

2009

Player's Packet Rules & Regulations

2009 HCTL Revised 03/25/09
Local League Rules and Regulations

All Senior League Matches will follow these rules.

*USTA Adult Indoor, USTA Adult Outdoor,
Combo League, Adult Mixed Doubles and
Combo Commonwealth League*

Captains are urged to review the entire set of rules and regulations as changes have been made to several sections of the document. All changes will remain underlined. All captains and players should be aware that these rules and regulations contain several significant changes from previous versions.

In all matches played, the "Rules of Tennis" and the USTA Regulations shall apply (except as changed or clarified herein for local league play).

When a match is played without officials, the most current Edition, Friend at Court, "The USTA Handbook of Tennis Rules & Regulations" shall apply in any situation not covered by the rules. This publication is available from the MAS (703-556-6120), and is recommended reading for all tennis players. Any person who knowingly violates the "Honor Code" will be guilty of unsportsmanlike conduct. At the discretion of the League Coordinator he/she may be defaulted from an individual match, or from participation in the league.

Player's Packet of Rules

You may download the Player's Packet of Rules, which contains a copy of these rules, as well as various supporting documents that may come in handy during a match.

[Player Packet of Rules \(Coming 31 March 09\) \[PDF\]](#)

[Flow Chart for Matches with Full Third Set \[PDF\]](#) (Revised 3/25/09)

[Flow Chart for Matches with Third Set Match Tiebreaker \[PDF\]](#) (Revised 3/25/09)

Line-Up Sheets

Exchange of Line-ups: Line-up should be simultaneous and should occur as close as possible to 10 minutes before match time. When exchanging lineup sheets, both captains are strongly encouraged to ensure that court assignments are understood and that the correct doubles/singles' teams and players are directed to the appropriate courts so as to eliminate players taking the wrong position on the courts. The home team captain is responsible for making the court assignments. Players should be encouraged to arrive 15 minutes prior to match time.

Where a split match occurs captains or their designees are required to exchange all court line ups ten minutes prior to the start of the match. (See National Rule 3.01H(4))

Note: Blank scorecards to be used as line-up sheets may be generated by TennisLink. Follow instructions to pull up scorecard screen under Scoring Via TennisLink/Reporting a match. Click Print Score Card. (Handwritten line-up sheets may be used.) It is HIGHLY recommended that you verify that all players are recorded on official TennisLink team roster prior to each match. If an unregistered player plays in a match, the match will become a 6-0, 6-0 default loss for the team with the

unregistered player. No default monies will be applied to either team in the case where a match was played.

Line-up Changes Prior to Match Time: Once line-up sheets are exchanged and a team has an extra player onsite, insert him/her into the line-up in place of any absent player before the formal exchange so as to minimize or avoid defaults. No substitution is permitted after the formal exchange of line-ups, except for injury to, illness of, or disqualification of a player, prior to the start of such match. (See National Regulations 3.01H(4)). USTA Q&A Interpretations (2009)

What happens when two players on a team don't show up that are members of two different doubles teams? The National Office has authorized the two players to be able to play together at the higher position in order to avoid an additional forfeit. For example, if the two players came from the #1 and #3 doubles positions, these players would play at #1 doubles, the number two doubles team would remain the same and the forfeit would occur at the number three doubles position. See Reg. 3.01H (4)

After Match is Played: The Captain or his/her designee must sign each line-up sheet (with the score recorded) after the match. Doing so attests to the accuracy of the player names, positions and scores recorded thereon and establishes the basic facts of the match. Each captain should keep this signed copy for their records.

Warm-up Period

At private facilities DO NOT TAKE TO THE COURTS UNTIL YOUR SCHEDULED MATCH TIME. All players are entitled to a warm-up period, not to exceed 10 minutes. If a player is late by X minutes, the lateness penalty for X minutes shall apply. (Refer to point penalty system) The

full 10-minute warm-up period shall still be granted if desired by any player. A player may have a partner or team member, or any other person provide the warm-up if the opponent refuses to do so. It will be the home team captain's (or designee's) responsibility to limit the warm-up period to 10 minutes.

