

# EASY REFERENCE RULE GUIDE



## Match Format

- Best of 3 sets with a match tiebreak in lieu of 3rd set
- Match time is 2 hours and begins at scheduled time of match.
- 10 min warm up includes serves.
- Toss for serve and decide on clock/watch for time *before warm up* starts
- If a set is tied 6 games all, a 7 point tiebreak will be played
- All players should be aware of how the end of the match is determined (to 2 hour time, or played out)

## How to play a 7 Point Set Tiebreak

*(Played when a set score reaches 6 games all)*

- The team first to win 7 points (by a margin of 2) shall win the tiebreak game & set.
- The player whose turn it is to serve in the set serves the first point, starting from the right side (deuce) of the court.
- Thereafter, each player serves in rotation for 2 points, (delivered from the AD side of the court, then the Deuce side of the court).
- Teams change ends of the court using Coman procedure.
- The team or player who served first in the tiebreak shall receive service in the first game of the following set.

## How to Play a 10 Point Match Tiebreak *(in lieu of a 3rd set)*

- The team who first wins 10 points shall win the match provided they win by a margin of 2 points.
- A match tiebreak is a set so players may change the order of service and receiving sides.
- The team or player whose turn it is to serve begins serving the first point from the deuce (right) side of the court.
- Thereafter, each player shall serve in rotation for 2 points, (serving from the Ad (left) side of the court, then the deuce (right) side of the court), until the winner of the set has been decided.
- Teams change ends of the court using Coman procedure
- The score for the match tiebreak will be entered on Tennis Link as 1-0 for the winner of the match & choose 'completed match'.

**\*All tie breaks shall use the Coman procedure – switch after the first point, and every 4 points thereafter.**

## From The Code:

### Sportsmanship is REQUIRED!

- Courtesy is expected. Tennis is a game that requires cooperation and courtesy from all participants. (Principles)
- All points played in good faith are counted. Shaking hands at the end of the match is acknowledgment that the match is over. (Principles)
- Give your opponent benefit of the doubt on all calls. A ball that is 99% out is 100% in (7). All points are treated the same regardless of importance. (10)
- Accept **victory** and **defeat** graciously.
- Any issues occurring during a match will be resolved by the players on the court.
- Verbal or physical abuse to another player, smashing balls into the net or curtain, making retaliatory line calls, are misconduct and subject to the point penalty system (PPS)
- Warm-up is to 'warm-up' Do not practice 'winning' shots where the ball cannot be kept in play. (3)
- Do not hit out serves back disrupting the server's pace. (Hindrance)

## How to determine who wins the match when time expires

If match is not finished, stop play exactly 10 minutes before the two hour time limit. If in the middle of a game, finish that game. **Players must communicate** and agree how the match will end per situation below.

- A & B in 3<sup>rd</sup> set 10 point tie break, continue play. At two hours, if tiebreak is in progress, whichever team is ahead wins set and match. If A & B tied play sudden death point to determine winner\*.
- A & B have each won 1 set - Play a 10 point match tiebreak. At two hours, if tiebreak is in progress, whichever team is ahead wins set and match. If A & B tied play sudden death point to determine winner\*.

- A won first set and second set in progress

a. If A leads 2<sup>nd</sup> set by 2 or more games, A wins set and match

b. If B leads 2<sup>nd</sup> set by 2 or more games, B wins set 2. Play a 10 point match tiebreak for 3<sup>rd</sup> set and match. At two hours, if tiebreak is in progress, whichever team is ahead wins set and match. If A & B tied play sudden death point to determine winner. \*

c. If games are tied in set 2, play 7 point set tiebreak. If A wins, A wins match. If B wins, play 10 point match tiebreak for the 3rd set and match. At two hours with either tiebreak in progress, the team ahead wins set. If points are tied play sudden death point to determine winner of set\*.

d. If either A or B is ahead by 1 game, play 1 more game. If A is ahead by 2 games, A wins set 2 and match. If B is ahead by 2 games, B wins set 2. If games are tied, play 7 point set tiebreak for set 2. If B wins, play 10 point match tiebreak for the 3rd set and match. If at two hours, whichever team is ahead in tiebreak wins set. If points are tied play sudden death point to determine winner of set\* (If sudden death point played to determine set 2, a second sudden death point would be played to determine set 3 if sets 1 and 2 were split).

e. If second set 7 point tiebreak is in progress, finish tiebreak. If sets are split, play match tie break. At two hours, whichever team is ahead wins. If A & B tied, play sudden death point to determine winner\*

\* Receiving team chooses side it wishes to receive serve on for sudden death points.

## In the Event of a Disagreement

- The players must know and have a copy of the rules and resolve disagreements on the court.
- In a score dispute, all points played that can be agreed upon stand, those that can't must be replayed (32)
- An official may be called to intervene in a match for stalling, flagrant foot faults, a pattern of bad calls, or a scoring dispute.
- The Rules and The Code of Tennis give the benefit of a doubt to the opponent, encourage good sportsmanship and are written "because the game is better played this way."

## What happens if a player is late?

- The point penalty system can 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.
- Late penalties will be imposed when a player's arrival is at fault for holding up the start of play

*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.*

