



Tennis Gold Coast

Fixtures

Rules & Regulations Book

(Updated 10/10/19)

MESSAGE FROM TENNIS GOLD COAST

Thank you for choosing Tennis and welcome to the Tennis Community.

You are on the road to enjoying both the social and competitive side of tennis.

This Rules & Regulations Book is to help guide you as a player on all aspects of the game of tennis. It is to your best interest to ensure you know the rules and regulations.

Regulations for Fixture Competitions

1.0 Player / Team Registrations

- a) A player and / or a team will be accepted for registration on receipt of the nomination form by the required closing date and on payment of the team nomination fee.
- b) Each individual player must be a current financial member of Tennis Gold Coast.
- c) Players need to be registered by their third match (see 4.0 a).
- d) No refund of team nomination fees will be made after the draw has been completed.
- e) Final registration of the team will not be valid until the Fixture & Grading Committee has given approval.
- f) Two teams may be registered for any one court. Court location must be stated on the registration form. Should more than two (2) teams nominate for any one court, the Fixture & Grading Committee may relocate such teams.

2.0 Team Grading

Fixtures will be played in Grades, with the teams placed in a Grade according to general team strength.

- a) It is recommended that players in a team be of similar standard.
- b) In cases of similar team strength, existing teams will be given preference over new teams entered into the competition.
- c) Tennis Gold Coast employs Tennis Australia's league.tennis.com.au site as a basis for gradings, per individual player.
- d) When a team registers a player who is of much higher standard than the other players in that team, then that team will be graded as if that strong player was not in the team.

3.0 Team Draws

Team draws will be available three (3) working days before the commencement of the starting date of the competition. Access the draw via, league.tennis.com.au; search "Tennis Gold Coast Inc". It is the responsibility of the team captain (or club) to ensure their respective players know where to access the draw or provide a printed version.

The team name appearing first on the draw is the HOME team and the match will be played on their home court (as indicated on the draw).

4.0 Player Registration

- a) A player must pay the Tennis Gold Coast registration before the commencement of their third match in a calendar year; otherwise the team they are playing for will lose all points/games for any rubbers they played in. It is the best interest of the team that registration fees are paid at the time of team registration as no player is covered for Insurance until such fees have been received.
- b) Any member of a team desiring a transfer to another team in the same section during the season, must forward to the Secretary of Tennis Gold Coast a clearance from his/her team, and be approved by the Fixture & Grading Committee before such player will be allowed to play for that new team.
- c) No player may play in a lower section than the one in which he/she first played. A player in a lower section (e.g. Sec 5) may play two (2) matches in Section 2 and two (2) matches in

Section 3, and still return to their original section. A player is ineligible to return to a lower section, unless a player has been graded incorrectly in the first instance, or believes their game has dropped in level – approval is required by the Fixture & Grading Committee.

5.0 Reserve Team Player (or Fill-in Player)

Any player not included on the team registration form and who subsequently plays in a fixture team is deemed to be a RESERVE PLAYER. A reserve player may play in any team within a Grade to the following rules.

- a) A player is not considered eligible for a team if in the opinion of the Fixture & Grading Committee the player would make the team too strong, or is graded higher than the majority of players in that section.
- b) The player's full details must be entered on the scorecard and entered as an 'unspecified player' in Tennis Australia's league.tennis.com.au site.
- c) A reserve player must pay their Tennis Gold Coast registration fees before the commencement of their third match otherwise the team they are playing for will lose all points/games for any rubbers they played in.
- d) A reserve player may play semi's and/or finals for which team he/she has received approval from the Fixture & Grading Committee, or if they have played three (3) matches for this team in the season.
- e) No player may play in a lower grade than the one in which he/she first played except after receiving approval from the Fixture & Grading Committee. A player may reserve in a higher grade providing that the player plays NO MORE THAN TWO (2) MATCHES. If a third match is played in a higher section then the reserve player is ineligible to return to their original lower section for the remainder of the current season.

6.0 Court Registration

All courts shall be subject to the approval of the appointed Executive Committee and must be kept in good order and properly equipped. Important considerations are:

- a) The fence dimensions must be greater than 34 metres by 18.5 metres
- b) Net straps are compulsory
- c) Night competition – lights must be a minimum competition standard

7.0 Regulations for Fixture Play (Protests)

The Executive Committee, whose decision shall be final, shall decide any questions arising from any competition match as to the interpretation of these regulations. Protests must be lodged in writing with the Secretary of Tennis Gold Coast within seven (7) days, except before semi-final and finals when it shall be two (2) days.

8.0 Fixture Guidelines

- a) Home teams only to provide a supervisor – except at courts without a caretaker in attendance – then both teams to provide a supervisor.
- b) SAF - Players must follow the format of the scorecard, Singles Rubber 1 played first, followed by Singles Rubber 2 played second, doubles rubber the final match.

- c) SAF - Players Umpiring. For all Pennant & Section Grades only: Home Player 2 to Umpire the 1st Singles Rubber; Away Player 1 to Umpire the 2nd Singles Rubber. No Umpire for Doubles.
- d) Playing Order - Players names must be written on the scorecard before play starts. If teams cannot agree then the supervisor will take each team and write the order on a secret sheet of paper. Order remains as per the secret sheet of paper on the scorecard.
- e) Wet Weather / Heat Rule (refer to 12.0)

Team supervisor should phone the courts where the team is scheduled to play and check with the court caretaker as to the availability of the court for play, approximately half an hour before scheduled commencement time for a decision regarding play. If play is not cancelled at this time, all players are to turn up at their respective venue, and shall remain at the centre for a period of not less than half an hour from the scheduled starting time, when the court caretaker shall make a decision whether play will commence.

Heat Rule - is applied when the temperature reaches 34 degrees - being the Ambient Temperature, measured in the shade off court. Play is cancelled approximately half an hour prior to the scheduled start of play. If play has commenced and the Heat Rule is applied during a match, play must be suspended (on completion of the current game). If conditions continue for 30 minutes play may be cancelled.

Wet Weather/Heat Out Match Results – Home Team to lodge the match result in league.tennis.com.au, Edit Match, cancel reason "Washout" / "Heatout".

- f) Who Serves First:

Toss for each set – format of play, see scorecard.

- g) Behaviour:

Court caretakers to be solely in control of player's behaviour. Please discipline players immediately, not after the match is completed. Both team Supervisors to discipline if no Court Caretakers. Refer to 10.0 Behaviour.

