

USTA PHOENIX

League Match Guide

Rules & Etiquette



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



SOUTHWEST
PHOENIX

GENERAL MATCH RULES

Match Format is two out of three sets with a 10-point tiebreak in lieu of a full 3rd set. TB format is Coman.

Balls are provided by the home/host team. Must be an un-opened pressurized can of balls..

Coaching is not permitted in league matches.

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 on-court issues

Cell Phones and Smart Watches must be in airplane mode or turned off. It is assumed that you are receiving coaching if you check your phone during a match.

SPECIAL CIRCUMSTANCE

Lineups & Unknown Defaults

Exchange lineups at match start time. If a player is missing causing an unforeseen default and the other courts haven't started play, captains shall re-do lineups putting the default on the lowest court. Hold off match start if players are missing. A match that started play, continues as started.

Lineups for Staggered Starts

Exchange lineups only for courts to be played at that the specific start time.

Hard Stops or Closing Times

Home captain must notify visiting team captain before lineup exchange if the match has a hard stop or hard facility closing time. If so, either team may elect to use timed match rules. If elected by either team, TMR must be used.

Conflict on Court

must be resolved by the players on that court. Be prepared in advance. Read the regulations & The Code in Friend at Court.

TIMED MATCH RULES

Timed Match Rules (TMR) must be declared prior to warm up by either captain. Home captain must inform visiting captain if match time is limited.

Warning time is at 20 minutes before the hard stop time, with special rules applying to incomplete matches. Once the "warning time" has been reached the following shall apply:

1. Enter scores as played if match is complete.
2. Stop & reschedule if 1st set is not complete.
3. Complete a 10-point match TB if started.
4. 2nd set not complete? Finish any game or tie-break if the first point has been played, then:
 - If the 2nd set is tied for games (ex: 4-4,) play a 7-point TB for the set.
 - A team ahead by 2 or more games wins 2nd set. A team ahead by one game plays 1 more game, then:
 - A team ahead by 2 or more games is the winner of the 2nd set.
 - 2nd set score tied? Play a 7-pt TB for set.
 - If, after 2nd set is complete, match is tied, play a 10-pt tiebreak.
 - If match time expires, and is incomplete, it is suspended and must be rescheduled.

For TMR matches, only enter actual games played with "Timed Match" designation instead of "Completed."

A second set determined by a 7-pt TB shall be entered with the TB counting as 1 game.

A third set determined by a 10-point TB shall be entered as 1-0 for the winning team/player.

Timed Matches with Staggered Start Times:

* The first courts' hard finish time shall be half-way point between first courts' start time and the hard stop time UNLESS otherwise agreed to by both captains. Ex: first courts begin at 6pm and the facility closes at 9:30pm, the hard stop time for first courts shall be 7:45pm with the 20-min warning at 7:25pm (giving 1 hr and 45 min to complete 6pm matches.)

* The 2nd matches shall start at 7:45pm if courts are unavailable any earlier and "hard" finish at 9:30pm with 20-minute warning at 9:10pm (giving 1 hr and 45 min to complete 7:45pm matches.)

START & STOP OF PLAY

Toss

Toss a coin or spin a racquet to decide one of the following prior to warm-up:

Serve - if chosen, opponent chooses side.

Receive - if chosen, opponent chooses side.

Side of court, if chosen, opponent chooses serve or receive.

Defer - if chosen, the other team/player chooses one of the three options above.

Choosing serve/receive AND side is not allowed.

Warm-Up

Warm-up begins at match time if not before and is 10 minutes including serves. A player that arrives 10 min late or more forfeits a warm-up.

Starting a New Set

Switch ends if the game total is odd, stay if even. If a set TB was played, switch ends from where you finished. The player/team that received the first point of the tiebreak will be the server to start the next set (or 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 a drink of water or quick towel off is ok.)

Restroom Breaks

May be taken using reasonable time (walking briskly to and from the restroom.) A player must inform all players before leaving the court.

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

A player has up to 15 minutes to stop the bleeding and clean up the playing area. If the bleeding has not been stopped in 15 min, the player must retire.

The opposing team may time the medical or bleeding timeout.

MAKING THE CALL

Line Call Principle

A ball that cannot be seen as clearly out, with space between the line and ball **MUST** 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 have any doubt.

Partners Disagree

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

Out Calls Reversed

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

Self-calls

Double bounces ("not-up"), tipped ball ("touch"), crossing the net plane to make contact ("foul shot"), touching the net with racquet or body ("touch"), and hitting through the net 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 can stop play if a stray ball comes on court. The point is replayed unless a player has an 'easy sitter.' Do not call "ball on," for an adjacent match, especially if it interrupts play.

Service Lets

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

LEAGUE MATCH LINE CALLS - THERE IS A DIFFERENCE

There is a subtle yet **important** difference between a player's line calls and an on-court official's line calls. An official impartially resolves a problem involving a call, whereas a player is guided by the principle that the opponent receives the benefit of any doubt whatsoever.

A player in attempting to be scrupulously honest on line calls frequently **will keep a ball in play that might have been out or that the player discovers too late was out. Even so, the game is much better played this way.**

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!,”) while ball is still in play.

A dropped racquet or 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.

CORRECTING ERRORS

Players Went to the Wrong Courts

If discovered before the 1st game of all affected courts are complete, players go to the correct courts and begin the the match over. If not caught by then, matches continue as altered.

Lost Track of Score (in order of preference)

- 1.Count all points (and games) agreed upon and replay only the disputed points (or games); OR
- 2.Play from a mutually agreed upon score; OR
- 3.Spin a racquet or toss a coin to set the score.

Missed Change of Ends

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

Wrong Receiver Discovered

If players have received serve on the wrong side (deuce/ad), either in a game or a tiebreak, complete the game as started. Correct position on the next game they receive.

Wrong Server Discovered

In a standard game: correct the error and play from the current score. Points played stand. Games finished shall stand even if wrong server, and the order of service continues as altered. TB game: correct if an even number of points played. Keep as altered if an odd number played.

SPORTSMANSHIP

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.

CONTINUOUS PLAY & MISC.

Between Points: up to 25 seconds. Any time required to fetch a stray ball is not included.

Change of Ends: up to 90 seconds, except after the 1st game of each set & 1st point of a TB.

After a Set: up to 120 seconds.

Common Issues:

- * Do not return obvious faults. Doing so could be considered rude and a be form of gamesmanship.
- * A return attempt means the receiver was ready.
- * If a ball in play touches a permanent fixture after it has hit the correct court, the player who hit the ball wins the point. If a ball in play touches a permanent fixture before it hits the ground, the player who hit the ball loses the point. Net-post mounted scoring devices are permanent fixtures.
- * The time to clear a stray ball between 1st and 2nd serves is not sufficient time to warrant 2 serves unless receiving team decides it was prolonged enough to constitute an interruption.