

## 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. Appoint an acting captain if unable to attend the match.
- Inform the VISITING Captain of how the end of the match will be determined (timed or untimed; clock on court etc.).
- When all matches cannot go on at the same time, the HOME Captain must state the order of the entire position line-up at least 48 hours prior to the match. (This may be changed at the agreement of both captains.) Positions will be played on a 'followed by' basis.
- 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.
- Home team provides USTA approved yellow tennis balls appropriate to the match court surface.

### DAY OF MATCH:

- Collect and pay all match fees to the club before the start of the match. (Note: The HOME team is responsible for any amount charged by its club above the USTA VT LLC recommended fee.)
- Ensure a copy of the **Easy Reference Guide** is on each court for the 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 Tennis Link **within 48 hrs.**

## PLAYER RESPONSIBILITIES

- Arrive on time and be prepared to be on the court and start the match at the scheduled time. (Tennis attire, water, and restroom.)
- 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.
- 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.
- Catch the opponent's practice serves and serve the ball back. Do not practice your return of serve until after you have completed serve practice and only if there is still time left in the warm-up.
- 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.
- Drinks should be taken on odd games only.
- 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. Do not remain to watch other matches in progress.

## MATCH FORMAT

- Best of 3 sets with a match tiebreak in lieu of 3rd set.
- Minimum allotted match time should be 1.5 hours but preferably 2 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. (See description below.)
- All individual matches should be given equal match time.
- End of match:** Players agree on score. Captains sign the scorecards and report or confirm scores on TennisLink.

## 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.
- If the player arrives before the defaulted time, he/she is to receive a 5 minute injury prevention warm-up.
- Late penalties will be imposed only when a player's late arrival is at fault for holding up the start of play. The only exception is if courts are not available at the match scheduled start time(s).

### 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 = Match Default.

## 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:
  - All points & games are agreed upon by the players and **REPLAY ONLY** the disputed points or games.
  - Play from a score that is agreed upon by all players.
  - 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 condition. 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 minute medical time out is allowed for bleeding injury. If bleeding continues and 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 injury 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** (not completed).

## RAIN/CLUB HINDRANCE: MATCH IN PROGRESS

- Both teams must record the following information on the score sheet:
  - ⇒ Score when play stopped (down to 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 rescheduled date. After a 15 minute delay, players are entitled to another 10 minute 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.
- 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.
- Accept defeat graciously.
- “Shaking hands at the end of a match is an acknowledgement by the players that the match is over.” ‘The Code’

### 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 2<sup>nd</sup> 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 NO-AD TIEBREAK \*

**\* Use during the Timed Match Ending Procedure when allotted match time has expired.**

- First team to win 5 points by one point is the winner of the game/set.
- The player whose turn it is to serve in the set serves the first two points, starting from the deuce (right) side of the court.
- Teams do not change ends of the court during the 5 point no-ad tiebreak.
- Thereafter, each player serves in rotation for 2 points starting from the deuce (right) side of the court
- If tied at 4-4: the 4th server shall serve the final point. The Receiving team (singles or doubles) can choose which side/partner will receive. In Mixed Doubles, the point is played gender to gender.

<b>TIMED MATCH ENDING PROCEDURE</b>	
<b>15 MINUTES BEFORE END OF THE MATCH TIME</b>	
<b>At the start of the time limit for Team A vs Team B:</b>	
IF	THEN
<b>Teams are in the middle of the 1<sup>st</sup> set.</b>	Complete the game in progress using <b>No-Ad scoring</b> . 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
<b>One team is ahead by 1 game in the set.</b>	Play one more game using <b>No-Ad Scoring</b> . If the Team ahead by one game wins the No-Ad game, that team wins the set. After completing game, then determine next steps based on outcome
<b>Teams are TIED in games in the set.</b>	Play a <b>5 Point No-Ad Tiebreak</b> to decide the set. After completing game, then determine next steps based on the outcome
<b>Only the 1st set has been completed.</b>	Play <b>5-Point No-Ad Tiebreak</b> in lieu of a second set. Play a <b>5-point No-Ad Match Tiebreak</b> to decide outcome if sets are tied after playing 5-point No-Ad Tiebreak for 2 <sup>nd</sup> set.
<b>In the middle of a game in the 2<sup>nd</sup> set</b>	Complete current and any further games using <b>No-Ad scoring</b> ; 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
<b>Teams are TIED in games for the 2<sup>nd</sup> set.</b>	Play a <b>5 Point No-Ad Tiebreak</b> to decide the 2nd set. After completing game, then determine next steps based on outcome
<b>Team A won 1<sup>st</sup> set &amp; is ahead by 2 games in 2<sup>nd</sup> set.</b>	Team A wins the match.
<b>Team A won 1st set Team B is ahead by 2 games in 2nd set.</b>	Team B wins 2nd set. Play a <b>5 Point No-Ad Match Tiebreak</b> .
<b>Tied at one set each</b>	Play a <b>5 Point No-Ad Match Tiebreak</b> . Do NOT play the 10-point Coman Match Tiebreak even with 15 minutes left.
<b>10 point Coman Match tiebreak already started</b>	Complete tie break as started