

## PLAYER RESPONSIBILITIES

- Arrive punctually and be prepared to be on the court and start the match at the scheduled time.
- Adhere to the 10 min warm up period that includes serves.
- Play is continuous from the time a match starts until it ends. The maximum allowable times for a break are 25 seconds between points, 90 seconds at end change (odd games), 120 seconds at end of set. No break after the 1st game of any set.
- 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 with other players including Captains, spectators or club staff.
- Upon match completion, acknowledge that the match is over. A handshake or tap of racquets is an agreement that the match was played in good faith and the match result is binding.

## MATCH FORMAT

- Best of 3 sets. Ad Scoring.
- Match time is 2-hours, except Tri level matches which have a 90 minute time limit.
- 10-minute warm up period includes serves.
- If first or second set is tied at 6-6, a 7-point Set Tiebreak is played to decide a set (first to 7 by 2 points).

## PENALTIES FOR LATENESS

- Penalties begin at the scheduled time of match.
- The late player loses the toss plus 1 game for each 5 minutes late.
- Match is a default at 15:01 minutes late and considered a 6-0, 6-0 win for player/team present.
- If the player(s) arrives before the default time, they 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. 8:05:01-8:10 = loss of toss, plus 2 games. 8:10:01-8:15 = loss of toss, plus 3 games. 8:15:01 = default.

## INJURY TIME

- A one-time 3-minute medical time-out is allowed per player per injury or for heat related conditions or cramping. If player cannot resume play after 3 minutes, it shall be regarded as a retirement.
- A maximum 15-minute medical timeout is allowed for bleeding injury. If bleeding continues and match doesn't resume within 15 minutes, it shall be regarded as a retirement.
- If a player is injured as a result of, and within, the 10-minute warmup period, a legal substitute may play in his/her place. The substitute is allowed a 5-minute injury prevention warmup.

## RESOLVING DISAGREEMENTS

- 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 and games are agreed upon by the players. Replay only 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.
- Players need to agree upon the match score and result before or immediately after leaving the court. If agreement is not reached, a double default is initially recorded. Refer all unresolved situations to the League Coordinator.

## SPORTSMANSHIP COURTESY

- Cooperation and courtesy are expected from all.
- Points played in good faith stand.
- All points should be treated of equal importance.
- Give your opponent benefit of the doubt on calls, a ball that is 99% out is 100% in!
- Player should reverse their "out" call if they realize they were mistaken or uncertain of their call. The point then goes to the opponent. It is never replayed.
- Server will call the score before each point, loud enough that all match players can hear.
- A dropped racket or player falling does not stop or concede the point and no let is played. If a player loses a hat or drops a spare ball etc. and the opponent considers it a distraction to them, then only the opponent may call a let.
- Coaching is not allowed which includes talking, signals, gestures, interactions with or comments by or to any other person other than players on your court.
- If possible, bathroom breaks should be taken during a set break or, if an emergency, at an end changeover. Inform the opposing team that you are taking a break and leave your racquet on the court.
- Cell phones must be turned off during a match. Any point interrupted by a cell phone is awarded to the phone owner's opponent. Use of cell phones, or any electronic device, during warm-up or play is considered coaching and is not permitted.

## STOP PLAY FOR OTHER THAN 2-HR TIMED MATCH

**(Due to weather or other circumstances beyond the control of players)**

Both teams record the following information on the score sheet:

- Score when play stopped (down to game point score if needed)
- Serving order & player names
- Time match was stopped

Remaining time for this match can continue when circumstances allow or at a later rescheduled date. After 15-minute delay players are entitled to another 10-minute warm up.

## PLAYING 5-point or 7-point SET TIEBREAKS & 7-point or 10-point MATCH TIEBREAKS

- A **5-point Tiebreak** is the first player or team to 5 points, win by 1. Players serve 2 points starting at the deuce side with the last server, if needed, serving 3 points. On the last server's 3<sup>rd</sup> point, the opponents shall choose the receiver. In mixed doubles, the point is played gender to gender. Teams do not change ends. Service order remains in rotation.
- A **7-point Tiebreak** is the first player or team to 7 points with 2 points ahead. The first point of tiebreak will be played from the same end where the teams were at the conclusion of the prior point. In a 7-point Set Tiebreak, service remains in rotation with the player whose turn it is to serve in the set serving the first point except if Tiebreak played in lieu of third set. The first point is served from deuce court following which each player shall serve from the ad court and then the deuce court.
- A **10-point Match Tiebreak** is the first player or team to 10 points ahead by 2 points. In a 10-point Match Tiebreak, the order of team service continues but it is treated as a new set so the individual team may decide which partner will serve first and may also change their court positions. First server will serve one point from the deuce court, following which each server will serve two points, the first of which shall be served from the ad court and the second from the deuce court.
- Teams will change ends after the first point in both 7-point Tiebreak and 10-point Match Tiebreak and then every fourth point (i.e. 1, 5, 9, 13, 17 ...) (Coman Tiebreak Procedure).
- The score should be clearly agreed to amongst the players between each point and at the end of the tiebreak.

**MATCH ENDING RULES FOR ADULT 18&OVER ADULT, 40&OVER ADULT and MIXED DOUBLES:**

Evaluate the Score at 1 hour, 50 minutes after the match start time.

