
13. Shall within five days of the end of the tournament, or a lesser period of time where this is indicated by the Provincial or Regional regulations governing the tournament, report to Tennis Canada and the Provincial or Regional Association all violations of the Code of Conduct.

B. Chief Umpire

The Chief Umpire recruits, assigns (and replaces or reassigns, when necessary) and evaluates Chair Umpires and Line Umpires in those tournaments where the Referee has delegated these duties to him.

C. Chair Umpire

The Chair Umpire is responsible for all aspects of the match to which he is assigned. He applies the Rules of Tennis, the Code of Conduct, and the Tournament Regulations on court.

The Chair Umpire is the final authority on all questions of Fact arising during the match. This includes overruling a Line Umpire in the case of a *clear mistake* by the latter. The Chair Umpire makes a first determination on all questions of Law arising during the match, subject to the right of a player to appeal to the Referee.

More specifically, the Chair Umpire:

Officials

1. Enforces the Rules and Regulations. The Chair Umpire conducts the match in accordance with the Rules of Tennis, the Code of Conduct and all Tennis Canada Regulations
2. Calls the lines when no Line Umpire is assigned. In the absence of any of his Line or Net Umpires, the Chair Umpire assumes all their duties, except those which he may delegate to another umpire or to the players.
3. Assigns the officials to the lines. When less than a full complement of Net and Line Umpires is available, he will assign them to the positions that will most effectively assist him in controlling the match. When the Referee or Chief Umpire has not given specific assignment to the various Line Umpires, then the Chair Umpire makes these assignments in the manner that will best utilise their services. He has the option to assign or reassign officials during a match, even when specific assignments may have been made previously by the Referee or the Chief Umpire.
4. Enforces instructions as to who enters playing area. The Chair Umpire shall enforce the Referee's instructions as to who may enter the playing area, and in the absence of instructions he shall determine who may enter the playing area.
5. Requests replacement of officials for good cause; rearranges assignment of officials. The Chair Umpire may request that the Referee or the Chief Umpire replace one or more of his Line or Net Umpires if, and only if, the Chair Umpire determines that there is good and sufficient cause. In any case, play shall continue pending the decision. The Chair Umpire may rearrange the assignment of his umpires at any time.
6. Calls the score. The Chair Umpire announces the points, games and sets at the end of each, respectively, and when reasonably asked to do so by a player.
7. Ensures that players change ends and that play is continuous. The Chair Umpire ensure that the play is continuous and that players change ends in accordance with the rules (allowing them no pause or rest during a tie-break changeover, or during the changeover following the first game of a set). He will ensure that no more than twenty-five seconds should elapse between the end of one point and the ball being struck for the next point. When

players change ends at the end of a game (excepting the first game of a set), he will ensure that a maximum pause of ninety seconds is allowed. At the end of each set, he will ensure that a maximum pause of two minutes (120 seconds) is allowed. The maximum time starts from the moment that one point finishes until the first serve is put into play for the next point. He also ensures that play is resumed promptly after an authorized rest period.

8. Scorecard. The Chair Umpire records the points, games, and sets on the scorecard. He signs the scorecard at the end of the match and delivers it without delay to the Chief Umpire, the Referee or other designated person. The failure of the Chair Umpire to sign or deliver the scorecard does not invalidate the match.
9. When a Line Umpire is unable to make a call. When one of his Line Umpires is unable to make a call, the Chair Umpire makes the call himself, if he is able to do so. If a valid call cannot be made, he will order the point to be replayed.
10. Suspensions of match. The Chair Umpire shall advise the Referee when, in his opinion playing, conditions justify suspension of the match. When practicable, the Chair Umpire shall obtain the Referee's approval before suspending play, especially in cases of approaching darkness.
11. Alters ball change. The Chair Umpire may call for a ball change at other than the prescribed time when, in his opinion, abnormal conditions warrant so doing.
12. Final decision on questions of Fact; overrules on clear mistakes. The Chair Umpire makes the final decision on every question of Fact in the match. If he is of the opinion that a *clear* mistake has been made, he shall have the right to change the decision of a Net or Line Umpire.
13. Decisions on points of Law subject to appeal. The Chair Umpire decides all points of Law, subject to an appeal by a player to the Referee. (The Referee also decides any point of Law upon which a Chair Umpire is unable to rule). When the matter under consideration affects the scoring of a match, the Chair Umpire shall immediately bring it to the Referee's attention and suspend play pending the decision. In all other cases of appeal, play shall be

Officials

continued while the matter is being considered. The Referee's decision in such cases shall be final.

14. Defaults player for cause. The Chair Umpire may default a player for cause, which includes, but is not limited to, tardiness, misconduct, or failure by the player to comply with instructions properly given within the framework of the Rules, the Tournament Regulations and the Code of Conduct.
15. Coaching. The Chair Umpire will permit no coaching, except as provided under Rule 30.
16. Service lets and "walking and running" foot faults. The Chair Umpire calls service lets and calls foot faults that are in violation of the "walking or running" prohibition.
17. Balls that touch ceiling. On an indoor court where part of the ceiling area is obstructed from his view and that of the Net Umpire, the Chair Umpire may assign the calling of touches in that area to one of the other Umpires.
18. Miscellaneous violations. The Chair Umpire calls any violations during play in which:
 - a. A ball in play touches a player;
 - b. A player touches the net;
 - c. A player invades his opponent's court;
 - d. A player strikes his opponent's return before it has passed the net;
 - e. A not-up (double-bounce) occurs;
 - f. An illegal carry, double-hit or other illegal stoke is made;
 - g. A ball in play passes through the net.
19. Request for removal. Should a player request the removal of the Chair Umpire himself, the latter shall relay such request to the Referee for his decision. Play will continue pending the Referee's decision. The Chair Umpire will not remove a Line Umpire solely on the basis of a player's request.

D. Roving Umpire

A Roving Umpire is an official who exercises jurisdiction over more than one court. His duties are similar to those of a Chair Umpire and include, but are not limited to, the following:

1. Ensuring that assigned courts are ready for play;
2. Enforcing the warm-up time, the Rules of Tennis, Tournament Regulations, and the Code of Conduct;
3. Resolving scoring disputes;
4. Overruling line calls and calling foot faults when he is in direct observation of the court;
5. Controlling spectators.

E. Net Umpire

Prior to the start of the match the Net Umpire should confer with the Chair Umpire to determine the extent of his duties. In the absence of contrary instructions, these will include:

1. "Net" calls. The Net Umpire makes a call of "net," followed by a hand signal, when a served ball touches the net in passing over it.
2. Other calls. The Net Umpire makes other calls delegated to him by the Chair Umpire, such as "through", if the ball passes through the net.
3. Ball change. The Net Umpire ensures that the balls are ready to be changed at the proper time, checks the new balls for defects, and performs the ball change.
4. Checks net. The Net Umpire adjusts the net to the proper height before play begins, at the start of each succeeding set, and when requested to do so by the Chair Umpire. He also verifies the position of the singles sticks, if they are in use.

F. Line Umpire

The Line Umpire's primary role, as a member of the on-court officiating team, is to assist the Chair Umpire in determining if a ball falls within or outside of the boundaries of the court. In addition, a Line Umpire calls foot faults and net serves (in the case of a Net Umpire), and assists by performing other duties that are assigned by the Chair Umpire (for example, escorting players to the toilet during the course of a match and preparing and performing ball changes). As an assistant to the Chair Umpire, a Line Umpire will never work in a match that is not officiated by a Chair Umpire.

More specifically, the duties of a Line Umpire include the following:

1. Call his line. Rule on all balls falling on or near the line to which he is assigned. His decision shall be final unless, in the opinion of the Chair Umpire, a *clear* mistake has been made; in this case, the call may be reversed or a let played at the decision of the Chair Umpire.
2. Unsighted signal. The Line Umpire promptly indicates to the Chair Umpire by an unsighted signal when he is unable to make a call within his area of responsibility.
3. Corrections. When he realises that he has called a ball out in error, the Line Umpire shall immediately make a correction. On the other hand, if he realises that he erroneously gave a "safe" signal on a ball that was out, he shall make the correct call immediately. If a ball that was out was not called out immediately, he shall remain silent.
4. Foot faults. When assigned to a baseline, a sideline, or a centreline, the Line Umpire calls foot faults that pertain to a player's touching his line or the imaginary extension thereof. The Line Umpire should answer when a player asks what he did that occasioned a call of foot fault.
5. Code violations. The Line Umpire shall report to the Chair Umpire any Code of Conduct violations that he sees or hears that were not heard or seen by the Chair Umpire.

G. Other Considerations for all Officials

1. Aiding a player. No official, unless he is a qualified medical person or athletic trainer shall aid a player who is suffering from a medical condition. Nonetheless, any official may provide supplies to a player.
2. Applauding is prohibited. No official shall applaud a player.
3. Infractions observed in non-umpired matches. In non-umpired matches, the Referee and his assistants (i.e., Roving Umpires) may take appropriate action with respect to any infraction of the Rules or Regulations that they observe.
4. Enforcing instructions as to who enters playing area. The official in charge of the match shall enforce the Referee's instructions as to who may enter the playing area, and in the absence of instructions he shall determine who may enter the playing area.

