TENNIS MATCHPLAY 101

Here is a quick refresher on the basic tennis rules/etiquette that players are expected to follow during their matches:

STARTING THE MATCH

- Players will be given a warm-up prior to their first match (no longer than five minutes).
- The choice of ends and the choice to be server or receiver in the first game shall be decided by a racquet spin before the warm-up starts. The player who wins the spin may choose:
  - → **Option 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
  - → **Option 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
  - → **Option C:** To require the opponent(s) to make one of the above choices
- The server starts on the right-hand (deuce) side of the court and then must serve each point from alternative sides on the base line. At no point must the server's feet move in front of the baseline on the court prior to hitting their serve.

DURING AND POST MATCH

- Players must remember to call scores (loud and clearly) during the match before every serve.
- When making a call, players should make sure to be loud and clear, so their opponent hears them.
- Players can call the ball on their side of the net. If they see the ball go out, their opponent must accept their call. If they are unsure, the ball should be called in. A player may challenge their opponent's call by asking if they're certain. If they are not, the point is theirs.
- **Changeovers and rest:**
  - → Players switch ends of the court on odd games. This means that after the first game is complete, they switch sides, as well as every two games after that.
  - → Rest periods aren't allowed for the first changeover or during tiebreakers. Players can take 90-second changeover breaks during a game and 120 seconds between sets.
- **Scoring disputes:** If players disagree on the score, players should count all points and games that they agree on and replay only the disputed points or games (i.e. play from a score mutually agreeable to all players)
- **Making calls/call disputes:**
  - → Players are responsible for making the line calls for all shots landing on, or aimed at, their side of the net.
  - → Players should wait for the ball to bounce before they make the call. All calls should be made promptly after the ball has hit the court.
  - → Any part of the ball touching any part of line is good.
  - → If a player cannot call a ball out with certainty, they must call it as good (opponent gets benefit of doubt). Players may not claim a let or replay on the basis that they did not see a ball, or that you are not sure if it was in or out.
  - → If a player asks their opponent if they are certain of their call and the opponent confirms that they are sure, then their call stands.
- Following the match, both players should verify the score and report it to the court captain/tournament director.

RULES FOR TIE-BREAKS

- **Serve:** If it is your turn to serve you will serve the first point of the tiebreak from the right-hand (deuce) side of the court. Your opponent will then serve the next two points, starting their serve on the left-hand (advantage) side of the court. Their second serve will be from the deuce side, and then you will serve the next two as they did, and so on.
- **Changing of ends:** Every six points there's a change of ends during which players can grab a quick drink but can't sit.
- **Rests:** For a set tie-breaker, there is no rest before the tie-break. For a match tie-break in lieu of a 3rd set, players may use their washroom break and also sit as it is a set-break.

For more details, please refer to the Tennis Canada Rulebook: Rules of the Court.