STEP 1 ALWAYS: Complete the game you are in. Then determine which scenario fits & follow steps accordingly:

IF:	THEN:
Exactly 2 sets are complete <u>AND</u> split by both teams	Play a 7-point TB (first to 7 by 2) to determine winner of match.
2 sets are complete <u>AND</u> The 3rd set in progress <u>AND</u> The Score is tied in the 3 <sup>rd</sup> set	Play a 7-point TB (first to 7 by 2) to determine winner of the set and the match.
2 sets are complete <u>AND</u> The 3rd set is in progress <u>AND</u> Either team is ahead by 2 or more games in the set	The team that is ahead wins both the 3 <sup>rd</sup> set & the match. No further play is required.
2 sets are complete <u>AND</u> The 3rd set in progress <u>AND</u> Either team is ahead by 1 game	1) Play 1 more game 2) If either team goes up 2 games, they win the set & the match. 3) If score becomes tied, play a 5-point TB (first to win 5 points) for the set and the match
The 2 <sup>nd</sup> set is incomplete <u>AND</u> The score is tied in the 2 <sup>nd</sup> set	1) Play a 5-point TB (1 <sup>st</sup> to win 5 points) to determine the winner of the set. 2) If the 2 <sup>nd</sup> set winner is the same as the 1 <sup>st</sup> set winner, they win the match 3) If the 2 <sup>nd</sup> set winner differs from the 1 <sup>st</sup> set winner, play a 5-point TB (1 <sup>st</sup> to win 5 points) to determine the winner of the match
The 2 <sup>nd</sup> set is incomplete <u>AND</u> Either team is ahead by a 2 or more games in that set	1) The team that is ahead 2 games wins that set. 2) If the 2 <sup>nd</sup> set winner is the same as the 1 <sup>st</sup> set winner, they win the match 3) If the 2 <sup>nd</sup> set winner differs from the 1 <sup>st</sup> set winner, play a 7-point TB to determine the winner of the match. Note since this is treated as a new set, teams can change their service order as they would at the start of any new set. The winner of the TB wins the match.
The 2 <sup>nd</sup> set is incomplete <u>AND</u> Either team is ahead by 1 game in that set	1) Play 1 more game to determine the winner of the set (up by 2) or tie the score. 2) If the team that won the 1 <sup>st</sup> set wins the 2 <sup>nd</sup> set, they win the match. 3) If the score in the 2nd set becomes tied, play a 5-point TB (first to win 5 points) to determine the winner of the set (and the match if the same team wins both sets). 4) If the 2 <sup>nd</sup> set winner differs from the 1 <sup>st</sup> set winner, play a 9-point TB to determine the winner of the match. Note since this is treated as a new set, teams can change their service order as they would at the start of any new set. The winner of the TB wins the match.

IN ALL CASES, IF OUT OF TIME: If the score is "tied" and no time remains, a deciding point (sudden death) will be played to determine the winner of the set and/or match. If the sudden death was a set decider, a second sudden death point may need to be played for the match if sets become split. Singles receiver chooses which side to receive serves from (Deuce or Ad). In doubles, the receiving team will decide which player will receive the serve. In Mixed, the deciding point serve will always be to the same gender.

### MATCH ENDING RULES FOR 55 & OVER and 65 & OVER

Evaluate Score at Time Limit (1 HOUR 50 MINUTE):	Proceed with following:
Case 1: If exactly 2 sets are complete and split by both teams,	Play a 10-point tiebreak (first to 10 by 2) to determine winner of match. Whichever team is ahead in the tiebreak at the 2-hour mark wins the tiebreak and the match. If the score is exactly tied at the 2-hour mark, a single deciding point should be played to determine the match winner. The receiving team decides the side to receive serve in the deciding point.
Case 2: If 2 sets are completed and a 3 <sup>rd</sup> set 10 Point Match tiebreak is in progress,	- Play to the 2-hour mark. Whichever team is ahead in the tiebreak at the 2-hour mark wins the tiebreak and the match. - If the score is exactly tied at the 2-hour mark, a single deciding point should be played to determine the match winner. The receiving team decides the side to receive the serve in the deciding point.
Case 3: If the 2 <sup>nd</sup> set is incomplete and (A) The score is tied, (B) Either team is ahead by 2 or more games in that set, that team wins the set (C) Either team is ahead by 1 game in that set,	(A) Play a 5-point tiebreak (1 <sup>st</sup> to win 5 points) to determine the winner of the set.* (B) If the 2 <sup>nd</sup> set winner differs from the 1 <sup>st</sup> set winner, play a 5 point tiebreak (1 <sup>st</sup> to win 5 points) to determine the winner of the match. (C) Play one more game to determine the winner of the set (up by 2) or tie the score. If the score in the 2 <sup>nd</sup> set then becomes tied, play a 5-point tiebreak (1 <sup>st</sup> to win 5 points) to determine the winner of the set*  *If the 2 <sup>nd</sup> set winner differs from the 1 <sup>st</sup> set winner, play a 5 point tiebreak (1 <sup>st</sup> to win 5 points) to determine the winner of the match.

Out of Time: If the score is tied and no time remains, a deciding point (sudden death) will be played to determine the winner of the **set and/or match**. If the sudden death was a set decider, a second sudden death point may need to be played for the match if sets become split. Singles receiver chooses which side to receive serves from (deuce or Ad). In doubles, the points: at the 1<sup>st</sup> point, the 5<sup>th</sup> point, 9 point, and every 4 points thereafter until the conclusion of the tiebreak (win by 2 points). The Coman Tiebreak procedure is used for both the 7-point and 10-point tiebreakers.