2. CHAIR UMPIRE ANNOUNCEMENTS

Chair Umpires should announce matches as follows:

A. Warm-up

- a. "Two minutes" - two minutes until warm-up ends
- b. "One minute" - one minute until warm-up ends
- c. "Time, prepare to play" - end of warm-up, direct ball to server's end of court
- d. " ____ to serve, play" - immediately prior to server preparing to serve

B. Player introductions

- a. If the introduction of players is to be made by the Chair Umpire, then after the "one minute" announcement, say:
"This is a ____ round match; the best of three/five tie-break sets. To the left of the chair from ____ _____. To the right of the chair from ____ _____.
_____ won the toss and chose: to receive/to serve/_____ end/to defer choice."

Officials

- b. If the introduction of players is to be made by another announcer, then after the “one minute” announcement, say:
“ ____ won the toss and chose: to receive/to serve/____ end/to defer choice.”

C. Crowd control

The spectators should always be addressed respectfully with statements similar to the following:

- “Quiet please, thank you”
- “Please be seated, thank you”
- “Seats quickly, please”
- “As a courtesy to both players....”
- “No flash photography, please”
- “Please remain quiet during play”

D. Score

- a. The server’s score is always called first, except in the Tie-break.
- b. The score is announced:
“Fifteen-Love, Love-Fifteen, Thirty-Love, Love-Thirty, Forty-Love, Love-Forty, Fifteen-All, Fifteen-Thirty, Thirty-Fifteen, Fifteen-Forty, Forty-Fifteen, Thirty-All, Forty-Thirty, Thirty-Forty, Deuce (never Forty-All), Advantage ____ , Game ____.”
- c. If the No-Ad Scoring System is used, the announcement after deuce is:
“deciding point, receiver’s choice”
- d. The score should be announced loudly and clearly when a point is finished. The announcement should be made quickly and before writing the score on the scorecard unless circumstances are such that a delayed announcement would be more effective.
- e. At the end of a game or set the Chair Umpire, in addition to “Game ____”, should announce the score in games in conformity with the following examples:

“Game Smith, he (or Jones) leads 4-2, first set” or
“Game Smith, 3 games all, first set” or

“Game and third set Smith, 7 games to 5. Jones leads 2 sets to 1”

If there is a scoreboard visible to the spectators, then the set score need not be mentioned.

- f. When a set reaches the Tie-break, announce:

“Game Smith, 6 games all. Tie-break.”

- g. During the Tie-break, the score is announced by first giving the score and then the name of the player who is leading:

“1-0 Jones” or “1-0 Jones/Smith”

“1-All”

“2-1 Smith”

Use “Zero” rather than “Love” in the Tie-break.

At the conclusion of the Tie-break, announce:

“Game and ____ set ____, 7-6”

- h. At the conclusion of the match, announce the winner:

“Game, set and match Smith, (2 sets to 1), 6-4, 1-6, 7-6”

In each set, call first the number of games won by the winner of the match.

E. Match Tie-Break with No-Ad Scoring

- a.** Start of match:

“Ladies and Gentlemen, this match will consist of two tie-break sets, with no-ad scoring. A 10-point match tiebreak will be played at one set all.”

- b.** At Deuce:

“Deciding point, receiver’s choice.”

- c.** At One Set All:

“A 10-point match tie-break will now be played to decide the match.”

F. Code of Conduct

- a. Violations of the Point Penalty Schedule of the Code shall be announced in accordance with the following examples:

“Code Violation, Delay of Game, Warning, Mr/Ms _____ “

“Code Violation, Racquet Abuse, Point Penalty, Mr/Ms _____ “

“Code Violation, Verbal Abuse, Default, Mr/Ms _____ “

- b. Time Violations resulting from non-compliance with the Unreasonable Delay provision in the Code, shall be announced in accordance with the following:

“Time Violation, Warning, Mr/Ms _____ “

Subsequent delays:

“Time Violation, Point Penalty, Mr/Ms _____ “

- c. After a Point Penalty announce the new score.

G. Medical Time-Out

- a. When the Chair Umpire decides to call for the trainer, he/she shall announce:

“The trainer has been called to the court”

- b. When the trainer has evaluated and is ready to start treatment, the Chair Umpire shall announce:

“Mr/Ms _____ is now receiving a medical time-out”

- c. To keep the opponent and trainer advised of the time remaining during the medical time-out, the Chair Umpire shall announce to them (but not to the crowd):

“Two minutes remaining”

“One minute remaining”

“Thirty seconds remaining”

“Treatment complete” then, after allowing the player sufficient time to replace socks and shoes, if needed,

“Time”

- d. If there is no play within thirty (30) seconds after calling “Time”, the delay is penalized in accordance with the Point Penalty Schedule.

H. Calls

The verbal calls of the on-court officials shall be made loudly and clearly as follows:

- a. **“Fault”**
If either the first or second serve lands outside the service court. Do not call “Double fault” after a second serve fault.
- b. **“Out”**
If a return hits the ground, a permanent fixture, or other object outside the proper court. Do not call “Outside”, “Over”, “Just Missed” or the like.
- c. **“Net”**
If a serve hits the top of the net and goes over the net.
- d. **“Through”**
If a ball goes through the net.
- e. **“Foot Fault”**
If a player violates Rule 18 of the Rules of Tennis.
- f. **“Let”**
If the Chair Umpire determines that a point should be replayed or one serve should be replayed under Rules 22 and 23 of the Rules of Tennis.
- g. **“Not Up”**
If a player fails to hit a ball in play on the first bounce.
- h. **“Foul Shot” or “Touch”**
If a ball is intentionally struck twice, or struck before it comes over the net, or a player touches the net while the ball is in play, or a ball in play touches a player, or anything that he is wearing or carrying falls into the opponent’s court (Rule 24 of the Rules of Tennis).
- i. **“Hindrance”**

Officials

If a player deliberately or involuntarily commits an act which hinders his opponent in making a stroke (Rule 26 of the Rules of Tennis).

j. “Wait, please”

If an interference or disruption makes it appropriate to delay the beginning of a point or second serve.

k. Overrules/Corrections

“Correction, the ball was good” to overrule a clearly incorrect “Out” call.

“Out” or “Fault” to overrule a clearly incorrect “Safe” signal.

3. TENNIS CANADA SCORECARD

A. Pre-Match

Before the pre-match meeting with the players, complete the information requested on the Tennis Canada Scorecard such as name of tournament, round, ball change, players’ names, etc.

B. Toss

After the toss, note who won the toss and the players’ choices.

C. Time/Interruptions

Note the time play begins and finished in each set. Note the time and reason for any interruptions during the match.

D. Sides for Serve

Note the initials of each player in the order of serving in the set, in the “Server Side” column corresponding to their proper sides on the court.

E. Ball Change

Mark in advance the game at which a ball change will be made on the right hand side of the Tennis Canada Scorecard.

F. Points

Points should be made by slanted marks (/) in the boxes on the Tennis Canada Scorecard or by the following:

“A” – Ace

“D” – Double Fault

“C” – Code Violation

“T” – Time Violation

In addition, a dot “.” shall be made in the middle of the bottom line of the server’s box to indicate a first service fault.

G. Games

The cumulative total of games won by the winner of the last game only is set out in the “Games” column.

H. Code and Time Violations

When a Code or Time Violation is given to a player, a “C” or “T” shall be marked in that player’s box on the scorecard. When a Point Penalty is given, this shall be marked with an “X” for the player who receives this point. Code and/or Time Violations should also be marked in their respective sections of the Point Penalty Card.

I. Statement

A statement should be made of all the facts of the Violation, quoting exactly any statements made that are considered to be obscene or abusive.

Figures 6, 7 and 8 present examples of the first and second pages of the Tennis Canada Scorecard and the Point Penalty Card insert, respectively.

Figure 6: Scorecard – page 1



OFFICIAL SCORECARD

EVENT

Tournament ABC Open		Court No. 1	Date Jan. 31, 2002
Event Men's singles	Round 1st	Scoring <input checked="" type="checkbox"/> Regular <input type="checkbox"/> No-Ad	Rest <input type="checkbox"/> allowed <input checked="" type="checkbox"/> none
Supervisor —	Site City Tennis Club	Ball Change 3rd /set (3)	
Referee Jane Smith	Chair Umpire Mary Jones		

MATCH

Player(s) John Adams	From Toronto	TOSS	
		Won	Elect

vs.