If a player designated for the match goes to the court for warm-up and is injured or becomes ill during warm-up, a substitution is allowed and should be so noted on the line-up sheet and scorecard. Once the first serve of the match is delivered, no changes of line-up may be made for any reason. Players may purchase court time prior to their scheduled match time prior to their scheduled match time for team warm-ups. In these cases, a receipt must be shown if asked for by the opposed captain.

Time/Clocks

Where possible, use facility clocks. If the buzzer does not sound when your match ends on the half-hour, be sure to follow procedure below. Make sure there is no discrepancy in time clocks/watches PRIOR TO starting a match! If clocks are not available, the home team captain or designee is responsible for synchronizing their watches prior to the start of the match and should refer only to their watches for calling time on a match! A designated player on each court should be responsible for calling time on the warm-up period, lateness by a player, and the end of the match. If players unknowingly play beyond their schedule match time, all points that were played "in good faith" will stand.

Court Shifts/Continuous Play

A 10-minute warm-up period is scheduled in the 2-hour time period allotted for mixed doubles and USTA/NOVA outdoor league or the 1½-hour USTA/NOVA indoor league matches, and

should begin promptly at the time the match is scheduled to begin. Players are to exchange sides after every odd game for USTA/NOVA outdoor league and USTA mixed doubles league. Exchange should take place after each set is complete for the USTA/NOVA indoor league matches that run 90 minutes. Brief water breaks etc. are limited to 90 seconds after odd games except after the first game and during a tie-break game in all mixed, outdoor and indoor adult leagues. Between points, a maximum of 20 seconds is allowed. This timeframe starts from the moment the ball goes out of play at the end of the point until the serve is struck to start the next point. This limit does not apply if a player has to chase a stray ball. Play is continuous; players are not to leave the court except in an emergency or other approved absence, e.g., bathroom).

Bathroom Breaks

In an attempt to minimize stalling towards the end of match, no bathroom breaks will be permitted in an ongoing match during the last 15 minutes of play. If a player chooses to use the bathroom during the last 15 minutes of play, the match will be considered a default, resulting in a 6-0, 6-0 win to the opposing team. Bathroom breaks are limited to a reasonable amount of time, not to exceed five minutes for all indoor matches. Outdoor matches are not to exceed 10 minutes.

Interruption of Play due to Power Failure

In the case where a match is interrupted due to a power failure, the following rules shall apply: If the match is interrupted for 15 minutes or less, play will resume and continue for the full 1.5 hours – i.e., play will continue for the exact amount of time of the interruption past the time when the match would have ended. The starting time of any match scheduled to use the courts following an interrupted match shall be delayed by the amount of time of the interruption, not to exceed 15 minutes. If the interruption is longer than 15 minutes and both captains agree to an abbreviated match, then match

may continue for no longer than 15 minutes past the time the match was originally scheduled to end. If both captains do not agree to the abbreviated match then the match will be cancelled and rescheduled by Ingrid Clark (Captains must notify Ingrid of cancellation). If a match is cancelled, then the following match should start on time.

Note: There may be times, due to other court time obligations, that a match cannot go beyond the scheduled end time. This decision will be up to the discretion of the Management.

Lateness

Lateness is calculated from the time the match is scheduled to begin as posted in the printed league schedule. Example: A match is scheduled to be played from 7:00pm- 9:00pm - "lateness" is calculated from 7:00pm; the warm-up period is part of the overall match time. All players are to be present and ready to play by the time posted in the schedule.

Penalty System For Lateness:

In case of lateness, the following penalties shall apply:

5 minutes or less: Loss of toss plus 1 game

5:01 - 10:00 -- Loss of toss plus 2 games

10:01 - 15:00 -- loss of toss plus 3 games

More than 15 minutes: Default

Regarding each individual match in both singles and doubles, if neither team has the appropriate number of players to start the match, default time for that individual match starts when the team has obtained the correct number of players to start the match.

