



Rules for Veterans' League Competitions

Administration

Rule 1

The Veterans' League competitions is organised by the Hong Kong Veterans' Tennis Association and executed by the Veterans' League Management (VLM) of the Hong Kong Tennis Association. The Veterans' League competitions shall be under the general management of the VLM of the HKTA and the Rules of Tennis to be observed shall be those approved by the International Tennis Federation.

Rule 2

- (A) The VLM, which is appointed annually by the Council of the Hong Kong Tennis Association (HKTA), shall comprise a Chairman, a League Secretary, and not less than 8 additional members from among the Tennis Convenors or members of the Member Clubs.
- (B) The VLM shall be responsible for:
- (i) registration of players and teams,
 - (ii) grading of individual players,
 - (iii) division of teams,
 - (iv) establishment of League schedules of play, and
 - (v) publishing of a League Handbook or its equivalent on the Internet, the results of play and the interpretation of Rules
- (C) The VLM shall also be responsible for the arbitration of disputes between players/teams/Clubs on League matters and on conduct. The VLM may either upon receipt of a complaint or at its own instigation convene a meeting of the VLM (which shall regulate its own proceedings and at which a quorum shall be four) to deal with any of the above matters and any other matters relating to the League and shall have power to:-
- (i) suspend players/teams/clubs from the League;
 - (ii) expel players/clubs from the League and / or
 - (iii) refuse entry of a club or player to a future League; and/or
 - (iv) take any other action as the Committee thinks fit.
- (D) All communications relating to Rules 2(B) and 2(C) must be directed by Member Clubs to the VLM through their Tennis Convenors. The VLM will communicate with the Member Clubs by sending their correspondence to the Tennis Convenors and one other person nominated by each Member Club from time to time.



Entries

Rule 3

()The League shall be divided into the following 4 AGE GROUPS and SEVEN DIVISIONS:

(A)EVENT

(B)Men's Combined 80+ Doubles Division 1

Players must be aged 35 and over, i.e. they should be born on or before 31 December 1987. The combined age of each pair of players should be 80 and over, e.g.: $35 + 45 = 80$ OR $38 + 46 = 84$ etc.

And the team shall be open for all players in any grades.

(C)Men's Combined 80+ Doubles Division 2

Players must be aged 35 and over, i.e. they should be born on or before 31 December 1987. The combined age of each pair of players should be 80 and over, e.g.: $35 + 45 = 80$ OR $38 + 46 = 84$ etc.

And all players in team shall be graded C or below according to HKTA grading.

(D)Men's Combined 100+ Doubles Division 1

Players must be aged 45 and over, i.e. they should be born on or before 31 December 1977. The combined age of each pair of players should be 100 and over, e.g.: $45 + 55 = 100$ OR $48 + 56 = 104$ etc.

And the team shall be open for all players in any grades.

(E)Men's Combined 100+ Doubles Division 2

Players must be aged 45 and over, i.e. they should be born on or before 31 December 1977. The total age of each pair of players should be 100 and over, e.g.: $45 + 55 = 100$ OR $48 + 56 = 104$ etc.

And all players in team shall be graded C or below according to HKTA grading.

(F)Men's Combined 120+ Doubles

Players must be aged 55 and over, i.e. they should be born on or before 31 December 1967. The combined age of each pair of players should be 120 and over, e.g.: $55 + 65 = 120$ OR $58 + 64 = 122$ etc.

And the team shall be open for all players in any grades.

(G)Women's Combined 80+ Doubles Division 1

Players must be aged 35 and over, i.e. they should be born on or before 31 December 1987. The total age of each pair of players should be 80 and over, e.g.: $35 + 45 = 80$ OR $38 + 46 = 84$ etc.

And the team shall be open for all players in any grades.

(H)Women's Combined 80+ Doubles Division 2

Players must be aged 35 and over, i.e. they should be born on or before 31 December 1987. The total age of each pair of players should be 80 and over, e.g.: $35 + 45 = 80$ OR $38 + 46 = 84$ etc.