Player(s) Pierre Bertrand	From Montreal	Won	Elect
		✓	S

RESULT

Time called 1:30	Time started 1:40	Time finished 3:05	Duration 1 hr 25 min.																												
Winner(s) Bertrand			<table border="1"> <tr> <td>S</td> <td>7</td> <td>4</td> <td>6</td> </tr> <tr> <td>C</td> <td></td> <td></td> <td></td> </tr> <tr> <td>O</td> <td>6</td> <td>6</td> <td>0</td> </tr> <tr> <td>R</td> <td></td> <td></td> <td></td> </tr> <tr> <td>E</td> <td></td> <td></td> <td></td> </tr> <tr> <td>T</td> <td>4</td> <td></td> <td></td> </tr> <tr> <td>B</td> <td></td> <td></td> <td></td> </tr> </table>	S	7	4	6	C				O	6	6	0	R				E				T	4			B			
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CHAIR UMPIRE

Signature Mary Jones	Certification National
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Figure 8: Point Penalty Card

CODE VIOLATION (POINT PENALTY SCHEDULE)

Team/Player(s) ADAMS						
Step	Set	Games	Point	Player	Code	Description
W					
P					
D					

Team/Player(s) BERTRAND						
Step	Set	Games	Point	Player	Code	Description
W	1	3-1	0-0		RA	After losing game, smashed racket into pieces.
P	1	3-1	0-30		BA	Deliberately and violently hit ball out of court.
D					

ABBREVIATIONS (CODE OF CONDUCT)

Del Unreasonable delays	BA Bail Abuse	CC Coaching, coaches
AOb Audible obscenity	RA Racket Abuse	UnC Unsportsmanlike Conduct
VOB Visible obscenity	VA Verbal Abuse	
	PhA Physical abuse	

TIME VIOLATIONS

Team/Player(s) Adams							Team/Player(s) Bertrand						
Step	Set	Games	Points	Player	25	90	Step	Set	Games	Points	Player	25	90
W	1	2-3	30-15			✓	W						
P							P						
P							P						

INTERRUPTIONS/TOILET BREAKS/COMMENTS

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4. DEPLOYMENT OF LINE UMPIRES

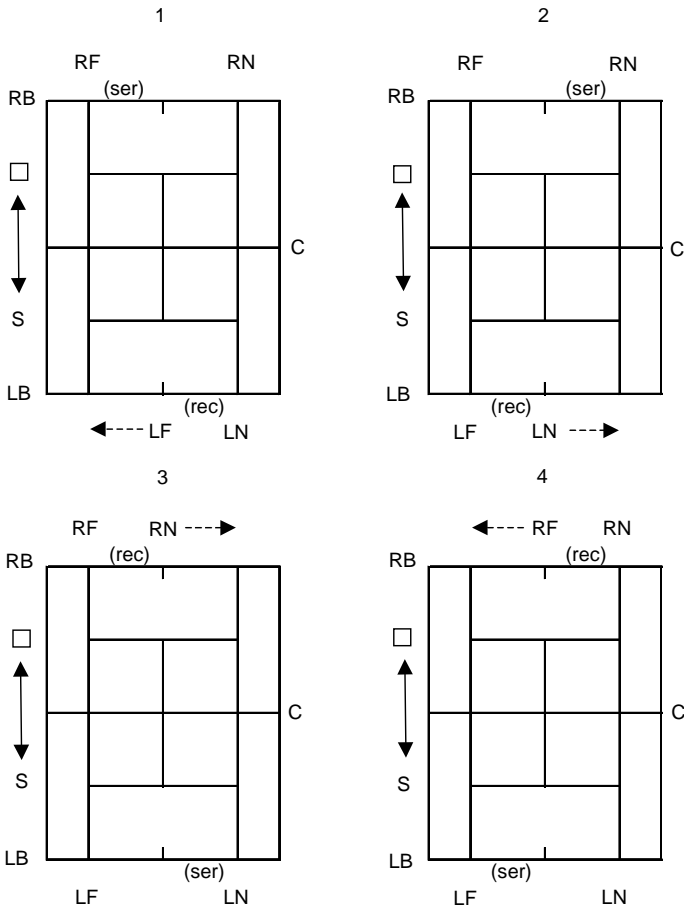
The number of Line Umpires on court depends upon a number of factors: the level of tournament (e.g., club championship vs. Grand Slam event), the round of the tournament (e.g., qualifications vs. finals) and, in some cases, the number of Line Umpires available or the budget available to the Tournament Committee. In the later rounds of a major tournament the court will often be covered by a “full crew” of 10 Line Umpires (referred to as a “Chair and 10”). Ordinarily, however, the court will be covered by a Chair Umpire and either 5, 6 or 7 Line Umpires.

While, at first glance, it might not seem possible to cover all lines with a reduced crew (less than 10), the task can be accomplished by members of the crew moving during a point and by calling the entire length of the side line (“calling through the net”). The use of a lesser number of well-trained Line Umpires is often preferable to having a full crew, some members of which are less proficient or less experienced.

A Line Umpire must thoroughly understand the placement of personnel within each of the various crew systems, as well as the specific lines that are the responsibility of each member of the crew.

Figures 9, 10 and 11 present summaries of the placement of Line Umpires in the three most common crew systems: a Chair and 7 Line Umpires; a Chair and 6 Line Umpires; and a Chair and 5 Line Umpires.

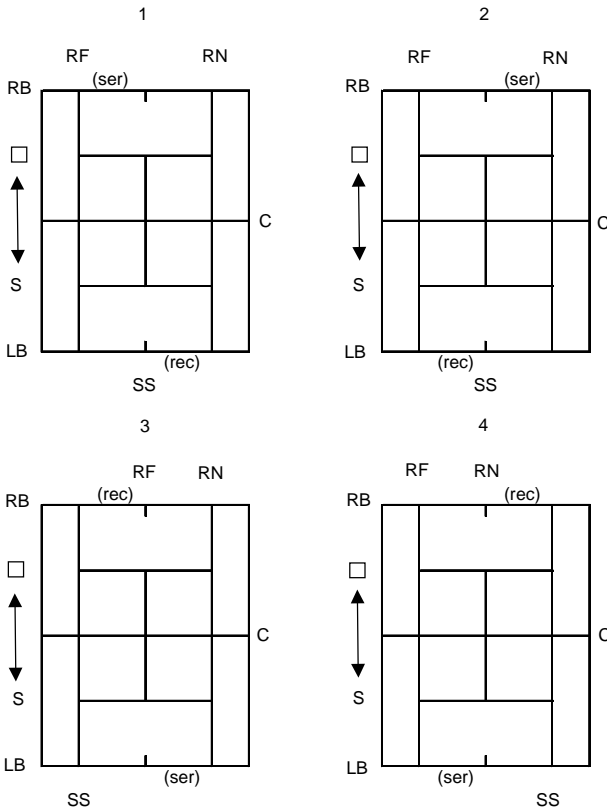
Figure 9: Chair and Seven Line Umpires



Notes:

1. All centre service and side lines are called only up to the net.
2. Serves are called from the receiver's end (from behind receiver).
3. - - -> line umpire moves from centre service line to his/her assigned line after serve is put into play.
4. ←→ service (S) umpire moves after "even" games and during tie-break (jumps serve).
5. Left base line (LB); right base line (RB); and long line designations (e.g. LF =left far; LN=left near) are in relation to the Chair Umpire (C).
6. In doubles, side service line umpire moves to doubles side line after the serve (other side line umpires are already on doubles side line).

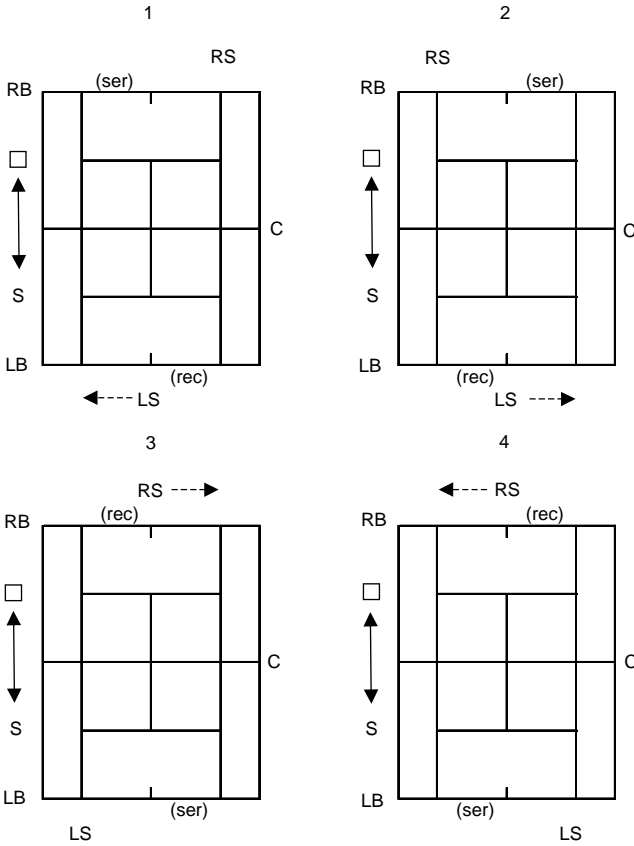
Figure 10: Chair and Six Line Umpires



Notes:

1. The side lines are called their entire length (through the net). The side service lines are always called from the server's end of court.
2. Unless the sun is a factor, the "solo side" (SS) should be on the Chair Umpire's (C) left.
3. There is no movement during points, except in doubles when the side service line umpire moves to the doubles side line after the serve.
4. \longleftrightarrow service (S) umpire moves after "even" games and during tie-break (jumps serve).
5. Left base line (LB); right base line (RB); and long line designations (e.g. RF=right far; RN=right near) are in relation to the Chair Umpire (C). All long line umpires move between points when the server serves from the solo side (left of the Chair).
6. Centre service line is always called from the receiver's end.