Alcohol

Alcoholic beverages are strictly prohibited at public parks and at private country clubs. If you consume alcoholic beverages during a league match you are in violation of a league rule. Players consuming alcoholic beverages at public parks or private country clubs before, during, or after a league match may be automatically disqualified from the league. If you choose to celebrate with your team - find somewhere else other than the public park or private country club. Please don't drink and drive! Specifically at the private clubs, it should be remembered that as guests, USTA players and their guests/spectators attending every match are required to follow the rules of each of these facilities. Whether you are playing or cheering on your team, remember to follow these rules.

Spectators/Fans/Supporters

Remember: There is no communication allowed between spectators and players and absolutely no coaching of any kind!! There will be no glass hitting/pounding/ or tapping or any type of interference between spectators and players. The following applies only if a match is scheduled in a location that does not have spectator viewing areas. Only 1 spectator from each team will be allowed on the court to watch the match in progress unless a prior agreement between the opposing captains allow for more spectators. These spectators must enter the court at the beginning of the match and will not be able to leave the court until the match has been completed (in the case of an emergency).

If the spectators choose to sit on the benches, remind these spectators that these benches are for the players use. Please allow the players to use these benches on the 90 seconds allowed on odd games. Remember...there is no communication allowed between spectators and players and absolutely no coaching of any kind!!

Weather Related Cancellations

Any cancellation in matches due to severe weather will be recorded on the HCTL phone message at 540-882-4688. Any USTA matches cancelled due to severe weather, will be rescheduled by HCTL.

Default

A default can occur in any position if the player designated on the line-up sheet is expected to play but fails to show. The line-up sheet should be marked accordingly and "Default" entered in TennisLink. Changes in the line-up may be made only in accordance with these rules. If a player(s) fails to show or is later than 15 minutes after the scheduled start of the match, the match is considered a default. Both sets are awarded to the team receiving the default 6-0, 6-0. The "forfeit and default penalty" will be applied to a player who is later than 15 minutes even if both teams agree to play at this point.

Individual Match Scoring

[Flow Chart for Matches with Full Third Set](#) [PDF]

[Flow Chart for Matches with Third Set Match Tiebreaker](#) [PDF]

For all advancing 2009 Leagues to Districts, Sectionals, Regionals and Nationals, it should be noted that the Coman Tiebreaker will be used (both set and match). Our local league voted notto enforce this rule during our regular local league seasons.

COMAN TIE-BREAK PROCEDURES:

(enforced at Districts, Sectionals, Regionals and Nationals)

- exchange ends after first point
- & every four points thereafter

This will allow doubles teams to serve from the same side of the court as they had been throughout the set or match.

For Mixed Doubles, each match will be the best two out of three sets using regular USTA scoring (not No-Ad). For the USTA NOVA Indoor and Outdoor Adult League, each match will be the best two out of three sets, with a MATCH tiebreaker to be played in lieu of the 3rd set. (First team to 10 points, win by two).

At 6 games each in any set, a 12-point tiebreaker will be used (first team to 7 points, win by 2.) At the end of the timed playing period, IF THE BALL IS IN PLAY, finish the point you are playing but do not start a new point. If a player is serving and a fault is caused during buzzer sounding, the player is entitled to finish the point and take the second serve. If all players in a match fail to note that match time has expired and they continue to play until they realize it, all points that have been played will count. The match is over once all players on the court shake hands.

In any situation described below, incomplete games are to be totally disregarded in scoring irrespective of what the score may be in that incomplete game. The exception to this is tiebreaker games: see "Tiebreaker Incomplete."

If at the end of the timed playing period the match is incomplete, the match status shall be reported on TennisLink as "Retired" and the following rules shall apply:

3rd Set Tiebreaker Incomplete: If a side is ahead by one or more points, it shall be considered to have won the 'match tie-break' and the match. If there is a tie in the number of points won, one point will be played to determine the winner of the match tiebreaker. A spin of the racquet shall be used to determine which player will serve the point (the non-serving team has the option of which side to receive serve, deuce or ad court), but in no event will players change courtsides.