Player must not grade A+ according to HKTA grading



The grading used will be that posted on the HKTA website on the date of the entry deadline.

(B) Any of the seven divisions in Rule 3 (A) may be further divided into Sub-Divisions as may be warranted by the number of entries, provided there are not less than 5 teams in any Sub-Division.

(C) Allocation of days for matches:

- **Men's Combined 80+ Division 1 & Division 2:** Matches will be played on **Wednesdays**.
- **Men's Combined 100+ Division 1** Matches will be played on **Tuesdays**
- **Men's Combined 100+ Division 2:** Matches will be played on **Mondays**.
- **Men's Combined 120+:** Matches will be played on **Thursdays**.
- **Women's Combined 80+ Division 1 & Division 2:** Matches will be played on **Tuesdays**.

Eligibility of Players

Rule 4

Each player in the League must at the time of his registration by his/her club, be a subscribing **Full HKVTA member** and also in addition shall:-

- a) Hold a valid Hong Kong Identity Card **ONLY**

Eligibility of Teams

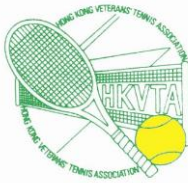
Rule 5

No team shall be eligible to play for a Club in the League unless registered with the VLM prior to the entry closing date stipulated by the VLM and no registration shall be accepted unless accompanied by such sum as shall from time to time be stipulated by the VLM as the League Entry Fee.

Registration of Teams

Rule 6

(A) Each eligible club entering a team shall forward an entry form nominating at least EIGHT players to be registered as a nucleus of that team for that season, the team must have a minimum of SIX players whose respective grading is equivalent to the division in which the team is entered (exclusive of provisionally graded player) Tennis Convenors must submit the FULL NAMES of the players in English along with their Hong Kong Identity Card Nos. and their HKVTA Membership Nos. with expiry dates, if known. Tennis Convenors are responsible for ascertaining the eligibility of players representing their



respective clubs.

- (B) Each Club shall appoint a Captain for each team entered in the League, and shall insert on the League Entry Form the name, telephone number and email address (where applicable) of each Captain. Tennis Convenors must report any changes of captaincy during the period, (whether temporary or permanent) to the VLM. A person should not be appointed as a Captain for more than one team unless the teams are in a different division or unless the teams do not play on the same day of week.
- (C) (i) If a club should enter more than one team in the same Division of an Age Group, the players in each individual team must be clearly specified and those players cannot play for the other team.
- (ii) No change of players among the teams of the same Age Group will be allowed once the draw and fixtures have been made.
- (D) The number of teams that each Club may enter shall depend on the available playing facilities of the Club. (For example, if a Club has 3 courts available for League competition, the VLM shall accept not more than 2 teams scheduled to play on the same day of week.)
- (E) The VLM will only entertain applications for additional players within 14 days after commencement of the league season. Clubs must follow the procedures stipulated on the League Entry Form when applying for additional players.
- Any application received after the league handbook has been printed may be charged an administration fee of \$150 for the processing of each additional player, to be determined by the VLM from time to time.

Replacement Players

Rule 7

During the League season should a player who already has played at least two matches in a team become unavailable to continue to play due to:

- a) injury or sickness, or
- b) prolonged absence from Hong Kong,

the club may submit an application for a replacement player on the following conditions -

- (i) the replacement player has an eligible VLM grading to play for the team, and
- (ii) such application is made in writing by the Tennis Convenor of the Club and counter-signed by the outgoing and replacement players for whom the application is made, and
- (iii) such application is substantiated by documentary proof acceptable to the VLM.



Unless a replacement player has played at least two previous matches for his/her team, he/she shall not be permitted to compete in a Playoff Match in a multi-group Division or any of the final two fixture matches in a single-group Division.

An administration fee, to be determined by the VLM from time to time, will be charged for the processing of each replacement player.

(Note: This rule does not apply to default due to injury or sickness sustained by a player during a fixture match for which no replacement is allowed for that match.)

Rule 8

(A) A player must play for only one team in the same Age Group of the League Competition during the same season.