Figure 11: Chair and Five Line Umpires



Notes:

1. The side service lines are always called from the server's end of the court (through the net).
2. - - - > the centre service line is always called from the receiver's end of court; after the serve is put into play, the umpire moves to the uncovered side line (side line farthest away from the receiver).
3. ←→ service (S) umpire moves after "even" games and during tie-break (jumps serve).
4. Left base line (LB); right base line (RB); and long line designations (e.g. RS=right side; LS=left side) are in relation to the Chair (C).
5. In doubles, side service line umpire moves to doubles side line after the serve.

5. CODE OF CONDUCT FOR OFFICIALS

All Tennis Canada certified Officials must conduct themselves with a high level of professionalism, on and off the court. All Officials must follow these standards:

- a. Officials must be in good physical condition.
- b. Officials must have natural or corrected vision of 20-20 and normal hearing.
- c. Officials must be on-time for all assignments.
- d. Officials must study, understand and master the current edition of the *Rules of the Court*.
- e. Officials should dress and maintain their appearance and personal hygiene in a manner befitting the dignity and integrity of the Game.
- f. Officials may not drink any alcoholic beverages within twelve (12) hours before their assignment or at any time on-site while play is in progress or while the Official is in uniform.
- g. Officials shall at all times maintain complete impartiality with respect to all players and shall not enter into any relationship or take any action that casts doubt on his or her impartiality as a Tennis Official. Officials will not officiate in any match in which the Official has a relationship with one of the players that might be considered a conflict of interest so as to cast doubt upon his/her impartiality. Not only is a bona fide conflict of interest prohibited, but the mere appearance of such a conflict will render an Official unsuitable for such assignments. Officials shall not socialise with or become intimate with players. Officials, however, are not prohibited from staying in the same hotels as players or from attending social functions at which players may be present.
- h. Officials should, upon request, discuss with players interpretations of Rules and ways to improve officiating and player conduct. However, before, during or after an event an Official shall not discuss with any person (including players, spectators and media representatives) except for duly authorized

Officials

tournament Officials, the conduct or actions of a player without the prior consent of the Supervisor/Referee for that event or the Manager of Officiating.

- i. Officials should not criticise or attempt to explain calls or decisions by other Officials to anyone other than those Officials directly, the Supervisor/Referee, or the Manager of Officiating for Tennis Canada.
- j. Officials may not wager anything in any manner in connection with any tennis event.
- k. Officials shall not, except in the ordinary course of controlling the crowd during a match, converse with the crowd before, during or after a match.
- l. Officials shall not participate in a media interview or meeting with a journalist where his statements relating to tennis officiating can be printed or broadcast, without the approval of the Supervisor/Referee.
- m. Officials shall not remove any equipment, supplies or other items belonging to or associated with the tournament without the prior permission of the Supervisor/Referee.
- n. Officials shall at all times conduct themselves in a professional and ethical manner, giving due regard to the authority of the Supervisor/Referee, other Court Officials, and tournament personnel, and manifesting respectful behaviour towards the players and the public. Officials shall be aware that they represent Tennis Canada and must not have been convicted of any criminal offence which may affect the integrity of their work as an official or the integrity of Tennis Canada
- o. Officials shall not engage in any other conduct that, having regard to all the circumstances, would reasonably be regarded as disgraceful, dishonourable, unprofessional or an embarrassment to Tennis Canada.
- p. Officials shall make all tournament-related requests through the Supervisor/Referee or Chief of Officials rather than going directly to the Tournament Director or staff.
- q. Officials shall maintain a commitment to each event until released by the Supervisor/Referee.

Any failure to behave in accordance with the principles laid out in this Code of Conduct for Officials will subject the Official to disciplinary action by the Tennis Canada Officiating Department.

NOTES

CASES AND DECISIONS

RACQUET

(1) Broken String: First Service Fault

Case: On a first service fault, the receiver breaks a string.

Decision: If the receiver changes his racquet, then a first serve will be awarded to the server. If the receiver elects not to change racquets, then the server must play a second serve.

(2) Broken String: First Service Let

Case: The receiver breaks a string on a first service let.

Decision: The receiver must change racquets. A player is allowed to finish the point with a broken string but may not start a point with a broken string.

(3) Broken String: No Racquets

Case: The player breaks a string in his last racquet.

Decision: The player is not allowed to continue with broken strings. The player is subjected to the penalties set forth in the Point Penalty System for Unreasonable Delay.

WHEN TO SERVE

(4) Receiver Not Ready

Case: The receiver is not ready but looks up as the second serve is hit, reflexes a return and says "wait."

Decision: Second Serve. The server should observe that the receiver is ready. (If the Chair Umpire believes that gamesmanship is involved on the part of the receiver, then he may issue a code violation for Unsportsmanlike Conduct.)

THE LET

(5) Broken Ball

Case: A ball in play breaks (no compression).

Decision: Replay the point.

(6) Corrected Call

Case: A second serve is a "net" call. The service Line Umpire calls "out," then corrects it to "good."

Decision: There is a second serve.

(7) Soft Ball

Case: After the point has been completed, the player claims that the point should be replayed because the ball is soft and unplayable.

Decision: The point stands as played. A "soft" ball is not cause for replaying a point even if the Chair Umpire decides that the ball must be replaced.

Case: During a rally, Player A catches the ball and wants the point replayed, claiming that the ball is "soft" and unfit for play.

Decision: Player A loses the point. A "soft" ball is not cause for replaying a point. The ball, however, may be taken out of play.

LOSING A POINT

(8) Ball Hits Scoring Device

Case: The ball, while in play, hits the scoring device attached to the net post (flip cards) and goes into the proper court.

Decision: The scoring device is considered as a permanent fixture (other than the net, posts, singles sticks, cord or metal cable, strap or band) and hitting it will result in the loss of point.

(9) Invasion: Ball in Play

Case: A player's dampening device flies out of his racquet and touches the net or goes into his opponent's court.

Decision: If the ball was still in play, the player loses point. The dampening device shall be considered a part of the racquet.

(10) Invasion: No Replay

Case: After the point has been completed, a player discovers his opponent's dampening device lying in his court. The player claims a point.

Decision: The point stands as played. Since the Chair Umpire did not see the dampening device land in the opponent's court, he may not rule that an invasion occurred. Invasion occurs only when the ball is in play. Since the Chair Umpire did not know the timing of the incident, he may not assume that an invasion did occur.

(11) Player Hits Net Pipe Support

Case: A player touches a "pipe support" with his foot while the ball is in play.

Decision: In this case the "pipe support" is to be considered as part of the net; thus if a player touches it while the ball is in play, he loses the point.

(12) Touching Net or Opponent's Court

Case: If while the ball is in play a player's foot slides under the net but does not touch the net, should this still be considered a "touch" since the net should have extended fully to the court surface?

Decision: No. This cannot be considered a "touch" if the player did not actually touch the net. It is likely, however, that an invasion has occurred from the player's foot touching his opponent's court. If this did occur, then the Chair Umpire shall call an "invasion" and award the point to the player's opponent.

PLAYER HINDERS OPPONENT

(13) Opponent's Gear Falls On The Court

Case: A player's hat, towel, or a ball from his pocket falls to the court during play.

Decision: The Chair Umpire shall call a let and replay the point. He shall also inform the player that if a second call of let is made by the Chair Umpire, it will result in a loss of point.

(14) Opponent Makes Noise

Case: During play, a player makes a sound or exclamation.

Decision: If the Chair Umpire rules that a hindrance has occurred then, if the sound or exclamation that caused the hindrance was deliberate, the point shall be awarded. If the sound or exclamation that caused the hindrance is determined to be unintentional, the point shall be replayed.

GOOD RETURN

(15) Ball Touches Net Pipe Support

Case: The ball falls over the net and hits the "pipe support" used on indoor courts.

Decision: In this case, the "pipe support" is to be considered as part of the court; thus when the ball hit the pipe, it would be ruled as a first bounce.

(16) Player Touches Net Outside of Singles Stick

Case: A player runs for a drop shot and returns it into the opponent's court and then runs into net between net post and singles stick. What is the ruling?

Decision: Play continues. This part of the net is considered a permanent fixture.

HINDRANCE OF A PLAYER

(17) Ball Rolls Onto Court

Case: After a first service fault, a ball comes into the court from another court.

Decision: If the server has started his motion, then a first serve shall be awarded. In other cases, a second serve shall be played unless in the opinion of the Chair Umpire the delay was unusually long and unfairly disrupted the rhythm of the server.

(18) Crowd Movement

Case: The server is given a Time Violation for going beyond the 25 seconds that is allowed between points. The server claims that he should have been given additional time because there were some spectators taking their seats.