- h) People on Court:

No Supervisor or players not required for that rubber are to be on court with the players. An exception is made for the "Saturday Afternoon Green Ball Players" – each team Supervisor stand on either side of the net posts and help adjudicate together.

Parent Supervision for Green Ball

For all Green Ball Matches – parents from both teams are asked to help supervise on court for each match. We do encourage players to still score their match and call all balls, with the aid of a parent supervisor on court to help correct and educate. Final decision is with the Parent Supervisor.

- i) Fixtures Fees:

Each player is responsible to pay their fixture fees in the envelope provided (or pay at the counter on arrival) pending on the Home Court preference.

- j) Scorecard / Match Results in League Tennis

Supervisors to check that the scorecard is legible, filled in correctly, signed and any information in relation to a 'reserve player' is written down on the space provided on the rear of the scorecard. It is the Home Teams responsibility to lodge the match scores in league.tennis.com.au by the 3rd working day after the match. Penalty – Home Team lose all points for that round. The Visiting Team are then to go into league.tennis.com.au once the

Home Team have entered the match scores and verify the scores are correct – which make the match results “Official”. The Home Team are also to email the scorecard into TGC.

k) Forfeits (refer to 14.0)

Steps to Avoid Forfeiting

1. Establish good communication with your team members. You need to work as a team on and off the court.
2. Formulate a roster of who is playing each week.
3. If you cannot play, please contact the other member of your team who is rostered off. If this person cannot play, contact your Team Captain as soon as possible in order for your Captain to arrange a reserve player.
4. Team Captain, please first try contacting your Tennis Club for a reserve player (either from another team – equal or lower grade player) to fill-in.
5. You can also contact the other teams in your Grade (or lower) and ask around for a player, particularly if a team has a bye.

If you have to forfeit (please exhaust all steps above first)

1. Please inform the opposition Team Captain as soon as possible
2. Please also inform the Tennis Club where your match was to be played as soon as possible
3. Record your match result as a “forfeit”

As a Team Captain, you are responsible for making sure you can field a team each week

Forfeit Fees Apply

Forfeit Rule for wet weather matches – see 12.0 (f)

9.0 Tennis Attire

Every competitive player shall dress and present himself/herself for play in clean and customarily acceptable tennis attire. The general appearance of a player is the most important factor at this level, not specific clothing detail.

Clothing items deemed to be “non-tennis articles” such as dress shirts, singlets, football shorts and jumpers, walk shorts, gym shorts and jeans should not be worn by any player while competing a match. Sleeveless tennis shirts are permitted which as defined as “tennis shirts without sleeves” (i.e. not singlets).

Warm up clothing shall not be worn during the course of a match, except where extreme weather or religious circumstances dictate, at the discretion of the Centre Caretaker.

Suitable footwear for tennis matches shall be worn (depending on the type of surface) at the direction of the Centre Caretaker.

Players are encouraged to wear headwear, especially at junior fixtures. No writing or logo restrictions apply except where these are obscene or derogatory.

10.0 Behaviour

a) The Tennis Australia ‘Code Of Behaviour’ Tournaments and Weekly Competitions will be enforced.

A Player will be first issued a warning from the Centre Caretaker if in breach of any Code Of Behaviour.

A second recurrence (even including a different Code Of Behaviour) will result in a default.

If a default occurs, the Centre Caretaker must inform Tennis Gold Coast, whereby this player will face the Disciplinary Committee.

b) If a complaint is made in writing within one week of the fixture match alleging any misconduct or unsportsmanlike behaviour by any team member, then the Executive Committee (or any Disciplinary Committee formed for this purpose), may at its discretion either cancel, wholly or partly, the team's points and may either suspend or censure any team or team member for such time and upon such teams as it shall be deemed fit. TGC Disputes Committee will speak to the player and report back to all parties concerned. If misconduct has been displayed, 1st incident is a warning and education; 2nd incident all points are deducted for that round; 3rd incident Team is removed from the competition and need to show cause if they wish to play in the following season by fronting the TGC Disputes Committee.

11.0 Balls

- a) All matches will be played with balls approved by Tennis Australia.
- b) The "Home Team / Home Club" shall provide two (2) new balls for the match. If a second court is used, two (2) near new balls are to be provided.
- c) The balls remain the property of the home team / home club on completion of the match to be agreed upon between team and Centre Caretaker.

12.0 Wet Weather / Heat Out

- a) In the event of wet weather / heat out, "Home Team" please contact the Centre to confirm the status of play. If cancelled, contact your opposition to confirm the match is cancelled due to rain / heat out. "Home Team" to enter the match score in league.tennis.com.au as, Edit Match, cancel reason "Washout" / "Heatout".
- b) If play is washed out or heat out after play has commenced, all teams are to wait until a call is made by the Centre Caretaker to either wait out the weather or call the match as a washout / heatout (general waiting time is 30mins).
- c) If two teams decide not to play without consulting the Centre Caretaker and the court was playable then both teams will lose their points.
- d) Match Fees will be on a Pro-Rata for court hire plus the cost of balls.
- e) When weather affects matches: if a rubber or more is completed, such points will be recognised during the season rounds (not for semi finals or finals - must be a result i.e. 2 rubbers won). For rubbers uncompleted, a balance of points will be awarded accordingly. There is no blanket "washout" / "heatout" matches to all fixture teams who were able to play out their match.
- f) Receiving a forfeit when the match would have been declared a "washout" / "heatout". If you cannot fill a team within 2hrs prior to a match commencement time, you need to call a forfeit. Waiting out the weather to be notified of a washout / heatout is not acceptable to the opposition or the host tennis club. A team who officially forfeits, points will not be reinstated if the match was later declared a washout / heatout.

13.0 Scorecard

- a) Tennis Gold Coast will supply all Tennis Centres with Scorecards at beginning of each season.
- b) It is expected the stronger player plays as 'Player 1'. This is not compulsory though.
- c) Prior to the start of each fixture match, the captains or each team shall nominate on a piece of paper the players and playing order of their team. The papers shall then be exchanged and recorded on the scorecard. This is strictly enforced for Finals.

14.0 Playing Times and Forfeits (**Forfeit Fees Apply**)

- a) Players are to arrive 15 minutes before the scheduled fixture match time
- b) Without exception a RUBBER shall be deemed forfeited in the following circumstances:
 - i) If a team cannot start the first rubber within fifteen (15) minutes of the official start time.
 - ii) In respect of any rubber other than the first rubber, if any player/players is/are not immediately available to play the next rubber after the previous rubber has been completed.
- c) Without exception a MATCH shall be forfeited in the following circumstances:
 - i) If no play is possible (according to order of play as listed on the scorecard) by thirty (30) minutes after the official starting time.
 - ii) If a player is not available to play their second rubber after their first rubber set has been forfeited, due to non-arrival.
 - iii) Forfeit prior to a match – If a team is not notified of a forfeit and arrive at the venue, their attendance will count towards their finals eligibility.

