



2022 VT EZ REFERENCE GUIDE

PLAYER RESPONSIBILITIES

- Players should arrive on time and be ready to play (tennis attire, water, restroom) at the scheduled match time.
- Ensure a copy of the **Easy Reference Guide** is available on the court for the match.
- Adhere to the 10 min warm-up, including serves; Catch the opponent's practice serves and serve the ball back.
- Match play is continuous. The maximum allowable times for a break are 20 sec between points, 90 sec at end change (odd games), 120 sec at the end of set. No break after the 1st game of any set.
- Drinks should be taken on odd games only.
- All issues or calls that arise during a match are to be resolved **ONLY** by the players involved in the match on that court (never from captains, adjacent court players, spectators or club staff/coaches)
- It is the responsibility of the player(s) to know and understand the USTA rules. Acceptance of an opponent's misinterpretation of match-ending rules and other procedures is not a valid reason to file a grievance.
- Before the start of the match, Captains will communicate clearly how and when the end of the match will be determined (times/untimed, etc.)
- Vacate the court **QUIETLY** upon completion of your match. Do not remain to watch other matches in progress.

POINT(S) PENALTIES FOR LATE PLAYER(S)

- The point penalty system will be 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, she is to receive a 5- minute injury prevention warm-up.
- Example of Point Penalty System for Lateness:
 - Match start time is 8:00.
 - 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 = default.

RAIN/CLUB HINDRANCE: MATCH IN PROGRESS

- Both teams must record the following information on the score sheet:
 - Score when play stopped (down to the game)
 - Point score, if necessary)
 - Serving Order
 - The time when the match was stopped
- Remaining time for this match can continue when the rain stops or at a later re-scheduled date if necessary. Play resumes from point at which the match stopped. After a 15- minute delay, players are entitled to another 10- minute warm-up

TO RESOLVE A DISAGREEMENT

- Players are expected to resolve disagreements of court.
- Score Disputes 3-step process:
 - 1. Count all point & games agree upon and replay **ONLY disputed** points or games
 - Play from a score mutually agreeable to all players
 - Spin a racquet to decide any dispute that cannot be agreed upon and play from that point.
- Under no circumstances should any person intervene in a match in progress.

INJURED PLAYER

- A one-time 3- minute medical time-out is allowed for injury, illness and heat related condition. If the match does not resume after the 3 minutes, the player(s) are subject to a Point Penalty Violation/Code Violation
- A maximum 15- minute medical time-out is allowed for bleeding injury. If bleeding continues and match does not 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 injury prevention warm-up. Order of play continues.
- If a player cannot complete a match, the match is retired. Scores are entered as played, e.g. 6-3, 2-0, **RETIRED** (not completed).

SPORTSMANSHIP

- Points played in good faith stand.
- Give your opponent benefit of the doubt on all calls. A ball 99% out is still 100% in.
- If a player mistakenly calls a ball "out" and then realizes it was good, the point shall be awarded to the opponent.
- If a player and her partner disagree about whether their opponent's ball was out, they shall call it good.
- A player shall promptly acknowledge against themselves if: a ball touches them, they touch the net or the opponent's court, they hit the ball before it crosses the net, a double hit, or if the ball bounces more than once in their court. The opponent shall not make the call.
- Any player may call a service let.
- Shake hands at the end of the match. A handshake is an agreement that the match was played in good faith and the match is binding.
- Accept defeat graciously.
- Courtesy. Tennis is a game that requires cooperation and courtesy from all participants.
- Make tennis a fun game by praising your opponent's good shots.
- Any issue pertaining to a match can only be resolved by the players involved in that match. No coaching is allowed.