Decision: The Time Violation stands. The continuous play procedures shall be in effect regardless of spectator movement unless the Chair Umpire believes the movement is intended as a deliberate attempt to distract a player(s) or occurs in the designated lowest tier of seats.

(19) Inadvertent Hindrance

Case: As a player is in the process of hitting a volley into the net, his hat falls off. He then claims a let for hindrance.

Decision: No let. A player may not hinder himself. A let should only be called when the opponent could have been hindered.

(20) Singles Stick Falls

Case: After a first serve fault, the singles stick falls to the court.

Decision: The Chair Umpire should award a first serve unless in his opinion the replacement time was such that the server was not delayed in his delivery of a second serve.

(21) Spectator Noise

Case: During play an "out" call is made by a spectator. The player stops and claims hindrance.

Decision: The point stands as played.

(22) Early Foot fault Call

Case: The baseline umpire calls a foot fault on the server prior to him hitting a first serve. The server continues with his motion and hits the serve into the net.

Decision: First serve awarded. It is not a foot fault until the ball has been struck. Therefore, the call is erroneous and the Line Umpire has hindered the server.

OFFICIALS ON COURT

(23) Appeal of Judgement Calls

Case: A first serve is hit down the middle and is called out and then corrected to good by the centre service Line Umpire. The Chair Umpire awards the point to the server, but the receiver disagrees saying that he had a play on the ball. The Chair Umpire agrees and rules that the point be replayed. The Referee is called to the court.

Decision: Point to server. The Chair Umpire may not change a judgement decision after a player appeal.

(24) Appeal of the "facts:" Receiver

Case: First point of a game, the first serve is called fault and overruled by the Chair Umpire to good. The Chair Umpire then announces 15-Love. The receiver states that the point should be replayed because he returned the ball into the court. The Chair Umpire realizes that the receiver did in fact return the ball and orders the point to be replayed. The server claims that the Chair Umpire cannot change his decision and asks for the Referee to be called.

Decision: The point is replayed. The Chair Umpire's initial awarding of the point to the server was incorrect based upon the facts as described by the Chair Umpire: The receiver did return the serve.

(25) Appeal of the "facts:" Server

Case: First point of a game, the first serve is called fault and overruled by the Chair Umpire to good. The Chair Umpire awards the point to the server based upon his judgement that the receiver did not have a play on the ball. The receiver claims that he could have played the ball. The Chair Umpire is not sure of his original judgement and orders the point to be replayed. The server claims that the Chair Umpire may not change his judgement based upon an appeal from the receiver and asks for the Referee to be called.

Decision: Point to the server. The facts on which the Chair Umpire based his initial decision did not change. Therefore, the Chair Umpire may not change his original decision based upon a player's appeal or protest.

(26) Appealing for a Let

Case: Player A serves and Player B returns the ball for a winner. Player A appeals to the Chair Umpire that the service was a let. The Chair Umpire says that he did not hear a let. Player A then asks Player B if he heard a let. Player B answers yes. Upon hearing this the Chair Umpire says that since both players heard a let, we shall play a let. Player B objects saying that it is the Chair Umpire's call and that he was only confirming to Player A that the Chair Umpire had made a mistake.

Decision: The point stands as played. The Chair Umpire cannot make assumptions as to the intent of Player B's comment. The Chair Umpire should be certain that the intention of Player B was to play a let before making any decision.

(27) Can't find Ball Mark

Case: A Line Umpire calls a ball out on a clay court. The Chair Umpire asks him to show the mark. The Line Umpire cannot locate the mark and neither can the Chair Umpire.

Decision: The original (out) call must stand.

(28) Clay Court: Doubles Ball Mark Appeal

Case: Player B returns a serve but his partner, Player A, says "wait" as he moves to look at the mark. The Chair Umpire stops play. The opponent, Player C, appeals to the Referee, saying Player B returned the serve which Player C put away.

Decision: The procedure was correct. (The Chair Umpire stopped play after an interruption by Player A.) The mark is examined and if it is good, Team A-B loses the point; otherwise, it is a second serve.

(29) Must Both Players on a Team Stop to Get Ball Mark Inspection?

Case: In doubles on a clay court, the second serve is called good. The receiver returns the ball but hesitates in search of the mark. His partner crosses (poaches) and hits the ball into the net. The receiver then appeals the second serve, stating that he stopped play prior to his reflex return.

Decision: The point stands as played. Both players must stop playing or the player appealing must do so in a manner that results in the Chair Umpire stopping play.

(30) Overrule Then Inspect Ball Mark

Case: As a Chair Umpire, you overrule a ball on a clay court. The player disagrees and asks for a ball mark inspection. You think that maybe you made a mistake on your overrule.

Decision: The Chair Umpire should check the mark.

(31) Umpire Blocked on Question of Fact

Case: Player A stops play claiming that Player B had played the ball after it had bounced twice. The Chair Umpire said that he was "blocked" and could not make the decision.

Decision: The point stands as played. When the Chair Umpire has the primary responsibility for a call (nets, throughs, not-ups and touches)

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as opposed to the secondary responsibility (line calls), an immediate decision must be made. If the Chair Umpire did not see a rules violation on something for which he has the primary responsibility then technically no violation can be called.

(32) Umpire Unsighted

Case: A Line Umpire is unsighted and the Chair Umpire cannot make the decision.

Decision: The point is replayed, except in the case where it was discovered after the point had been completed that during the rally a Line Umpire had been unsighted. In that case, the point would stand as played.

(33) Intimidating Line Umpire

Case: A serve is hit near the sideline and the receiver, hearing no call, immediately turns around and screams at the Line Umpire. The Line Umpire, who had signalled good, then calls and signals out.

Decision: The Chair Umpire rules the serve good based on the Line Umpire's original call. The Referee, if called, upholds the Chair Umpire's decision based on an official not changing his call based on a player appeal.

Note: The Chair Umpire may have to ask for the Line Umpire's original call if he is uncertain or disregard the Line Umpire's call and make the call himself.

CONTINUOUS PLAY AND REST PERIODS

(34) Ball Person as Personal Valet

Case: A player receives a time violation from the Chair Umpire while waiting for the ball person to retrieve a towel. The player claims the ball person caused the delay.

Decision: The Time Violation stands. Towelling off between points with or without the help of a ball person is not a valid reason for delay.

(35) Chair Umpire Orders Medical Time-Out

Case: A player has an accidental ankle injury and the Chair Umpire believes that continued play will result in non-professional play. May the Chair Umpire suspend play (and call for the Sports Medicine Trainer)?

Decision: Yes.

(36) Changing Shoes

Case: May a player receive extra time on a change-over in order to change his shoes and/or socks? If yes, how many times may he do so during the course of the match?

Decision: Yes. The Chair Umpire may allow a reasonable extension of the allotted change-over time in order for a player to change his shoes and/or socks. The player should not be allowed to leave the court in this instance. The player is limited to one change per match when extra time is granted unless the provisions for "Equipment out of adjustment" take precedent. In that case, the Chair Umpire has the authority to decide each request on its own merit.

(37) Contact Lens

Case: During a match, a player requests permission to leave the court in order to put in a contact lens.

Decision: The request to leave the court is denied. Contact lens shall not be considered as equipment out of adjustment unless the player is wearing them at the time of the incident.

Note: Every attempt should be made to assist the player so that he may put the contact lenses in during the change-over.

(38) Delayed Medical Time-Out

Case: A player has an accidental injury and asks to have a Medical Time-Out during the next change-over. What procedure should be used for timing the treatment if the Sports Medicine Trainer arrives:

- a. 30 seconds into the change-over?
- b. After 60 seconds has elapsed on the change-over?

Decision A: The Sports Medicine Trainer has 3 1/2 minutes (but, as a minimum, he has three (3) minutes to treat after completing his diagnosis) to treat the player before the Chair Umpire announces "Time." The player then has 30 seconds to play, subject to the Point Penalty Schedule.

Decision B: The Chair Umpire stops the clock at 60 seconds and suspends play until the Sports Medicine Trainer is ready to treat the player. The three-minute Medical Time-Out begins, and after the

Cases & Decisions

Chair Umpire announces "Time," the player has 30 seconds to play or be subject to the Point Penalty Schedule.

(39) Equipment Out of Adjustment (Knee Brace)

Case: During play, a player's knee brace becomes out of adjustment. The player requests time to repair his knee brace.

Decision: The player is allowed reasonable time to repair his knee brace without penalty. Any medical apparatus worn by a player shall be considered as equipment in regards to "Equipment Out of Adjustment."

(40) Exceeding 90 Seconds: Code Violation

Case: If a player is receiving treatment by the Sports Medicine Trainer on a 90-second change-over, and the treatment goes over the allowed 90 seconds, what happens?

Decision: When the Chair Umpire says "Time," the player must put the ball in play within 30 seconds. Any delay after that will result in a Code Violation.

(41) Medical Time-Out and Re-Warm-Up

Case: If eight (8) minutes elapse before the Sports Medicine Trainer arrives and treatment begins two (2) minutes later (the Medical Time-Out begins) and is completed after another three (3) minutes, is a re-warm-up authorized?