3rd Set Incomplete: If a minimum of 6 games have been completed and one team is ahead by two games or more, or if one side is ahead by a minimum of 4 games, regardless of a number of games completed, the set shall be "valid" and the match win will go to the team winning this 3rd set. Scores of 3-3, 3-4, 4-3, 4-4, 5-4, 4-5, 5-5, 6-5, 5-6 and 6-6 are all invalid sets. If there is not "valid" third set, the match win would go to the side that has won the most games during the match. The game count should include the games played in the incomplete third set. If there is a tie in the number of games won, a single tiebreak point will be played to determine the winner of the match. Again, a spin of the racquet shall be used to determine which player will serve the point (the non-serving team has the option of which side to receive serve, deuce or ad court) is to be reported on TennisLink as the winner of the match with the actual game score (Point break excluded). All unfinished match tiebreakers will be recorded as 1-0 in TennisLink with a drop-down of "Completed" used.

2nd Set Split: (Where match tie-break has not begun)-The match shall go to the side that has won the most games during the match. If there is a tie in the number of games won, one point will be played to determine the winner of the match. A spin of the racquet shall be used to determine which player will serve the point (the non-serving team has the option of which side to receive serve, deuce or ad court), but in no event will players change courtsides. The match winner (by game count or point-break) is to be reported on TennisLink as the winner of the match with the actual game score (point break excluded).

2nd Set Incomplete: If a minimum of 6 games has been completed or one side is ahead by a minimum of 4 games, the set shall be "valid." If there is no "valid" second set, the match goes to the winner of the first set. If a side is either a) ahead by two games or more where a minimum of 6 games has been completed of a "valid" set, or b) ahead by a minimum of 4 games, it shall be considered to have won the set. (3-3, 3-4, 4-3, 4-4, 5-4, 4-5, 5-5, 6-5, 5-6, 6-6 are all 'invalid' sets and the match win would go to the winner of the first set.)

If the sets are now split at one set each, procedure follows 2nd Set Split (Where match tiebreak has not begun) and the match shall go to the side that has won the most games during the match. If there is a tie in the number of games won, a single tiebreak point will be played to determine the winner of the match. Again, a spin of the racquet shall be used to determine which player will serve the point (the non-serving team has the option of which side to receive serve, deuce or ad court), but in no event will players change courtsides. The match winner (by game count or point-break) is to be reported on TennisLink as the winner of the match with the actual game score (point break excluded).

2nd Set Tiebreaker Incomplete: If a side is ahead by one point or more, it shall be considered to have won the set tiebreaker. If there is a tie in the number of points won, one point will be played to determine the winner of the set tiebreaker. A spin of the racquet shall be used to determine which player will serve the point (the non-serving team has the option of which side to receive serve, deuce or ad court), but in no event will players change courtsides.

If the sets are now split at one set each, procedure follows for 2nd Set Split (Where match tiebreaker has not begun).

1st Set Incomplete: If a side is ahead by one game or more, it shall be considered to have won the match. If there is a tie in the number of games won, one point will be played to determine the winner of the match. A spin of the racquet shall be used to determine which player will serve the point (the non-serving team has the option of which side to receive serve, deuce or ad court), but in no event will players change court sides.

1st Set Tie-break Incomplete: If a side is ahead by one point or more, it shall be considered to have won the match. If there is a tie in the number of points won, one point will be played to determine the winner of the match. A spin of the racquet shall be used to determine which player will serve the point (the non-serving team has the option of which side to receive serve, deuce or ad court), but in no event will players change court sides.

Honor Code of Ethics

This Honor Code of Ethics has been adopted in order that all followers of tennis will know what is expected of them as players and as spectators and, thereby, enhance the enjoyment of the game for everyone. Any person who knowingly violates this Honor Code will be guilty of unsportsmanlike conduct. At the discretion of the official USTA umpire or League Coordinator he may be defaulted.

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 racket, 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 realizes that a mistake was made at the beginning (for example, service from the wrong Court), the player shall continue playing the point. Corrective action may be taken only after a point has been completed. Shaking hands at end of the match is an acknowledgment by the players that the match is over.