NOTE: A match is not forfeited if a player injures himself / herself during their match and is forced to forfeit their remaining rubbers. This is entered into league.tennis.com.au; find under "Show Advanced Options" "R" Retired.

- d) Forfeit prior to a match (refer to 8.0 (h))
- e) Any team forfeiting three (3) matches will be asked to show cause why the team should remain in the competition. Generally by the 4th forfeit, Teams are withdrawn from the competition.

Forfeit Fee Payment

- f) **Any team forfeiting, regardless of the notice period will be subject to paying the Full Competition Fees for the day (i.e. Pennant \$60, Section/Green Ball \$40). If one (1) player has arrived and a Rubber can be completed, this Rubber will be counted and the remaining Rubbers will be classed a forfeit if the 2nd player is not immediately available to play. Players completing a Rubber will still pay their normal competition fee and the team forfeiting the remaining Rubbers will pay the balance competition fee. If such fees are not paid within fourteen (14) days of the scheduled match to the host Tennis Club, then the team shall receive no further points until payment of the Forfeit Fee. The host Tennis Club receiving the forfeit will generate an Invoice to your Home Tennis Club for the Forfeit Fee. As a Team Member: you are responsible for making sure you can field a Team each week.**

15.0 Playing the Match

- a) Warm-up: Players are allowed a 5 min warm up at the start of each rubber.
- b) Mode of Play: Play is continuous (i.e. no break between games).
Two courts can be used to help complete the match in the allocated time if two courts are available. (Both captains must agree to play on two courts).
If two courts are used from the commencement of play, the home Centre is required to supply two near new balls for the second court. (Both captains must agree).
- c) **Umpiring (SAF see 8.0 (c)):**
 - 1. Each player is responsible for all calls on his/her side of the net, however is should be noted that a Court Supervisor or Referee is permitted to reverse an incorrect line call. On the first occasion where this occurs the point will be replayed (regardless of whether it was point winning shot or not) and for subsequent incorrect calls the player loses the point.

2. If in the opinion of the Court Supervisor or Referee an incorrect line call is a deliberately blatant action the offending player will automatically lose the point and may receive a code violation for Unsportsmanlike conduct.
 3. All "OUT" or "FAULT" calls should be made promptly after the ball has bounced and loudly enough for the opponent to hear.
 4. If in doubt, the player must give the benefit of the doubt to his/her opponent.
 5. If a player incorrectly calls a ball "OUT" and then realises that the ball was good, the point should be replayed, unless it was a point winning shot or unless that player made an incorrect "OUT" call earlier in the match. In these circumstances, the player who called "OUT" loses the point.
 6. A service "let" may be called by either player / team.
 7. Foot faults may only be called by an Official standing on court. The receiver may not call a foot fault against the server.
 8. The receiver must play to the reasonable pace of the server.
 9. The server should call the score before each 1st serve, loudly enough for his / her opponent to hear.
 10. If players cannot agree on the score, they should calmly discuss the points/games that are disputed. All points or games which the players agree on stand and only those in dispute should be replayed.
 11. When a player has created an involuntary hindrance (ball falling out of pocket, hat falling off, etc), the first time a "let" should be called and any similar hindrance thereafter will be ruled deliberate.
 12. Any hindrance caused by a player that is ruled deliberate by the relevant Official will result in the loss of point.
 13. Where a ball interrupts play, either by rolling/bouncing onto the court, and/or creating a visible interruption behind the court a let should be played. Either player can call a let in these circumstances provided they do so in a timely manner. Where this is between a 1st and 2nd serve, a second serve only should be played.
- d) Set Format: Refer to the scorecard for the type of format to be played.

16.0 Points System

3 points for a win, 1 point for a loss

2 points per rubber won

5 points for a complete washout (per team) – rubbers completed, points are awarded (team share the rubber points not completed)

5 points for a bye

0 points for a team which forfeits

17.0 Semi Finals and Finals

- a) All Semi Final matches will be hosted by the teams finishing 1st and 2nd on the points ladder at the conclusion of the competition.
Finals will be played at the Tennis Gold Coast Headquarter – Queens Park Tennis Centre, unless there are insufficient courts to accommodate all the matches.
- b) Where two or more teams are level on Premiership Points, a count back is 1st calculated on Teams Matches Won, 2nd Rubbers For, 3rd Sets For, then Games For.

- c) In the event of a semi-final not being completed (due to weather), a spare round is allocated to play the match. If a semi final match commences and is interrupted by weather, teams will return to the spare week and continue on from the in-completed match score. It is highly desirable the original 4 players are the players returning to complete the semi final match. If not, the team must consult with the Fixture Grading Committee with a valid reason. If this spare round cannot be completed, then the winner shall be determined by reference to the team's position (Teams positioned 1 & 2 on the ladder move thru to the Finals). In the event of a final not being completed, the match will be rescheduled if time permits (i.e. the spare round). Otherwise it will be determined on reference to the team's position on the points table between the 2 Finalists.
- d) A player must play three (3) ordinary fixture matches with their team to be eligible to play in semi-finals and finals, and to also receive a trophy. For the purpose of this rule, a match that has been commenced and then not completed will be counted, provided that all team members attending are entered on the scorecard (and in league.tennis.com.au).
- e) All team members can play in the Semi Finals and Finals. (All players still pay the normal competition fee).
 - e.g. Player 1 plays the Singles Rubber 1
 - Player 2 plays the Singles Rubber 2
 - Player 3 & 4 play the Doubles Rubber
- f) In the event of a team being unable to field a side consisting of registered members of the team who have all played a minimum of three (3) matches in the team, and no reserve player have qualified for the team, then on request and approval of the Fixtures & Grading Committee a registered member of a team playing in a lower section (who has played a minimum of three (3) matches) shall be allowed to fill in for the semi-finals or finals. If a team wishes to use another player who does not fit this criteria, then permission is to be sort from the Fixture & Grading Chairman / TGC for approval.