Decision: No, a re-warm-up is not authorized.

(42) Medical Time-Out Request Honoured?

Case: A player asks for the Sports Medicine Trainer. After examination, it is determined by the Sports Medicine Trainer that the player is suffering from general fatigue that may not be improved by on-court medical treatment. What course of action should the Chair Umpire take?

Decision: The Chair Umpire announces, "Let's Play," after the Sports Medicine Trainer completes his diagnosis. Delays will be penalized in accordance with the Point Penalty Schedule. The Chair Umpire has the option to issue a Code Violation for Unsportsmanlike Conduct in unusual cases.

(43) Medical Time-Out Starts When?

Case A: When does a Medical Time-Out begin?

Decision: A Medical Time-Out begins when the Sports Medicine Trainer arrives and is ready and able to treat the player. Thus, the Sports Medicine Trainer has completed his examination/diagnosis and the Medical Time-Out starts when the Sports Medicine Trainer begins treating the player.

Case B: A player asks to see the Sports Medicine Trainer during the middle of a game although no accidental injury was observed by the Chair Umpire. What should the Umpire do?

Decision: Ask the player what the problem is (so the Chair can inform the Sports Medicine Trainer) and then stop play and call for the Sports Medicine Trainer immediately. A player may ask to see a Sports Medicine Trainer and have play halted at any time during a match. The Sports Medicine Trainer will make the decision, upon examining the player, whether a Medical Time-Out is needed.

(44) No Play After 90 Seconds

Case: A player is not ready to play after the ninety (90) second change-over (no injury involved).

Decision: A Time Violation is announced. "Let's Play" is normally added. The same applies if a player is not ready to play after the 120 second set break.

(45) Only 90 Seconds to Re-Tape

Case: A player turns his ankle, which is taped by the Sports Medicine Trainer, and then on the next change-over wants the ankle re-taped.

Decision: The Chair Umpire may authorize the re-taping which must be completed within the 90 second change-over or the Point Penalty Schedule applies.

(46) Penalties After Medical Time-Out

Case: When is the player penalized for going over three minutes on a Medical Time-Out?

Decision: After the Chair Umpire says "Time," the player must put the ball in play within 30 seconds. Any delay after that will result in a

Cases & Decisions

Code Violation. The player is allowed the time necessary to put on shoes, socks, ankle supports, etc.

(47) Re-Gripping Racquet

Case A: During a change of ends, while a player is re-taping the grip of his racquet, the Chair Umpire calls time. The player walks out to the baseline still taping the grip. At the end of the 90 seconds, the player has failed to commence his serve and is still working on the grip.

Decision: The Chair Umpire issues a Time Violation. The racquet is not equipment out of adjustment and therefore the player must serve within the allotted time. Similarly, adjusting the position of the strings or fixing string savers is not an excuse for delaying play.

(48) Re-Injury

Case: A player injures his ankle and is granted a three (3) minute Medical Time-Out by the Sports Medicine Trainer. Five (5) games later, the player asks for another Medical Time-Out claiming that he has re-injured the same ankle.

Decision: The Chair Umpire shall call for the Sports Medicine Trainer who shall determine upon examination whether or not a three (3) minute Medical Time-Out is authorized.

(49) Replacing Shoes

Case: During a match, a player requests permission to leave the court area to retrieve another pair of tennis shoes. He states that he is slipping and wants to get a pair of shoes with a different sole from his locker.

Decision: The request is denied. However, the Chair Umpire should use all possible means to have the shoes retrieved and brought to the court. This is not considered "Equipment Out of Adjustment." The shoes could have been brought to the court with the player and changed on-court; however, once he has the shoes, reasonable time is allowed for the change.

(50) Resuming Play After a Medical Time-Out

Case A: After an injury and a four-minute suspension (by the Chair Umpire) for the arrival of the Sports Medicine Trainer, the Sports Medicine Trainer arrives and completes the treatment in one and 1/2 minutes. When does play resume?

Decision: Immediately.

Case B: After a player becomes injured, the Sports Medicine Trainer treats the player in two (2) minutes. When should play resume?

Decision: Immediately when the player and Sports Medicine Trainer are satisfied with the treatment administered, but the treatment is not to exceed three (3) minutes.

(51) Shoe Breaks

Case: A player breaks his shoe and he needs to change, but his second pair is in the locker room.

Decision: The Chair Umpire should suspend play and allow the player to get shoes.

(52) Tape Is Not "Equipment Adjustment"

Case: During play, a player requests play to be suspended in order for him to adjust the tape on his ankle.

Decision: Play must continue. Taping is not considered as "Equipment Out of Adjustment."

Note: The Sports Medicine Trainer may be called to make adjustments during the 90-second change-over; however, any delays shall be penalized in accordance with the Point Penalty Schedule. If the player makes the adjustment without the help of the Sports Medicine Trainer and violates the continuous play rule, then the player shall be penalized in accordance with the penalties set forth under "Unreasonable Delay," i.e., Time Violation.

(53) Time: Refusal to Play

Case: After several close calls that go against him, a player comes to his chair on the change-over and says, "I'm not playing until the Line Umpire Crew is changed." After the Chair Umpire calls "Time," the player says, "I told you I'm not playing until the Line Umpires are changed." What should the Chair Umpire do?

Decision: The Chair Umpire should order the player to play and after 25 seconds use the Point Penalty Schedule.

(54) Time Violation, No Play, Results in Code

Case: A player, upon hearing a Time Violation, comes to the Chair Umpire and asks "Why?" He receives an explanation followed by "Let's Play." The player continues his discussion and is given a Code Violation. The player appeals to the Referee saying he should have received a Time Violation, Point Penalty.

Decision: The Chair Umpire suspends play and calls for the Referee. Upon arrival, the Referee affirms the decision of the Chair Umpire (two time violations are not given back-to-back unless there was a game change-over between them.)

(55) Time Violation + 25 Seconds = Code

Case: A player receives a time violation while standing at the back fence. He does not move to play and the Chair Umpire says "Let's play." After another 25 seconds elapses, what does the Chair Umpire do?

Decision: A Code Violation is announced, (and possibly an inquiry, such as, "Are you OK?") followed by "Let's Play."

(56) Toilet Visit

Case: In a best-of-three (3) set match, a player has used his one toilet visit. The player informs the Chair Umpire that at the next change-over he would like to take another toilet visit prior to his serving.

Decision: The Chair Umpire may allow a player to leave the court but must inform the player that any delay beyond the 90 seconds will be penalized in accordance with the Point Penalty Schedule.

(57) Toilet Visit: When Does Play Resume?

Case: After play has been suspended for an authorized toilet visit, when does the "clock" start to resume play?

Decision: When the player returns to the court and has had the opportunity to retrieve his racquet, then the Chair Umpire should announce "Time." This announcement shall signal the players to resume the match.

(58) Treatment for Fatigue

Case: May a Sports Medicine Trainer put his hands on a player suffering from what appears to be fatigue?

Decision: Yes. The Sports Medicine Trainer then makes the decision regarding a Medical Time-Out.

(59) Treatment: Within 90 Seconds

Case: After an even game, a player asks to see the Sports Medicine Trainer on the next change-over. The next game ends and 90 seconds elapse without the Sports Medicine Trainer arriving on-court. The player asks that the change-over time be extended so that he may receive treatment. His rationale is that the Sports Medicine Trainer's arrival to the court is not the player's fault.

Decision: The Chair Umpire suspends play until the Sports Medicine Trainer examines the player and determines whether a Medical Time-out is needed.

(60) Two Explanations are Enough

Case: A player asks for an explanation and is given one. He then raises another point and receives another response. How long may this go on?

Decision: Normally only twice since continuous play provisions are not being complied with. After two brief responses, the Chair Umpire announces "Let's Play" and subsequently issues a Code Violation if the ball is not in play as a result of that player's action.

(61) When to Take a Medical Time-Out

Case: What happens if a player is injured during a match and decides not to take his injury time-out right away? (Before the end of the next change-over.)

Decision: A player may call for the Sports Medicine Trainer at any time. The Sports Medicine Trainer shall determine whether the Medical Time-Out is to be authorized.

CHANGING BALLS

(62) Ball Change Error

Case: A player serves a first service fault. He starts to serve the second serve and the Chair Umpire realizes that there should be new balls in play.

Cases & Decisions

Decision: The Chair Umpire should wait to change balls until that player or team is scheduled to serve unless a let is called resulting in the first point being replayed.

(63) New Balls to Wrong Player(s)

Case: The wrong player or team was given new balls with which to serve.

Decision: If the error is discovered after the first point, then the team/player continues to serve with the new balls. The team/player who should serve with new balls receives new balls to serve the next game. Once a point has been played in the second game, the ball change sequence shall remain as altered. In no case shall new balls be replaced by the old balls after a service game has started.

(64) Re-Warm-Up, Balls

Case: At the end of a game there is a twenty (20) minute rain delay. A ball change was also to occur after that game. When play is resumed, new balls will be in play. What balls are used for the re-warm-up?