MATCH FORMAT

- Best of 3 sets with a match tiebreak in lieu of 3rd set.
- Minimum allotted match time should be 2 hours but no less than 1.5 hours.
- If a set is tied 6-6, a 7-point set tiebreak will be played, using the Coman Tiebreak (first to 7 by 2 points).
- If sets are tied 1-1, a 10-point Coman Match Tiebreak will be played (first to 10 by 2 points). (See description below.)
- All individual matches are to be given equal match time and all played under the same ending procedure.
- End of match: Players agree, and report score to their captain. Captains sign the scorecards and report or confirm scores on TennisLink.

MATCH ENDING RULES

- Before the start of the match, Home Team Player(s) should review how AND WHEN the end of the match will be determined (timed or untimed, etc.) with their opponents.
- If Timed, following procedure detailed below.

10-POINT COMAN MATCH TIEBREAK (in lieu of a 3rd set)

- The first team to win 10 points by a 2-point margin shall win the tiebreak and the match.
- The match tiebreak is treated as a third set. The individual team can decide which partner will serve first as it is the beginning of a new set
- The team whose turn it is to serve after the end of the 2nd set begins serving the first point of the match tiebreak from the deuce (right) side of the court. They serve 1 point.
- Thereafter, each player shall serve in rotation for 2 points, starting from the ad (left) side of the court, then the deuce (right) side of the court, until a winner of the set is decided.
- Players change ends of the court after the first point and every four points thereafter (1, 5, 9, 13)
- The score for the match tiebreak should be entered on TennisLink as 1-0 for the winner of the match and choose 'completed match'.

5-POINT TIEBREAK FOR TIMED MATCHES

- First team to win 5 points by 1 point is the winner of the game/set.
- Teams do not change ends of the court during the 5-point tiebreak.
- The player whose turn it is to serve in the set starts the tiebreak and serves two, starting from the deuce (right) side of the court and one on the ad side.
- Each of the remaining players serve in the set rotation for 2 points starting from the deuce (right) side of the court each time.
- If tied at 4-4: the last server shall serve the final point. The Receiving team (singles or doubles) will choose which side/partner will receive. In Mixed Doubles, the point is played gender to gender.

TIMED MATCH ENDING PROCEDURE

15 MINUTES BEFORE END OF MATCH TIME

Complete any game in progress and all remaining games using No-Ad scoring.

At the start of the time limit for Team A vs Team B:

| IF | THEN |
|--|---|
| Teams are in the middle of a game in the 1 st or 2 nd set. | Complete game using <u>No-Ad scoring</u> . At Deuce, the receiving team shall choose which side receives except in Mixed where it is played gender to gender. After completing game, then determine next steps based on outcome |
| One team is <u>ahead by 1 game in the 1st set.</u> | Play one more game. If the Team ahead by one game wins the No-Ad game, that team wins the set. After completing the game, determine next steps based on outcome |
| Teams are <u>TIED in games in the 1st set.</u> | Play a 5-Point Tiebreak to decide the set. After completing set, determine next steps based on outcome |
| Only the 1st set has been completed. | Play 5-Point Tiebreak in lieu of a second set. Play a 5-point Tiebreak to decide outcome if sets are tied after playing the 5-point Tiebreak for 2 nd set. |
| One team is <u>ahead by 1 game in the 2nd set.</u> | Play one more game. If the Team ahead by one game wins the No-Ad game, that team wins the set. After completing the game, determine next steps based on outcome |
| Teams are <u>TIED in games for the 2nd set.</u> | Play a 5-Point Tiebreak to decide the 2nd set. After completing game, then determine next steps based on outcome |
| Team A won 1 st set & is ahead by 2 games in 2 nd set. | Team A wins the match. |
| Team A won 1st set Team B is ahead by 2 games in 2nd set. | Team B wins 2nd set. Play a 5-Point Match Tiebreak to determine the winner of the match. |
| Tied at one set each | Play a 5-Point Match Tiebreak. Do NOT play the 10-point Coman Match Tiebreak even with 15 minutes left. |
| 10-point Coman Match tiebreak already started | Complete tiebreak as started |