18.0 Tennis Etiquette

1. All balls on your side of the net are your responsibility to pick up and where appropriate return directly to the server.
2. The receiver should not return the first serve if it is an obvious fault – let it go by or ground it.
3. Do not enlist the aid of spectators, including parents, coaches in making line calls, or attempting to determine the score of other on-court matters.
4. To avoid controversy over the score, the server should announce the game score before starting a game and the point score prior to serving for each point.
5. Wait until a point is over before walking behind a court where a match is in progress.
6. To retrieve a ball from another court or to return a ball to another court, wait until the players have completed a point.
7. Do not stall, sulk, complain or practice poor sportsmanship
8. Screaming regularly and loudly, whether in relation to winning and/or losing a point is likely to cause interference to play on nearby courts and may be considered unsportsmanlike conduct.
9. Overt celebration directed at an opponent may be considered intimidation, and therefore unsportsmanlike conduct.

10. In doubles, when returning service, the partner of the receiver should generally call the service line for him/her. The receiver should generally call the centre and side service lines. The call needs to be loud enough to stop their opponents/partner playing.

19.0 Tie-Break Game

Refer to your scorecard for when a tie-breaker is played, e.g. 5 games all.

During a tie-break game, points are scored "Zero", "1", "2", "3", etc. The first player / team to win seven (7) points wins the "Game" and "Set", provided there is a margin of two (2) points over the opponent(s). If necessary, the tie-break game shall continue until this margin is achieved.

The player whose turn it is to serve shall serve the first point of the tie-break game (forehand court). The following two points (starting in the backhand court) shall be served by the opponent(s) (in doubles, the player of the opposing team due to serve next). After this, each player/team shall serve alternately for two consecutive points until the end of the tie-break game (in doubles, the rotation of service within each team shall continue in the same order as during the set). Players shall change ends after every six (6) points.

The player / team whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.

Match Tie-Break Game:

When a score in a match is one set all, one tie break game shall be played to decide the match. This tie-break game replaces the deciding final set.

The player / team who first wins ten (10) points shall win this match tie-break and the match provided there is a margin of two points over the opponent(s). The original order of service continues.

20.0 Heat Rule

The Heat Rule comes into effect when the Ambient Temperature reaches 34 C (for the Gold Coast Region given our humidity). This is measured in the shade off court. We are governed by Tennis Australia's Extreme Weather Policy. Decisions on play should be made 1 hour prior to commencement time.

PARENTS

Being a parent of a talented player can be very rewarding, but also extremely demanding. The journey from promising youngster to talented player goes through many stages, each one progressively difficult. The odds of becoming a champion are very small, but there are so many other positives to be gained from staying involved, and these can be enjoyed for your entire lifetime.

We hope the following will help overcome any problems, which may arise:

- Be encouraging and show interest, but don't get overly involved. Competing can be stressful, so try not to add to the pressure.
- Keep all comments and body language positive, the exception being for poor or unsporting behaviour.
- Encourage good sportsmanship and fair play in your child, not a "win at all costs" attitude.
- Communicate with the coach on goals and general development, but don't 'coach the coach'.
- Keep a balance in your family life. Don't let the sport dominate your time.
- Understand that sport is a great lesson for life (self-discipline, problem-solving and hard work) and not just about winning.
- Encourage your child to talk about their sport, but understand there are times when they won't want to do this.
- Allow your child to develop their own ideas and thoughts on sport and competition: don't impose yours.
- Remember that there are many qualified people who can coach your child, but only you can be a loving supportive parent.
- Offer congratulations to other competitors and foster friendly relations with other parents, umpires and centre caretakers.

Reminder to Players and Parents (Spectators) – once Players have entered the court, the match is between the Players and the Centre Manager. Please do not become involved in the match. Keep all comments to yourself. Remember we are dealing with Junior Players all learning aspects of the game. You may speak to the Centre Manager, but never to the Players. Line calls are always contentious in tennis – as a Spectator you cannot judge where a ball lands when you're sitting outside the court perimeter – the perception of where a ball actually lands is very different. If both Players agree, no Spectator should comment.

SPECTATORS

- If you're going to applaud shots, this must be in a fair and equal manner.
- DO NOT applaud unforced or forced errors (including double faults). This is unacceptable and unsportsmanlike.
- Do not comment (or communicate) through the fence to any players (particularly in a disrespectful and inappropriate manner).
- Do not provide instructions to players – this will be considered "Coaching".
- You cannot intimidate, threaten or abuse a player.
- You are not allowed to enter the court when play has commenced. If you have any concerns – please seek the Centre Caretaker.
- A player is deemed to be responsible for the behaviour and conduct of their entourage and support team who attend their matches. Where a match is disrupted or interfered with by the action/s of a spectator who is part of a player's entourage the Centre Caretaker may in the first instance attempt to address and eliminate any spectator interference by discussing the relevant offences or behaviour with the offending person and/or applicable player. This

discussion may include a warning to the player and the interfering spectator that any further interference by the spectator may result in a match default.

THE RULES OF TENNIS

1. The Court

The court shall be a rectangle, 78 feet (23.77 m) long for singles matches, 27 feet (8.23 m) wide. For doubles matches, the court shall be 36 feet (10.97 m) wide.

The court shall be divided across the middle by a net suspended by a cord or metal cable which shall pass over or be attached to two net posts at a height of 3 ½ feet (1.07 m). The net shall be fully extended so that it completely fills the space between the two net posts and it must be of sufficiently small mesh to ensure that a ball cannot pass through it. The height of the net shall be 3 feet (0.914 m) at the centre, where it shall be held down tightly by a strap. A band shall cover the cord or metal cable and the top of the net. The strap and band shall be completely white.

2. Permanent Fixtures

The permanent fixtures of the court include the backstops and side stops, the spectators, the stands and seats for spectators, all other fixtures around and above the court, the chair umpire, line umpires and ball persons when in their recognised positions.

In a singles match played with a doubles net and singles sticks, the net posts and the part of the net outside the singles sticks are permanent fixtures and not considered as net posts or part of the net.

Note: *For the purpose of this rule, any persons entitled to be seated inside the court, provided they are in their recognised positions, are to be considered permanent fixtures. "Recognised positions" means the position in which it is necessary for the relevant person to be to perform their designated function. In addition, any constructions above the court, including a roof or other arrangement designed to shield the court from sun or weather, or to support and/or provide lighting will be considered permanent fixtures.*

Comment: *If a ball in play comes into contact with a permanent fixture, the outcome of the point will be decided in accordance with Rule 13.*

3. The Ball

Balls, which as approved for play under the Rules of Tennis, must comply with the International Tennis Federation specifications.

