

CORRECTING ERRORS

Wrong Players on the Court

If discovered before the first game of all matches affected have been completed, players should go to the correct courts and begin the matches over. Otherwise matches are completed as started.

Lost Track of Score

1. Count all points (and games) agreed upon and replay only the disputed points (or games); **OR**
2. Play from a score mutually agreeable to all players; **OR**
3. Spin a racquet or toss a coin to decide which version of the score to use.

Missed Change of Ends

Correct immediately by switching ends. Points played stand. First serve (even if a fault had been served prior to switching ends).

Wrong Receiver

If players have received on the wrong half of the court (deuce instead of ad), either in a standard game or a tiebreak, complete the game as started. The next time they receive, switch back to the correct positions.

Wrong Server

In a standard game, if a player serves out of order, switch to the correct server and play from the current score. Points played stand. If the game is completed the order of service remains as altered.

In a tiebreak game, if the error is discovered after an even number of points have been played, correct immediately. If discovered after an odd number of points, the order of service remains as altered.

USTA League Regulations & NorCal LLAR



Court Monitors

Court monitors may be used to assist with the management of a match if there is tension between players or in anticipation of potential problems. Any USTA member in good standing may act as a court monitor.

Players shall continue to make their own calls, and court monitors shall confirm or overrule a call only when asked by a player. Otherwise, court monitors shall remain silent and not interject themselves into the match.

When asked, the monitor should overrule a call only if they are 100% sure that the original call made was in error. Otherwise, they should allow the original call to stand.

When asked, court monitors may also assist with keeping score, timing intervals between points, changeovers and sets, and confirming egregious foot faults.

If two monitors are used, the one with the closer and clearer view of the play should make the call, especially along their sideline. If both monitors believe they saw the play clearly, yet disagree on the call, the point shall be replayed.

Monitors are to remain impartial and not have conversations during the match or at changeovers. If no one is available, a match with conflict may wait for someone to assist or reschedule as a last resort.

Sportsmanship Policy

Sportsmanship is the foundation of tennis. It is essential to tennis as a welcoming, open, and inclusive sport. Sports integrity follows a boundless set of core values and attributes that enrich the lives of all who participate. Those attributes include, but are not limited to:

- Understanding and following the rules
- Being fair
- Acting with character and integrity
- Respecting others
- Winning with humility and losing with grace
- Maintaining composure
- Being accountable for one's own actions
- Giving others the benefit of the doubt

Tennis is more fun when players are good sports, and when persons associated with the players and sport reinforce the ideals of good sport conduct. It entices people to stay involved with the sport their entire lives.



Friend At Court

Jan 2025



What to do
when you don't know
what to do

League Match RULES & ETIQUETTE



NORTHERN CALIFORNIA

GENERAL MATCH RULES

3rd Set Format

A 10-point match tiebreak is mandatory in daytime leagues, when required by the facility or when the match begins with two hours or less time remaining (facility closing, another match scheduled, etc.).

When a match tiebreak is not mandatory, a match tiebreak will be played unless both players/teams agree to play a full third set at the beginning of the match. *(No longer a home team decision.)*

Tiebreak Format

All USTA League Championships use the Coman tiebreak. USTA NorCal recommends the Coman tiebreak in local league play. The home team chooses the format before the start of the match. If the home team forgets, it defaults to the Coman tiebreak.

Balls

Home team provides new balls for the match. If a full third set is being played, the home team decides whether new balls will be used for the full third set. New balls should not be used for a match tiebreak.

Coaching

No coaching is allowed once warmups have started. If a full third set is being played, coaching is allowed only during the 10 minute rest period between the second and third sets.

Spectators

Captains and players may be held responsible for the behavior of their spectators.

Spectators may not:

- Talk to or distract players on the court
- Coach, either verbally or visually
- Comment or make signals on line calls
- Sit on court
- Get involved in any disputes
- A captain may clarify a rule only if asked by a player.

Equipment & Electronics

Cell phones and smart watches must be placed in airplane mode or turned off during a match. It is assumed that if you are checking your phone during your match, you are receiving coaching.

START & STOP OF PLAY

Toss

Toss a coin or spin a racquet to decide the choice of ends or to serve/receive/defer before the start of the warm-up. If the player/team defers, the opponents choose the ends or to serve/receive.

Warm-Up

Warm-up is five minutes for all matches and should include serves. A player arriving late, but within the 15-minute default time, is allowed a five-minute warm-up.

Starting a New Set

Switch ends if the game total is odd, stay if even. If a set tiebreak was played, switch ends from where you finished. The player/team that received the first point of the tiebreak will be the server for the new set (or match tiebreak).

Changeovers and Set Breaks

Game changeovers are 90 seconds. Set breaks are 120 seconds. Play must be continuous after the first game of any set or during a tiebreak (i.e., no sitting during the change of ends, but drinking water or towelling off quickly is fine).

Restroom Breaks

Restroom breaks are "reasonable time" (the time it takes to walk briskly to the restroom, use the toilet, wash hands and walk briskly back). They should be taken on a set break; or if needed sooner on a changeover. Only in an emergency should they be taken at any other time. Phones should not be used during restroom breaks.

Medical Timeout

3 minutes including evaluation and treatment. If taken during a game the timing starts when play is stopped and any needed supplies are brought to the court. If taken during a set break or changeover, that time is used first and then the medical timeout begins.

Bleeding Timeout

Up to 15 minutes to stop the bleeding and clean up the playing area. If the bleeding has not been stopped in 15 minutes, the player must retire. The opposing team may time the medical or bleeding timeout.

CALLS ON COURT

Calling Out Balls

A ball that cannot be seen as clearly out (space between line and ball) should be called in. Players who are looking down the line should make the call for best visibility. Opponents should be given the benefit of the doubt if players are unsure.

Partners Disagree

If the partners of a team disagree on a call, the point is awarded to the opposing team. Do not replay the point.

Out Call Reversed

If a call is reversed because you are unsure, the point goes to the opponent. Do not replay the point.

Self-calls

Double bounces (not-ups), tipped ball (touch), crossing over the net plane to make contact (foul shot), touching the net with racquet or body (touch) are self-calls by the player only. Do not stop play unless the player makes a self-call even if you disagree.

Ball On Court

Any player on court can stop play if a ball comes from a neighboring court. The point is replayed. Players on adjacent courts should not call "ball on," especially if it interrupts the point in play.

Service Lets

Any of the players on the court can call a service let. That serve (first or second) is taken again.

Hindrance

The player must stop play if truly "hindered" in making a shot. The player may not hit the ball and then claim a hindrance. The point is replayed if it is an unintentional hindrance (yelling after being stung). Loss of point if it is intentional (yelling "c'mon!," "short," etc.) after a shot that the opponent has a play on.

A racquet that comes out of the hand or a shoe that comes off is not a hindrance. If a player's hat falls off or a ball drops out of the player's pocket, the opponent can call a let (1st time). If it happens again, the opponent can claim the point.

Talking between doubles partners is allowed only when the ball is moving towards them not when it is moving towards their opponents.