Decision: New balls should be used for the re-warm-up. At the end of the warm-up, these balls will be taken away and replaced with new balls to resume the match.

SERVICES OUT OF TURN IN DOUBLES

(65) Service Order

Case: In a doubles match, Team A serves out of order. After two points have been played, the Chair Umpire realizes the mistake.

Decision: The Chair Umpire should correct the mistake immediately.

ERROR IN ORDER OF RECEIVING IN DOUBLES

(66) Receiving Order

Case: In a doubles match, the players on the team switched their receiving positions during the set. When this is realized, what action should the Chair Umpire take?

Decision: The original receiving positions of each player on that team must be taken after the completion of the game in progress. If error occurred during a tie break, then the receiving order shall remain as altered until the completion of the tie break game.

THE CODE: GUIDELINES FOR UNOFFICATED MATCHES

PREFACE

When your serve hits your partner stationed at the net, is it a let, fault, or loss of point? Likewise, what is the ruling when your serve, before touching the ground, hits an opponent who is standing *back* of the baseline. The answers to these questions are obvious to anyone who knows the fundamentals of tennis, but the number of players who are not aware of these fundamentals is surprising. All players have a responsibility to be familiar with the basic rules and customs of tennis. Further, it can be distressing to your opponent when he makes a decision in accordance with a rule and you protest with the remark; "Well, I never heard of that rule before!" Ignorance of the rules constitutes a delinquency on the part of a player and often spoils an otherwise good match.

What is written here constitutes the essentials of *The Code*, a summary of procedures and unwritten rules which custom and tradition dictate all players should follow. No system of rules will cover every specific problem or situation that may arise. If players of good will follow the principles of *The Code*, they should always be able to reach an agreement, while at the same time making tennis more fun and a better game for all. The principles set forth in *The Code* shall apply in cases not specifically covered by The Rule of Tennis and Tennis Canada Regulations.

Before reading this, you might well ask yourself: Since we have a book that contains all the Rules of Tennis, why do we need a Code? There are a number of things not specifically set forth in the rules that are covered by custom and tradition only. For example, if you have a doubt on a line call, your opponent gets the benefit of the doubt. Can you find that in the rules? Further, custom dictates the standard procedures that players will use in reaching decisions. These are the reasons why we need a Code.

PRINCIPLES

- 1. Courtesy.** Tennis is a game that requires cooperation and courtesy from all participants. Make tennis a fun game by praising your opponents' good shots and by not:
 - conducting loud postmortems after points;
 - complaining about shots like lobs and drop shots;
 - embarrassing a weak opponent by being overly gracious or condescending;
 - losing your temper, using vile language, throwing your racquet, or
 - slamming a ball in anger; or
 - sulking when you are losing.
- 2. Counting points played in good faith.** All points played in good faith stand. For example, if after losing a point, a player discovers that the net was four inches too high, the point stands. If a point is played from the wrong court, there is no replay. If during a point, a player realized that a mistake was made at the beginning (for example, service from the wrong court), he shall continue playing the point. Corrective action may be taken only after a point has been completed.

THE WARM-UP

- 3. Warm-up is not practice.** A player should provide his opponent a five-minute warm-up (ten minutes if there are no ball persons). If a player refuses to warm-up his opponent, he forfeits his right to a warm-up. Some players confuse warm up and practice. A player should make a special effort to hit his shots directly to his opponent. (If partners want to warm each other up while their opponents are warming up, they may do so.)
- 4. Warm-up serves.** Take all your warm-up serves before the first serve of the match. Courtesy dictates that you not practice your service return when your opponent practices his serve. If a player has completed his warm-up serves, he shall return warm-up serves directly to his opponent.

MAKING CALLS

- 5. Player makes calls on his side of the net.** A player calls all

shots landing on, or aimed at, his side of the net.

6. **Opponent gets benefit of doubt.** When a match is played without officials, the players are responsible for making decisions, particularly for line calls. There is a subtle difference between player decisions and those of an on-court official. An official impartially resolves a problem involving a call, whereas a player is guided by the unwritten law that any doubt must be resolved in favor of his opponent. A player in attempting to be scrupulously honest on line calls frequently will find himself keeping a ball in play that might have been out or that he discovers too late was out. Even so, the game is much better played this way.
7. **Ball touching any part of line is good.** If any part of the ball touches the line, the ball is good. A ball 99% out is still 100% good.
8. **Ball that cannot be called out is good.** Any ball that cannot be called out is considered to have been good. A player may not claim a let on the basis that he did not see a ball. One of tennis' most infuriating moments occurs after a long hard rally when a player makes a clean placement and his opponent says: "I'm not sure if it was good or out. Let's play a let." Remember, it is each player's responsibility to call all balls landing on, or aimed at, his side of the net. If a ball can't be called out with certainty, it is good. When you say your opponent's shot was really out but you offer to replay the point to give him a break, you are deluding yourself because you must have had some doubt.
9. **Calls when looking across a line or when far away.** The call of a player looking down a line is much more likely to be accurate than that of a player looking across a line. When you are looking across a line, don't call a ball out unless you can clearly see part of the court between where the ball hit and the line. It is difficult for a player who stands on one baseline to question a call on a ball that landed near the other baseline.
10. **Treat all points the same regardless of their importance.** All points in a match should be treated the same. There is no justification for considering a match point differently than the first point.

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- 11. Requesting opponent's help.** When an opponent's opinion is requested and he gives a positive opinion, it must be accepted. If neither player has an opinion, the ball is considered good. Aid from an opponent is available only on a call that ends a point.
- 12. Out calls corrected.** If a player mistakenly calls a ball "out" and then realizes that it was good: the first time that this occurs, the point shall be replayed unless it was a point-winning shot (on a point-winning shot, the player's opponent wins the point); on each subsequent occasion, the player that made the incorrect call shall lose the point. If the mistake was made on the second serve, the server is entitled to two serves.
- 13. Player calls his own shots out.** With the exception of the first serve, a player should call against himself any ball he clearly sees out regardless of whether he is requested to do so by his opponent. The prime objective in making calls is accuracy. All players should cooperate to attain this objective.
- 14. Partners' disagreement on calls.** If a player and his partner disagree about whether their opponents' ball was out, they shall call it good. It is more important to give your opponents the benefit of the doubt than to avoid possibly hurting your partner's feeling by not overruling. The tactful way to achieve the desired result is to tell your partner quietly that he has made a mistake and then let him overrule himself. If a call is changed from out to good, the point is replayed only if the out ball was put back in play.
- 15. Audible or visible calls.** No matter how obvious it is to a player that his opponent's ball is out, the opponent is entitled to a prompt audible or visible out call.
- 16. Opponent's calls questioned.** A player may ask his opponent about his call with the query: "Are you sure of your call?" If the opponent acknowledges that his is uncertain, he loses the point. There shall be no further delay or discussion.
- 17. Spectators never to make calls.** A player shall not enlist the aid of a spectator in making a call. No spectator has a part in the match.

- 18. Prompt call eliminates two-chance option.** A player shall make all calls promptly after the ball has hit the court. A call shall be made either before the player's return shot has gone out of play or before the opponent has had the opportunity to play the return shot.
Prompt calls will quickly eliminate the "two chances to win the point" option that some players practice. To illustrate, a player is advancing to the net for an easy put away when he sees a ball from an adjoining court rolling toward him. He continues his advance and hits the shot, only to have his supposed easy put away fly over the baseline. The player then claims a let. The claim is not valid because he forfeited his right to call a let by choosing instead to play the ball. He took his chance to win or lose, and he is not entitled to a second chance.
- 19. Lets called when balls roll on the court.** When a ball from an adjacent court enters the playing area, a player shall call a let as soon as he becomes aware of the ball. The player loses the right to call a let if he unreasonably delays in making the call.
- 20. Touches, hitting ball before it crosses net, invasion of opponent's court, double hits, and double bounces.** A player shall promptly acknowledge if:
- a ball touches him;
 - he touches the net;
 - he touches his opponent's court;
 - he hits a ball before it crosses the net;
 - he deliberately carries or double hits the ball; or
 - the ball bounces more than once in his court.
- 21. Balls hit through the net or into the ground.** A player shall make the ruling on a ball that his opponent hits through the net and on a ball that his opponent hits into the ground before it goes over the net.
- 22. Calling balls on clay courts.** If any part of the ball mark touches the line on a clay court, the ball shall be called good. If you can see only part of the mark on the court, this means that the missing part is on the line or tape. A player should take a careful second look at any point-ending placement that is close to a line on a clay court. Occasionally a ball will strike that tape, jump, and then leave a full mark behind the line. The player should listen for the sound of the ball striking the tape and look

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for a clean spot on the tape near the mark. If these conditions exist, the player should give the point to his opponent.