The International Tennis Federation shall rule on the question of whether any ball or prototype complies with International Tennis Federation specifications or is otherwise approved, or not approved, for play. Such ruling may be taken on its own initiative or upon application by any party with a bona fide interest therein, including any player, equipment

manufacturer or National Association or members thereof. Such rulings and applications shall be made in accordance with the applicable Review and Hearing Procedures of the International Tennis Federation.

The event organisers must announce in advance of the event:

- a. The number of balls for play (2, 3, 4 or 6).
- b. The ball change policy, if any.

Ball changes, if any, can be made either:

- i. After an agreed odd number of games, in which case the first ball change in the match shall take place two games earlier than for the rest of the match, to make allowance for the warm up. A tie-break game counts as one game for the ball change. A ball change shall not take place at the beginning of a tie-break game. In this case, the ball change shall be delayed until the beginning of the second game of the next set; or
- ii. At the beginning of a set.

If a ball gets broken during play, the point shall be replayed.

Case 1: If a ball is soft at the end of a point, should the point be replayed?

Decision: If the ball is not broken, the point shall not be replayed.

Note: Any ball to be used in a tournament which is played under the Rules of Tennis must be named on the official ITF list of approved balls issued by the International Tennis Federation.

Comment: A "broken" ball is defined as a ball which has lost all of its compression or one where the surface covering of the ball has become detached from the core. If a ball has lost some but not all of its compression it shall be considered soft but not broken. In any case where a replacement ball is required, it should be of like wear to the ball being replaced, except if the balls have been changed in the previous two games, in which case a new ball should be used.

4. The Racket

Rackets, which are approved for play under the Rules of Tennis, must comply with the specifications in Appendix II.

The International Tennis Federation shall rule on the question of whether any racket or prototype complies with Appendix II or is otherwise approved, or not approved, for play. Such ruling may be undertaken on its own initiative or upon application by any party with a bona fide interest therein, including any player, equipment manufacturer or National Association or members thereof. Such rulings and applications shall be made in accordance with the applicable Review and Hearing Procedures of the International Tennis Federation.

Case1: Is more than one set of strings allowed on the hitting surface of a racket?

Decision: No. The rule mentions a pattern (not patterns) of crossed strings. (See Appendix II).

Case 2: Is the stringing pattern of a racket considered to be generally uniform and flat if the strings are on more than one plane?

Decision: No.

Case 3: Can vibration damping devices be placed on the strings of a racket? If so, where can they be placed?

Decision: Yes, but these devices may only be placed outside the pattern of the crossed strings.

Case 4: During a point, a player accidentally breaks the strings. Can the player continue to play another point with this racket?

Decision: Yes, except where specifically prohibited by event organisers.

Case 5: Is a player allowed to use more than one racket at any time during play?

Decision: No.

Case 6: Can a battery that affects playing characteristics be incorporated into a racket?

Decision: No. A battery is prohibited because it is an energy source, as are solar cells and other similar devices.

Comment 1: The decision in Case 4 takes into account the various professional tennis bodies and other regulated events that may apply specific rules to protect the professionalism and standard to play of their events. It is generally acceptable at club level for a player to continue in a match using a racket with broken strings.

Comment 2: The decision in Case 5 is not designed to prevent a player whose racket strings are broken from changing to a racket with intact strings, and applies to all times when the ball is in play.

Appendix II can be supplied on request to TGC.

5. Server & Receiver

The players/teams shall stand on opposite sides of the net. The server is the player who puts the ball into play for the first point. The receiver is the player who is ready to return the ball served by the server.

Case 1: Is the receiver allowed to stand outside the lines of the court?

Decision: Yes. The receiver may take any position inside or outside the lines on the receiver's side of the net.

6. Choice of Ends & Service

The choice of ends and the choice to be server or receiver in the first game shall be decided by toss before the warm up starts. The player/team who wins the toss may choose:

- a. To be server or receiver in the first game of the match, in which case the opponent(s) shall choose the end of the court for the first game of the match; or
- b. The end of the court for the first game of the match, in which case the opponent(s) shall choose to be server or receiver for the first game of the match; or
- c. To require the opponent(s) to make one of the above choices.

Case 1: Do both players/teams have the right to new choices if the warm up is stopped and the players leave the court?

Decision: Yes. The result of the original toss stands, but new choices may be made by both players/teams.

7. Change Of Ends

The players shall change ends at the end of the first, third and every subsequent odd game of each set. The players shall also change ends at the end of each set unless the total number of games in that set is even, in which case the players change ends at the end of the first game of the next set.

During a tie break game, players shall change ends after every six points.

8. Ball In Play

Unless a fault or a let is called, the ball is in play from the moment the server hits the ball, and remains in play until the point is decided.

9. Ball Touches A Line

If a ball touches a line, it is regarded as touching the court bounded by that line.

10. Ball Touches A Permanent Fixture

If the ball touches a permanent fixture after it has hit the court, the player who hit the ball wins the point. If the ball in play touches a permanent fixture before it hits the ground, the player who hit the ball loses the point.

Case: **A ball, after it has landed in the correct court, hits a line umpire and the opponent claims a let.**

Decision: **The player who hit the ball wins the point, unless the line umpire is not in his recognised position and in the opinion of the chair umpire, the opponent had a reasonable opportunity to reach the ball and make a return shot.**

11. Order Of Service

At the end of each standard game, the receiver shall become the server and the server shall become the receiver for the next game.

In doubles, the team due to serve in the first game of each set shall decide which player shall serve for that game. Similarly, before the second game starts, their opponents shall decide which player shall serve for that game. The partner of the player who served in the first game shall serve in the **third game and the partner of the player who served in the second game shall serve in the fourth game. This rotation shall continue until the end of the set.**

Comment: *Once the order of service in a set has been decided it may not be altered during the set. It may be changed at the beginning of a new set.*

12. Order Of Receiving In Doubles

The team which is due to receive in the first game of a set shall decide which player shall receive the first point in the game. Similarly, before the second game starts, their opponents shall decide which player shall receive the first point of the game. The player who was the receiver's partner for the first point of the game shall receive the second point and this rotation shall continue until the end of the game and the set.

After the receiver has returned the ball, either player in a team can hit the ball.

Case 1: **Is on e member of doubles team allowed to play alone against the opponents?**

Decision: **No**

Comment: *Once the order of receiving has been decided, it may not be altered during a set. It may be changed at the beginning of a new set.*

13. The Service

Immediately before starting the service motion, the server shall stand at rest with both feet behind (i.e. further from the net than) the baseline and within the imaginary extensions of the centre mark and the sidelines.