THE WARM-UP

3. *Warm-up is not practice.* A player should provide the opponent a 5-minute warm-up (ten minutes if there are no ballpersons). If a player refuses to warm up the opponent, the player forfeits the right to a warm-up. Some players confuse warm-up and practice. Each player should make a special effort to hit shots directly to the opponent. (If partners want to warm each other up while their opponents are warming up, they may do so.)

4. *Warm-up serves and returns.* A player should take all warm-up serves before the first serve of the match. A player who returns serves should return them at a moderate pace in a manner that does not disrupt the server.

MAKING CALLS

5. *Player makes calls on own side of the net.* A player calls all shots landing on, or aimed at, the player's 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 the 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 the player 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 of not seeing a ball. One of tennis' most infuriating moments occurs after a long hard rally when a player makes a clean placement and the 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, the player's 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 your opponent 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.

11. *Requesting opponent's help.* When an opponent's opinion is requested and the opponent 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 it was good, the point shall be replayed if the player returned the ball within the proper Court. Nonetheless, if the player's return of the ball results in a "weak sitter," the player should give the opponent the point. If the player failed to make the return, the opponent wins the point. If the mistake was made on the second serve, the server is entitled to two serves.

13. *Player calls own shots out.* With the exception of the first serve, a player should call against himself or herself any ball the player clearly sees out regardless of whether requested to do so by the opponent. The prime objective in making calls is accuracy. All players should cooperate to attain this objective.

14. *Partners' disagreement on calls.* If one partner calls the ball out and the other partner sees the ball good, 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 feelings. The tactful way to achieve the desired result is to tell your partner quietly of the mistake and then let your partner concede the point. If a call is changed from out to good, the principles of Code §12 apply.

15. *Audible or visible calls.* No matter how obvious it is to a player that the opponent's ball is out, the opponent is entitled to a prompt audible or visible out call.

16. *Opponent's calls questioned.* When a player genuinely doubts an opponent's call, the player may ask: "Are you sure of your call?" If the opponent reaffirms that the ball was out, the call shall be accepted. If the opponent acknowledges uncertainty, the opponent 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 calls eliminate 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 and sees a ball from an adjoining Court rolling toward the Court. The player continues to advance and hits the shot, only to have the supposed easy put away fly over the baseline. The player then claims a let. The claim is not valid because the player forfeited the right to call a let by choosing instead to play the ball. The player took a chance to win or lose and 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, any player on the Court affected may call a let as soon as the player becomes aware of the ball. The player loses the right to call a let if the player 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 when:

- a ball in play touches the player;
- the player touches the net or opponent's Court while the ball is in play;

- the player hits a ball before it crosses the net;
- the player deliberately carries or double hits the ball; or
- the ball bounces more than once in the player's Court.
- The opponent is not entitled to make these calls.

21. *Balls hit through the net or into the ground.* A player makes the ruling on a ball that the player's opponent hits:

- through the net; or
- 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 the tape, jump, and then leave a full mark behind the line. This does not mean that a player is required to show the opponent the mark. The opponent shall not cross the net to inspect a mark. See USTA Regulation IV.C.8. If the player hears the sound of the ball striking the tape and sees a clean spot on the tape near the mark, the player should give the point to the 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 an 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 a Server should not be penalized because

the server 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 calls 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 either clearly sees.

26. *Service calls by serving team.* Neither the server nor server's 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. There is one exception. If the receiver plays a first service that is a fault and does not put the return in play, the server or server's partner may make the fault call. The server and the server's partner shall call out any second serve that either 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 the server's 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 does not call a serve a fault and gives the 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 the receiver is not ready. If a player attempts to return a serve (even if it is a "quick" serve), then the receiver (or Receiving 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, the server is entitled to two serves. When there is a delay between the first and second serves:

- the server gets one serve if the server 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 is sufficiently 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 racket or toss a coin.

HINDRANCE ISSUES

33. *Talking during a point.* A player shall not talk while the ball is moving toward the opponent's side of the Court. If the player's talking interferes with an 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 or her

partner to get back. If the shout is loud enough to distract an opponent, then 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 the opponent did not make a timely claim of hindrance.

