



# Indoor Season Easy Reference Guide 2025

## CAPTAIN MATCH RESPONSIBILITIES

### PRIOR TO MATCH

- Both Captains should confirm the agreed upon match time and location (indoor/outdoor & place) prior to the match date.
- Home Captain please confirm match date/time with hosting facility no later than 24 hours prior to the scheduled match.
- Notify opposing captain and District League Coordinator of any defaulted courts no later than 24 hours prior.

**REMINDER:** The defaulting team shall be responsible for all players fees on the defaulted court.

### DAY OF MATCH

- Player's/Captains are to pay ALL match fees and deliver payment to the facility BEFORE the start of each match. \$18/ player/match.
- Exchange line ups **before** the start time and ensure all players are on the court at the appointed match start time.
- Enter and confirm scores on TennisLink within 24 hours.
- Home team is responsible for balls.

## PLAYERS RESPONSIBILITIES

### DAY OF THE MATCH

- Arrive on time and be prepared to be on the court and start the match at the scheduled time. (Tennis attire, water, restroom)
- BEFORE the start of the match, ALL PLAYER(S) should review when to stop the clock and start timed rules.
- Adhere to the 10-minute warm up, which includes serves.
- Play is continuous from the time a match starts until it ends. The maximum allowable time for breaks is 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 1<sup>st</sup> game of any set.
- Drinks should only be taken on odd games.
- All issues that arise during a match are to be resolved ONLY by the players involved in the match on that court.
- Vacate the court QUIETLY upon completion of your match.

## MATCH FORMAT

- Best of 3 ad sets with a match tiebreak in lieu of 3<sup>rd</sup> set
- Time will be called after 1 Hour, 45 Minutes** from the designated match time. All games in progress shall be completed (a game is in progress after the first service ball is struck). Any team ahead by two games shall be awarded the win for that set.
- If the match is in the second set and tied, or neither team is ahead by 2 games, play a 7-point set tie-break (first to 7 by 2) using the Coman Tiebreak.
- If sets are split after a second set tiebreak, play a 7-point match tiebreak (first to 7 by 2), using Coman Tiebreak
- Indicate on TennisLink "Timed Match" on the drop down.

## POINT(S) PENALTIES FOR LATE PLAYER(S)

- 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.
- Late penalties **WILL** be imposed only when a player's late arrival is at fault for holding up the start of play.
  - Example of Point Penalty System**
  - 8:01-8:05 = loss of toss, plus 1 game**
  - 8:06-8:10 = loss of toss, plus 2 games**
  - 8:11-8:15 = loss of toss, plus 3 games**
  - 8:15:01 = Match Default**
- THERE WILL BE NO EXCEPTION TO THIS RULE, even should BOTH Captains agree to an exception.**



# Indoor Season Easy Reference Guide 2025

## TO RESOLVE A DISAGREEMENT

- The players are expected to resolve disagreements on the court. 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 will **ONLY REPLAY** 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 may any other person or Captain intervene in a match in progress.

## INJURED PLAYER

- A one-time 3-minute medical time-out is allowed for injury, illness and heat related conditions. If the match does not resume play after 3 minutes, the player(s) are subject to a Point Penalty Violation/Code Violation.
- A maximum 15 min medical time-out is allowed for a bleeding injury. If bleeding continues and the match doesn't resume within 15 minutes, the match is retired.
- If a player is injured as a result of, and within, the 10-minute warm-up period, a legal substitute can play in his/her place. The substitute is allowed a 5-minute prevention warm up. Order of play continues.
- If a player cannot complete the match, the match is retired. Scores are entered as played, e.g. 6-3, 2-0, RETIRED.

## 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.
- **CELL PHONES/PAGER:** Must be turned off during a 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.
- Outside interaction may be considered "interruption of play".
- 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.
- Tapping rackets at the end of a match is an acknowledgment by the players that the match is over and was played in good faith. (The Code)