The server shall then release the ball by hand in any direction and hit the ball with the racket before the ball hits the ground. The service motion is completed at the moment that the player's racket hits or misses the ball. A player who is able to use only one arm may use the racket for the release of the ball.

14. Serving

When serving in a standard game, the server shall stand behind alternative halves of the court, starting from the right half of the court in every game.

In a tie break game, the service shall be served from behind alternate halves of the court, with the first served from the right half of the court.

The service shall pass over the net and hit the service court diagonally opposite, before the receiver returns it.

15. Foot Fault

During the service motion, the server shall not:

- a. Change position by walking or running, although slight movements of the feet are permitted;
or
- b. Touch the baseline or the court with either foot; or
- c. Touch the outside the imaginary extension of the sideline with either foot; or
- d. Touch the imaginary extension of the centre mark with either foot.

If the server breaks this rule it is a "Foot Fault".

Case 1: In a singles match, is the server allowed to serve standing behind the part of the base line between the singles sideline and the doubles sideline?

Decision: No.

Case 2: Is the server allowed to have one or both feet off the ground?

Decision: Yes.

Case 3: A player in taking up his position to serve from the right court, stands with his right foot across the imaginary extension of the centre mark behind the baseline. Even though he lifts his right foot to the correct side of the centre mark as he swings to serve, is this a foot fault?

Decision: Yes. The imaginary extension of the centre mark is a “no-go” area and a player shall not touch it with either foot during his service motion.

Comment:

(a) *“Change position by walking or running” is difficult to define any more precisely. The Rules require that players adopt a stationary position from which to start their serve. From that point it is acceptable for players to transfer their weight forward towards the court and in doing so, movements of the feet are acceptable and often necessary. So long as the player is not intentionally attempting to change their position, or walk or run into the serve, movement of the feet during delivery of the serve is generally acceptable.*

(b) *Similarly, a player may serve with either or both feet off the ground. So long as neither foot has touched any of the areas specified in (b.), (c.) or (d.) above, prior to the player’s racket contact being made with the ball, it shall not be considered a foot fault. This means that a server may have both feet off the ground but over the baseline or the court, and the serve shall not be considered a foot fault.*

16. Service Fault

The service is a fault if:

- a. The server breaks rules 13, 14 or 15; or
- b. The server misses the ball when trying to hit it; or
- c. The ball served touches a permanent fixture, singles stick or net post before it hits the ground; or
- d. The ball served touches the server or server’s partner, or anything the server or server’s partner is wearing or carrying.

Case 1: After tossing a ball to serve, the server decides not to hit it and catches it instead. Is this a fault?

Decision: No. A player, who tosses the ball and then decides not to hit it, is allowed to catch the ball with the hand or the racket, or to let the ball bounce.

Case 2: During a singles match played on a court with net posts and singles sticks, the ball served hits a singles stick and then hits the correct service court. Is this a fault?

Decision: Yes.

17. Second Service

If the first service is a fault, the server shall serve again without delay from behind the same half of the court from which the fault was served, unless the service was from the wrong half.

18. When To Serve & Receive

The server shall not serve until the receiver is ready. However, the receiver shall play to the reasonable pace of the server and shall be ready to receive within a reasonable time of the server being ready.

A receiver who attempts to return the service shall be considered as being ready. If it is demonstrated that the receiver is not ready, the service cannot be called a fault.

Case: **A match is being played without an umpire and one of the players consistently serves before his opponent is ready. What can the receiver do?**

Decision: **The receiver should hold up his hand and verbally indicate to the server that he is not ready.**

Comment: *There is no limit to the number of lets that may be called on the service.*

19. The Let

In all cases when a let is called, except when a service let is called on a second service, the whole point shall be replayed.

Case 1: **When the ball is in play, another ball rolls onto court. A let is called. The server had previously served a fault. Is the server now entitled to a first service or second service?**

Decision: **First service. The whole point must be replayed.**

Comment: *Interruption to play between first and second serves when the first serve is a fault. No set rule can be made to cover this: it is up to the discretion of the umpire as to the nature of the interruption and the length of time of the interruption, keeping in mind that the umpire must be fair to both players in making a decision in such cases.*

20. Player Loses Point

The point is lost if:

- a. The player serves two consecutive faults; or
- b. The player does not return the ball in play before it bounces twice consecutively; or
- c. The player returns the ball in play so that it hits the ground, or before it bounces, an object, outside the correct court; or
- d. The player returns the ball in play so that, before it bounces, it hits a permanent fixture; or
- e. The receiver returns the service before it bounces; or
- f. The player deliberately carries or catches the ball in play on the racket or deliberately touches it with the racket more than once; or
- g. The player or the racket, whether in the player's hand or not, or anything which the player is wearing or carrying touches the net, net posts/singles sticks, cord or metal cable, strap or band, or the opponent's court at any time while the ball is in play; or

- h. The player hits the ball before it has passed the net; or
- i. The ball in play touches the player or anything that the player is wearing or carrying, except the racket; or
- j. The ball in play touches the racket when the player is not holding it; or
- k. The player deliberately and materially changes the shape of the racket when the ball is in play; or
- l. In doubles, both players touch the ball when returning it.

Case 1: After the server has served a first service, the racket falls out of the server's hand and touches the net before the ball has bounced. Is this a service fault, or does the server lose the point?

Decision: The server loses the point because the racket touches the net while the ball is in play.

Case 2: After the server has served a first service, the racket falls out of the server's hand and touches the net after the ball has bounced outside the correct service court. Is this a service fault, or does the server lose the point?

Decision: This is a service fault because when the racket touched the net the ball was no longer in play.

Case 3: In a doubles match, the receiver's partner touches the net before the ball that has been served touches the ground outside the correct service court. What is the correct decision?

Decision: The receiving team loses the point because the receiver's partner touched the net while the ball was in play.

Case 4: Does a player lose the point if an imaginary line in the extension of the net is crossed before or after hitting the ball?

Decision: The player does not lose the point in either case provided the player does not touch the opponent's court.

Case 5: Is a player allowed to jump over the net into the opponent's court while the ball is in play?

Decision: No. The player loses the point.

Case 6: A player throws the racket at the ball in play. Both the racket and ball land in the court on the opponent's side of the net and the opponent(s) is unable to reach the ball. Which player wins the point?

Decision: The player who threw the racket at the ball loses the point.

Case 7: A ball that has just been served hits the receiver or in doubles the receiver's partner before it touches the ground. Which player wins the point?

Decision: The server wins the point, unless it is a service let.

Case 8: A player standing outside the court hits the ball or catches it before it bounces and claims the point because the ball was definitely going out of the correct court.