34. *Body movement.* A player may feint with the body while the ball is in play. A player may change position at any time, including while the server is tossing the ball. Any other movement or any sound that is made solely to distract an opponent, including, but not limited to, waving the arms or racket 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 the player 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 the player's 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 Umpire. 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 an opponent, the opponent suffers the consequences. Consider the situation where the server's racket accidentally strikes the receiver and incapacitates the receiver. 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 an opponent and affects the opponent's ability to play, then the

opponent wins the match by default. Hitting a ball or throwing a racket 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 the player discovers that tough opponents have also entered. A player may withdraw from a match or tournament only because of injury, illness, or personal emergency. A player who cannot play a match shall notify the Referee at once so that the opponent may be saved a trip. A player who withdraws from a tournament is not entitled to the return of the entry fee unless the player withdrew more than six days before the start of the tournament.

39. *Stalling.* The following actions constitute stalling :

- warming up longer than the allotted time;
- playing at about one-third a player's normal pace;
- taking more than 90 seconds on the odd-game changeover; or more than 120 seconds on the Set Break.
- taking longer than the authorized 10 minutes during a rest period;
- starting a discussion or argument in order for a player to catch his or her breath;
- clearing a missed first service that doesn't need to be cleared; and
- excessive bouncing of the ball before any serve.

A player who encounters a problem with stalling should contact an official. Stalling is subject to penalty under the Point Penalty System.

40. *Requesting an official.* While normally a player may not leave the Playing Area, the player may contact the Referee or a Roving Umpire to request assistance. Some reasons for visiting the Referee include:

- stalling;
- chronic flagrant foot faults;
- a Medical Timeout
- a scoring dispute; and
- a pattern of bad calls.
- A player 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 the player's end of the Court. A player's request to remove a ball from the opponent's Court must be honored. A player shall not go behind an adjacent Court to retrieve a ball, nor ask a player 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, the player shall wait until their point is over and then return it directly to one of the players, preferably the server.

42. Catching a ball. If a player catches a ball before it bounces, the player loses the point regardless of where the player is standing.

43. New balls for a third set. When a tournament specifies new balls for a third set, new balls shall be used unless all players agree otherwise.

MISCELLANEOUS

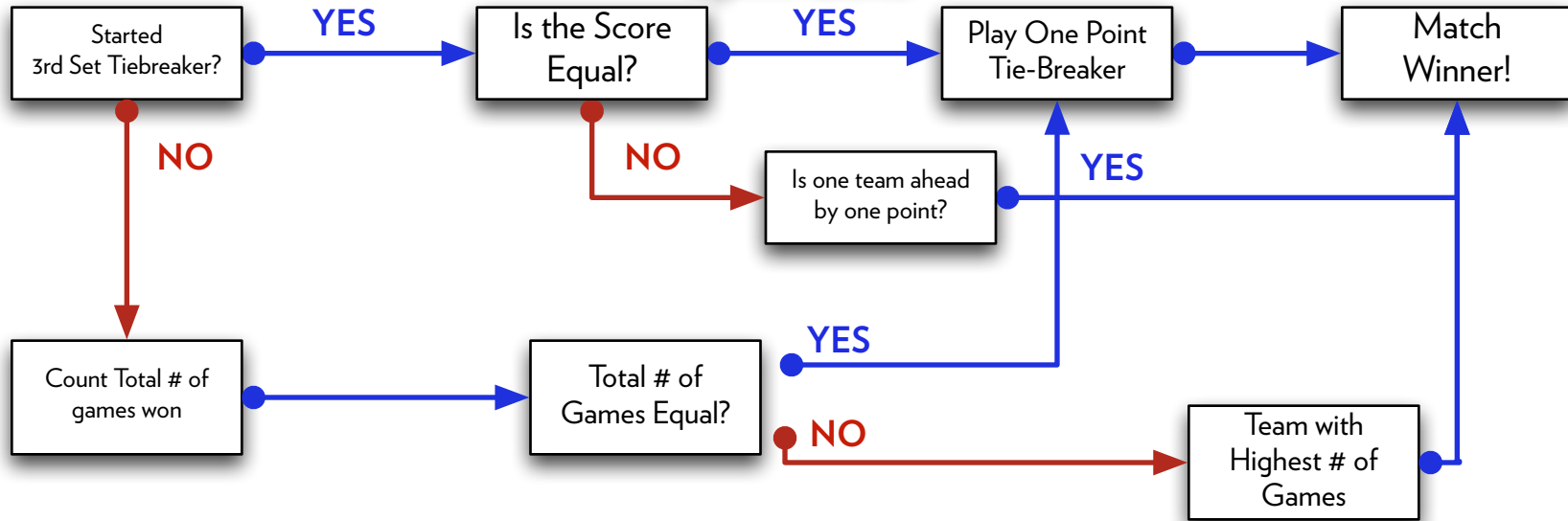
44. Clothing and equipment malfunction. If clothing or equipment, other than a racket, becomes unusable through circumstances outside the control of the player, play may be suspended for a reasonable period. The player may leave the Court after the point is over to correct the problem. If a