SERVING

23. **Server's request for third ball.** When a server requests three balls, the receiver shall comply when the third ball is readily available. Distant balls shall be retrieved at the end of a game.
24. **Foot Faults.** A player may warn his opponent that the opponent has committed a flagrant foot fault. If the foot faulting continues, the player may attempt to locate an official. If no official is available, the player may call flagrant foot faults. Compliance with the foot fault rule is very much a function of a player's personal honor system. The plea that he should not be penalized because he only just touched the line and did not rush the net is not acceptable. Habitual foot faulting, whether intentional or careless, is just as surely cheating as is making a deliberate bad line call.
25. **Service call in doubles.** In doubles the receiver's partner should call the service line, and the receiver should call the sideline and the center service line. Nonetheless, either partner may call a ball that he clearly sees.
26. **Service calls by serving team.** Neither the server nor his partner shall make a fault call on the first service even if they think it is out because the receiver may be giving the server the benefit of the doubt. But the server and his partner shall call out any second serve that either of them clearly sees out.
27. **Service let calls.** Any player may call a service let. The call shall be made before the return of serve goes out of play or is hit by the server or his partner. If the serve is an apparent or near ace, any let shall be called promptly.
28. **Obvious faults.** A player shall not put into play or hit over the net an obvious fault. To do so constitutes rudeness and may even be a form of gamesmanship. On the other hand, if a player believes that he cannot call a serve a fault and gives his opponent the benefit of a close call, the server is not entitled to replay the point.
29. **Receiver readiness.** The receiver shall play to the reasonable pace of the server. The receiver should make no effort to return a serve when he is not ready. If a player attempts to return a

serve (even if it is a “quick” serve), then he (or his team) is presumed to be ready.

- 30. Delays during service.** When the server’s second service motion is interrupted by a ball coming onto the court, he is entitled to two serves. When there is a delay between the first and second serves:
- the server gets one serve if he was the cause of the delay;
 - the server gets two serves if the delay was caused by the receiver or if there was outside interference.

The time it takes to clear a ball that comes onto the court between the first and second serves is not considered sufficient time to warrant the server receiving two serves unless this time is so prolonged as to constitute an interruption. The receiver is the judge of whether the delay insufficiently prolonged to justify giving the server two serves.

SCORING

- 31. Server announces score.** The server shall announce the game score before the first point of the game and the point score before each subsequent point of the game.
- 32. Disputes.** Disputes over the score shall be resolved by using one of the following methods, which are listed in the order of preference:
- count all points and games agreed upon by the players and replay only the disputed points or games;
 - play from a score mutually agreeable to all players;
 - spin a racquet or toss a coin.

HINDRANCE ISSUES

- 33. Talking during a point.** A player shall not talk while the ball is moving toward his opponent’s side of the court. If the player’s talking interferes with this opponent’s ability to play the ball, the player loses the point. Consider the situation where a player hits a weak lob and loudly yells at his partner to get back. If the shout is loud enough to distract his opponent, the opponent may claim the point based on a deliberate hindrance. If the opponent chooses to hit the lob and misses it, the opponent loses the point because he did not make a timely claim of hindrance.

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- 34. Feinting with the body.** A player may feint with his body while the ball is in play. He may change position at any time, including while the server is tossing the ball. Any movement or sound that is made solely to distract an opponent, including but not limited to waving the arms or racquet or stamping the feet, is not allowed.
- 35. Lets due to hindrance.** A let is not automatically granted because of hindrance. A let is authorized only if the player could have made the shot had he not been hindered. A let is also not authorized for a hindrance caused by something within a player's control. For example, a request for a let because the player tripped over his own hat should be denied.
- 36. Grunting.** A player should avoid grunting and making other loud noises. Grunting and other loud noises may bother not only opponents but also players on adjacent courts. In an extreme case, an opponent or a player on an adjacent court may seek the assistance of the referee or a roving official. The referee or official may treat grunting and the making of loud noises as a hindrance. Depending upon the circumstance, this could result in a let or loss of point.
- 37. Injury caused by a player.** When a player accidentally injures his opponent, the opponent suffers the consequences. Consider the situation where the server's racquet accidentally strikes the receiver and incapacitates him. The receiver is unable to resume play within the time limit. Even though the server caused the injury, the server wins the match by retirement.
On the other hand, when a player deliberately injures his opponent and affects the opponent's ability to play, then the opponent wins the match by default. Hitting a ball or throwing a racquet in anger is considered a deliberate act.

WHEN TO CONTACT AN OFFICIAL

- 38. Withdrawing from a match or tournament.** A player shall not enter a tournament and then withdraw when he discovers that tough opponents have also entered. A player may withdraw from a match or tournament only because of injury, illness, personal emergency, or another bona fide reason. If a player cannot play a match, he shall notify the referee at once so that his opponent may be saved a trip. A player who withdraws from a tournament is not entitled to the return of his entry fee unless he withdrew before the draw was made.

39. Stalling. The following actions constitute stalling:

- warming up for more than the allotted time;
- playing at about one-third a player's normal pace;
- taking more than the allotted 90 seconds on the odd-game changeover;
- taking more than the authorized ten minutes during an authorized rest period between sets;
- starting a discussion or argument in order for a player to catch his breath;
- clearing a missed first service that doesn't need to be cleared; and
- bouncing the ball ten times before each serve.

Contact an official if you encounter a problem with stalling. It is subject to penalty under the Point Penalty System.

40. Requesting an official. While normally a player may not leave the playing area, he may visit the referee or seek a roving official to request assistance. Some reasons for visiting the referee include:

- stalling;
- chronic flagrant foot faults;
- a medical time-out;
- a scoring dispute; and
- a pattern of bad calls.

Players may refuse to play until an official responds.

BALL ISSUES

41. Retrieving stray balls. Each player is responsible for removing stray balls and other objects from his end of the court. A player shall not go behind an adjacent court to retrieve a ball, nor shall he ask for return of a ball from players on an adjacent court until their point is over. When a player returns a ball that comes from an adjacent court, he shall wait until their point is over and then return it directly to one of the players, preferably the server.

42. Catching a ball. Unless you have made a local ground rule, if you catch a ball before it bounces, you lose the point regardless of where you are standing.

43. New balls for a third set. When a tournament specifies new

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balls for a third set, new balls shall be used unless all the players agree otherwise.

MISCELLANEOUS

- 44. Clothing and equipment malfunction.** If clothing or equipment other than a racquet becomes unusable through circumstances outside the control of the player, play may be suspended for a reasonable period. The player may leave the court after the point is over to correct the problem. If a racquet or string is broken, the player may leave the court to get a replacement, but he is subject to code violations under the Point Penalty System.
- 45. Placement of towels.** Place towels on the ground outside the net post or at the back fence. Clothing and towels should never be placed on the net.

ENGLISH-FRENCH TENNIS VOCABULARY

ENGLISH

FRENCH

Love

Zéro

Zero

Zéro

Fifteen

Quinze

Thirty

Trente

Forty

Quarante

Deuce

Egalité

All

Partout

One

Un/Une

Two

Deux

Three

Trois

Four

Quatre

Five

Cinq

Six

Six

Seven

Sept

Eight

Huit

Nine

Neuf

Ten

Dix

Eleven

Onze

Twelve

Douze

Thirteen

Treize

Fourteen

Quatorze

Fifteen

Quinze

Sixteen

Seize

Seventeen

Dix-sept

Eighteen

Dix-huit

Nineteen

Dix-neuf

Twenty

Vingt

First

Premier/Première

Second

Deuxième

Third

Troisième

Fourth

Quatrième

Fifth

Cinquième

Final

Dernier/Dernière

ENGLISH

Avantage
Ball boy/girl
Balls
Bye
Chair umpire
Chief umpire
Code Violation
Court
Default
Fault
Foot fault
Foul shot
Game(s)
Line umpire
Let
Lucky Loser
Match
Match Tie-Break
Net
Not up
Player
Point
Point Penalty
Ranking
Receiver
Referee
Retired
Round
Roving Umpire
Score
Score card
Seed
Server
Set
Through
Tie-Break
Un sighted
Walk-over
Warm-up
Warning
Wild Card
Withdrawal

FRENCH

Avantage
Chasseur; Ramasseur
Balles
Exemption
Arbitre de chaise
Arbitre en chef
Infraction au Code de conduite
Court ; Terrain
Disqualification; déclarer forfait
Faute
Faute de pied
Coup illégal
Jeu/Jeux
Juge de lignes
Let
Repêché
Match; Rencontre
Jeu décisif du match
Filet
Double bond
Joueur (m.); Joueuse (f.)
Point
Point de pénalité
Classement
Receveur; Relanceur
Juge-arbitre
Abandon
Tour
Arbitre itinérant
Marque; Pointage
Feuille d'arbitre
Tête de série
Serveur
Manche; Set
À travers
Bris d'égalité; Jeu décisif
Vue obstruée
Forfait
Échauffement
Avertissement
Invitation
Retrait

ENGLISH

First serve
Second serve
Leads
Minute(s)
New balls
Play
Please
Quiet please
Take your seats
Time
To serve

FRENCH

Premier service
Deuxième service
Mène
Minute(s)
Balles neuves
Au jeu
S'il vous plaît
Silence, s'il vous plaît
Prenez vos places
Reprise
Au service

NOTES