Decision: The player loses the point, unless it is a good return, in which case the point continues.

Case 9: During a match in which line umpires are being used, the receiver, seeing the serve is going to be fault, volleys the ball and the service line umpire calls "fault". What decision does the umpire make?

Decision: The chair umpire overrules the line umpire on a point of tennis law (not fact), and awards the point to the server under rule 20(e).

Case 10: A line umpire sees the ball, on the full, touch the clothing of a player standing outside the bounds of the court. The ball then bounces outside the court and the line umpire makes no call as he had seen the ball already hit the player. Is the line umpire correct?

Decision: No. It is the duty of the line umpire to determine only if the ball is in or out in respect of his assigned line only. The Chair Umpire shall determine if the ball hit the player and, if in his sole opinion the ball had touched the player before bouncing out, should call "touch".

Case 11: As a player completes his shot his racket slips from his hand but does not hit the net or go into his opponent's court. Does the player lose the point?

Decision: No, as the racket was in the player's hand when the shot was made.

21. A Good Return

It is a good return if:

- a. The ball touches the net, net posts/singles sticks, cord or metal cable, strap or band, provided that it passes over any of them and hits the ground within the correct court; except as provided in Rule 2 and 20 (d); or
- b. After the ball in play has hit the ground within the correct court and has spun or been blown back over the net, the player reaches over the net and plays the ball into the correct court, provided that the player does not break Rule 20; or

- c. The ball is returned outside the net posts, either above or below the level of the top of the net, even though it touches the net posts, provided that it hits the ground in the correct court; except as provided in Rules 2 and 20 (d); or
- d. The ball passes under the net cord between the singles stick and the adjacent net post without touching either net, net cord or net post and hits the ground in the correct court; or
- e. The player's racket passes over the net after hitting the ball on the player's own side of the net and the ball hits the ground in the correct court; or
- f. The player hits the ball in play, which hits another ball lying in the correct court.

Case 1: A player returns a ball which then hits a singles stick and hits the ground in the correct court. Is this a good return?

Decision: Yes. However, if the ball is served and hits the singles stick, it is a service fault.

Case 2: A ball in play hits another ball which is lying in the correct court. What is the correct decision?

Decision: Play continues. However, if it is not clear that the actual ball in play has been returned, a let should be called.

Case 3: In a singles match played on a doubles court with singles sticks in place, a player in making a winning shot runs into that portion of the net between the singles stick and net post. Is this a good return?

Decision: Yes. This part of the net is not that part considered under Rule 20 (g) and is a permanent fixture under Rule 2.

Case 4: A player in making a volley, brings his racket over the net without touching it. Is this a good return?

Decision: Yes, provided that the ball has crossed the net to the player's side of the court before he makes contact with it.

Case 5: In making a return from a wide shot, the ball does not pass over the net but goes around the outside of the net post, below the height of the net and falls into the correct court. Is this a good return?

Decision: Yes.

22. Hindrance

If a player is hindered in playing the point, by a deliberate act of the opponent(s), the player shall win the point.

However, the point shall be replayed if a player is hindered in playing the point by either an unintentional act of the opponent(s), or something outside the player's own control (not including a permanent fixture).

Case 1: Is an unintentional double hit a hindrance?

Decision: No. See also Rule 20 (f).

Case 2: A player claims to have stopped play because the player thought that the opponent(s) was being hindered. Is this a hindrance?

Decision: No, the player loses the point.

Case 3: A ball in play hits a bird flying over the court. Is this a hindrance?

Decision: Yes, the point shall be replayed.

Case 4: During a point, a ball or other object that was lying on the player's side of the net when the point started hinders the player. Is this a hindrance?

Decision: No

Case 5: In doubles, where are the server's partner and receiver's partner allowed to stand?

Decision: The server's partner and the receiver's partner may take any position on their own side of the net, inside or outside the court. However, if a player is creating a hindrance to the opponent(s), the hindrance rule should be used.

Case 6: After a first service fault, the receiver prepares to receive a second serve. As the second serve is delivered, the ball from the first serve fault, which had not come to rest, rolls back on court. The receiver claims a hindrance. Is he correct?

Decision: No. It is the responsibility of each player at their own end of the court to ensure that balls are secured and stationary prior to commencing each point. If players fail to ensure that balls are properly secured prior to serving or receiving, they cannot later claim a hindrance. In any event the umpire will make the final decision.

23. Correcting Errors

As a principle, when an error in respect of the Rules of Tennis is discovered, all points previously played shall stand. Errors so discovered shall be corrected as follows:

- a. During a standard game or a tie break game, if a player serves from the wrong half of the court, this should be corrected as soon as the error is discovered and the server shall serve

from the correct half of the court according to the score. A fault that was served before the error was discovered shall stand.

- b. During a standard game or tie break game, if the players are at the wrong ends of the court, the error should be corrected as soon as it is discovered and the server shall serve from the correct end of the court according to the score.
- c. If a player serves out of turn during a standard game, the player who was originally due to serve shall serve as soon as the error is discovered. However, if a game is completed before the error is discovered the order of service shall remain as altered. In this case, any ball change to be made after an agreed number of games should be made one game latter than originally scheduled.

A fault that was served by the opponent(s) before the error was discovered shall not stand.

In doubles, if the partners of one team serve out of turn, a fault that was served before the error was discovered shall stand.

- d. If a player serves out of turn during a tie break game and the error is discovered after an even number of points have been played, the error is corrected immediately. If the error is discovered after an odd number of points have been played, the order of service shall remain as altered.

A fault that was served by the opponent(s) before the error was discovered shall not stand.

In doubles, if the partners of one team serve out of turn, a fault that was served before the error was discovered shall stand.

- e. During a standard game or a tie break game in doubles, if there is an error in the order of receiving, this shall remain as altered until the end of the game in which the error is discovered. For the next game in which they are the receivers in that set, the partners shall then resume the original order of receiving.
- f. If in error a tie break game is started at 6 games all, when it was previously agreed that the set would be an "Advantage set", the error shall be corrected immediately if only one point has been played. If the error is discovered after the second point is in play, the set will continue as the "Tie break set".
- g. If in error a standard game is started at 6 games all, when it was previously agreed that the set would be a "Tie break set", the error shall be corrected immediately if only one point has been played. If the error is discovered after the second point is in play, the set will continue as an "Advantage set" until the score reaches 8 games all (or a higher even number), when a tie break game shall be played.
- h. If in error an "Advantage set" or "Tie break set" is started, when it was previously agreed the final set would be a deciding match tie break, the error shall be corrected immediately if only one point has been played. If the error is discovered after the second point is in play, the set will continue either until a player or team wins three games (and therefore the set) or until the score reaches 2 games all, when a deciding match tie break shall be played. However, if the error is discovered after the second point of the fifth game has started, the set will continue as a "Tie break set".
- i. If the balls are not changed in the correct sequence, the error shall be corrected when the player/team who should have served with new balls is next due to serve a new game.