racket or string is broken, the player may leave the Court to get a replacement, but the player is subject to code violations under the Point Penalty System.

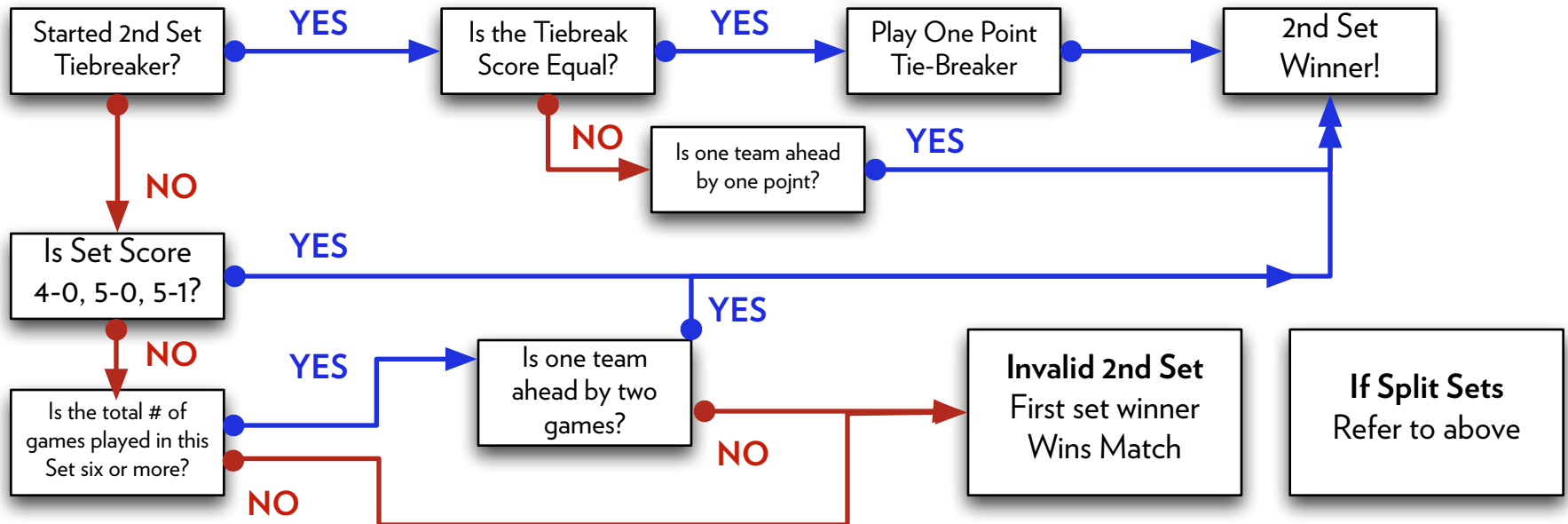
45. Placement of towels. Place towels on the ground outside the net post or at the back fence. Clothing and towels should never be placed on the net.

As of 3/25/09 - When Third Set is Match Tiebreaker

Split Sets



2nd Set Incomplete



As of 3/25/09 - When Playing a Full Third Set

Split Sets



2nd Set Incomplete

