



Easy Reference Guide

CAPTAIN MATCH RESPONSIBILITIES

- Collect all match fees and pay them directly to the club before the start of the match.
- Bring a copy of the **Easy Reference Guide** for the players on each court in the match.
- Exchange line-ups before the start time so that all players are on the court at the appointed time.
- Positions must be forfeited from the bottom up. If any individual position has started and a higher position has to default, the order of play as stated on the line-up is played.
- Confirm scores with opposing captain at the conclusion of the match.
- Enter and confirm scores on Tennis Link **within 48 hrs.**

MATCH FORMAT

- Scoring will be the best two (2) out of three (3) sets using ad scoring with a 7 point set tiebreak (1st to 7 by 2) at 6-6 in each set. The Coman Tiebreak procedure will be applied for all tiebreaks; players will change ends of the court after the first point and every 4 points thereafter.
- Play will be continuous throughout the match. There is no rest after the 1st game of any set but players will change ends if players agreed to change ends prior to the start of the match (refer to regulation 3.4). A 2 minute set break between sets may be taken if requested by any player on the court.

Determining the Winner of a Match Using the Ten Minute Rule.

- Under no circumstances can match points be split. ▪ If a match is not completed and sets are split with 10 minutes remaining in the allotted time, play a 7 point set tiebreak to determine the winner of the match.
- If the match is not completed and any set is in progress with 10 minutes remaining in the allotted time, the following procedure will be used. The Ten Minute Rule goes into effect at the end of the last point of the previous game.
- The set in progress will be decided by declaring the winner of that set to be the team that is ahead by at least two games (ex: 2-0, 1-3, 5-1).
- If there is not a two game advantage and the game score is not tied (ex: 2-1, 3-4, 5-6) one additional regular scoring game will be played using the normal service sequence. If the game score is tied, a 7 point set tiebreak will be played to determine the winner of the set.

If, after determining the winner of the set in progress, neither team has won two sets, a 7 point set tiebreak will be played to determine the winner of the match.

The Code' describes a 3 step process for score disputes, in order of preference:

1. All points & games are agreed upon by the players and **REPLAY ONLY** the disputed points or games.
 2. Play from a score that is agreed upon by all players.
 3. Spin a racquet or toss a coin.
- Under no circumstances can any other person intervene in a match in progress.

USING COURT TIME EFFECTIVELY

- Arrive on time and be prepared to be on the court and ready to start the match at the scheduled time. (Tennis attire, water, and restroom.)

- Adhere to the 10 min warm up, which includes serves. ▪ The purpose of the warm-up is to 'warm-up', not to practice 'winning' shots where the ball cannot be kept in play. ▪ Play is continuous from the time a match starts until it ends. ▪ The maximum allowable times for breaks are as follows. ⇒
Between points: 20 seconds.
⇒ On changeovers (odd games): 90 seconds.
⇒ At the end of each set: 120 seconds.
- There is no break after the 1st game of any set.

WHAT TO DO IF A PLAYER IS LATE

- The point penalty system is enforced with the late player losing toss plus 1 game for each 5 minutes late.
- Penalties begin at the scheduled time of the match. ▪ The match is a default at 15:01 minutes late & considered a 6-0, 6-0 win for the player/team present.
- If the player arrives before the defaulted time, he/she is to receive a 5 minute injury prevention warm-up.

SPORTSMANSHIP

COURTESY: Tennis is a game that requires cooperation and courtesy from all participants.

- Points played in good faith stand.
- Give your opponent benefit of the doubt on all calls.
- A ball that is 99% out is 100% in!
- A player should reverse their "out" call if they realize that they made a mistake or are uncertain of their call. The point then goes to the opponent. It is never played over.
- **BATHROOM BREAK:** Should be taken during a Set Break or, if an emergency at an odd game changeover. Inform the opposing team that you are taking a break and leave your racquet on the court.
- **CELL PHONES/PAGER:** Must be turned off during match. Any point interrupted by a cell phone or pager is awarded to the phone owner's opponent. (The Code)
- Server will call the score after each point loud enough that all match players can hear.
- Treat all points the same regardless of their importance. ▪ Coaching is not allowed and includes talking, signals, hand gestures or interactions with any other player or person other than players on your own court.
- Accept defeat graciously.
- "Shaking hands at the end of a match is an acknowledgement by the players that the match is over." 'The Code'