Thereafter the balls shall be changed so that the number of games between ball changes shall be that originally agreed. Balls should not be changed during a game.

24. Continuous Play

As a principle, play should be continuous, from the time the match starts (when the first service of the match is put in play) until the match finishes.

- a. Between points, a maximum of twenty (20) seconds is allowed. When the players change ends at the end of a game, a maximum of ninety (90) seconds are allowed. However, after the first game of the set and during a tie break game, play shall be continuous and the players shall change ends without a rest.

At the end of each set there shall be a set break of a maximum of one hundred and twenty (120) seconds.

The maximum time starts from the moment that one point finishes until the first service is struck for the next points.

- b. If, for reasons outside the player's control, clothing, footwear or necessary equipment (excluding the racket) is broken or needs to be replaced, the player may be allowed reasonable extra time to rectify the problem.
- c. No extra time shall be given to allow a player to recover condition. However, a player suffering from a treatable medical condition may be allowed one medical time out of three minutes for the treatment of that medical condition.

A limited number of toilet/change of attire breaks may also be allowed, if this is announced in advance of the event.

- d. The warm up time shall be a maximum of five (5) minutes, unless otherwise decided.

25. Coaching

Coaching is considered to be communication, advice or instruction of any kind, audible or visible, to a player.

Case 1: Is a player allowed to be coached, if the coaching is given by signals in a discreet way?

Decision: No.

Case 2: Is a player allowed to receive coaching when play is suspended?

Decision: Yes.

Comment: *As a means of limiting the opportunity for coaching to occur, players shall not be permitted to make use of mobile phones or any other electronic devices during matches.*

Standard Code of Behaviour Violations

The following violations amount to breaches of the Code of Behaviour.

1. Commencement of play (no show)

A player is not ready to commence play within 15 minutes of his/her match time.

2. Physical abuse

A player physically abuses any official, opponent, spectator, or other person within the precinct. For the purposes of this rule physical abuse is the unauthorised touching of any official, opponent, spectator or other person.

In certain circumstances the matter may also be referred to the police for further investigation and subsequent possible action.

3. Verbal abuse

Players shall not at any time directly or indirectly verbally abuse any official, opponent, sponsor, spectator, or other person within the precincts of the competition site. For the purpose of this rule, verbal abuse is defined as a statement about an official, opponent, sponsor, spectator or other person that implies dishonesty or is derogatory, insulting, racially or otherwise abusive.

4. Audible obscenity

Players shall not use an audible obscenity within the precincts of the competition site. For the purposes of this rule audible obscenity is defined as the use of words commonly known and understood to be profane and uttered clearly and loudly enough to be heard by the court officials or spectators.

5. Unsportsmanlike conduct

A player shall not during any competition engage in conduct that damages the image and integrity of tennis. Players shall at all times conduct themselves in a sportsmanlike manner and give due regard to the authority of officials and the rights of opponents, spectators and others. For the purposes of this policy, unsportsmanlike conduct is defined as any misconduct by a player, prior to, during or subsequent to a match that is clearly abusive or detrimental to the sport, including, but not limited to blatant cheating, but does not specifically fall within other violation categories.

6. Unreasonable delays

A player unreasonably delays a match. A player shall commence the match after the expiration of the established warm-up period. Thereafter, play shall be continuous as provided in the Rules of Tennis and a player shall not unreasonably delay a match for any cause. When a violation is a result of a medical condition, refusal to play or not returning to the court within the allocated time a code violation (delay of a game) penalty shall be assessed in accordance with the code schedule. Other delays may be dealt with as a time violation.

7. Visible obscenity

A player makes offensive or obscene gestures during any match or within the precinct. For the purpose of this rule, visible obscenity is defined as the making of signs by a player with his hands, body and/or racquet/balls that commonly have an obscene meaning.

8. Abuse of racquets or equipment

A player violently or with anger, hits, kicks or throws a racquet or other equipment, or in any way unreasonably interferes with any court fixtures and equipment within the precinct. For the purposes of this rule abuse of racquets or equipment is defined as intentionally and violently throwing, destroying or damaging racquets or equipment or intentionally and violently hitting the net, court, umpire's chair or other fixture during or after a match out of anger or frustration.

9. Abuse of balls

Players shall not violently, dangerously or with anger hit, kick or throw a tennis ball within the precinct except in the reasonable pursuit of a point during a match (including warm-up). For the purposes of this rule abuse of balls is defined as intentionally hitting a ball out of the enclosure of the court, hitting a ball dangerously or recklessly within the court or hitting a ball with negligent disregard of the consequences.

10. Leaving the court

A player leave the court are during a match (including the warm-up) without the permission of an official.

11. Best efforts

A player shall use his/her best efforts to win a match when competing in competition. For the purpose of this rule, an official shall have the authority to penalise a player.

12. Coaching

A player receives any type of coaching from any person while a match is in progress, except where special provision is made for competition. Communication of any kind, audible or visible between a player and any other person may be construed as coaching. Coaching shall be permitted where there is an off-court break between sets or during interruptions to play caused by bad weather or light where players leave the court. Coaching is not permitted while court is being serviced at the end of or during a set and players are still on court, or during a toilet break.

13. Failure to complete a match

A player must complete a match in progress unless he/she is reasonably unable to do so. A violation of this section may subject a player to immediate default.

Non-standard Code of Behaviour violations

14. Dress and equipment

A player does not dress and present himself/herself for play in approved tennis attire (see 9.0 Tennis Attire).

15. Conduct unbecoming

A player who behaves in a manner considered to be detrimental to the best interests of the event and the sport will be deemed to have committed a violation.

16. Time violation

Where a player takes longer than the prescribed time between points, or at the change of ends, the official will determine whether a violation has occurred. If it is determined that violation has occurred the first violation shall be penalised by a warning and each subsequent violation by a point penalty.

17. Spectator interference

Where a match is disrupted or interfered with by the action of a spectator who is part of a player's entourage (i.e. parent, family member, coach or friend) an official shall first warn the player and the interfering spectator, including advising that any further interference by the spectator may result in a match default.