(B) No individual shall represent a Club in any playoff match unless he/she has played for the team on at least two occasions. Being named as a team member in a walkover match shall not be counted as an occasion for eligibility to represent a club in a Play-off Match.

Additional Players

Rule 9

The VLM will only entertain applications for additional players within 14 days after commencement of the League season of the relevant division. Clubs must follow the procedures stipulated on the League Entry Form when applying for additional players. Any application received after the League Handbook has been uploaded may be charged with an administration fee of HK\$150 for the processing of each additional player, or such other sum as may be determined by the VLM from time to time.

Fixture List

Rule 10

(A) The date and location of every League match to be played shall be fixed by the VLM. The Fixture List shall be drawn up with details of participating Clubs and the names and telephone numbers of each team captain. These particulars shall be made available to each participating Club.

(B) Should any Club find it impossible to entertain two or more visiting teams simultaneously on the same day, the home team shall be responsible for providing an alternative venue.



(C) 11 teams or less: one division single round robin. Details are as follows:

1-2 teams: cancel;

3,4 teams: double round robin;

5-11 teams: single round robin;

12 teams and above: divide in 2group

Tennis Balls

Rule 11

The Home Team shall provide new balls for every scheduled fixture. Such balls may be of any standard make complying with the regulations of the International Tennis Federation.

Rules of Play

Rule 12

- (A) For all League fixtures, the home team shall make the match courts available for warm-up not later than 7:00 p.m. and the first game of the match on each court shall commence at the official starting time of 7:15 p.m. If any pair of players are not ready on court to commence the first round of play within 15 minutes of the official starting time they shall forfeit the first set to the opposing team, and if the same pair are not ready to play within 45 minutes of the official starting time (i.e. by 8:00 p.m.) they shall forfeit the remaining sets to the opposing team.
- (B) Any player arriving after the official starting time 7:15 p.m. shall be entitled to only 5 minutes warm up on court.
- (C) The Home Team shall ensure that all League competition courts must be adequately fitted with floodlights. These lights should be turned on before 7:00 p.m. and remain properly lit for the entire duration of the match.
- (D) The match should be played on the same surface throughout. If a change of surface is necessary during the course of the match prior agreement of the opposing team Captain must be obtained.
- (E) The Home Team shall provide courts as stated under the list of registered Clubs in the League Handbook. Home clubs shall ensure that the courts are fit and safe for play. In the event that one or all of such courts are unavailable the home team may either arrange to play at another venue, or apply to the VLM play on fewer courts, subject to the following:
 - (i) The home team must inform the away team and the VLM of any proposed changes (with adequate reason) in writing at least one week in advance.
 - (ii) The VLM will decide whether to accept or reject the request and will notify the



two teams of its decision in writing at least four days prior to the fixture date.

- (iii) In the event that the away team disagrees with a proposed changes and the VLM does not approve of the change of courts, then the scheduled match shall be forfeited by the away team unless the original courts are made available for play as scheduled.
- (F) A Club may apply to the VLM for permission to conduct matches on 2 courts under circumstances beyond its control. The Club has to submit its application at least one week in advance of the scheduled match and the VLM has full discretion to decide whether or not to grant the permission.
- (G) Notwithstanding Rule 13B, in all HKTA officiated matches the team captains are required to submit to the HKTA official the names of their players 10 minutes before the official starting time.
- (H) Teams are obliged to play all scheduled matches and all nine sets in each match must be completed.

Format of Play

Rule 13

- (A) Each team shall field three pairs for each fixture. Each pair shall play one tie-break set against each and every pair of the opposing team.
- (B) Prior to commencement of a fixture, each captain shall complete a nomination form separately. Then the FULL NAMES of the players along with their HKID Card of the players will be copied onto a blank league score sheet. For the first round, pair A of the home team will play against pair A of the away team, pair B of the home team will play against pair B of the away team and pair C of the home team will play against pair C of the away team. From the second round onwards, the Home Team Captain shall decide the order of match rotation.
- (C) Player substitutions after declaration may be made, subject to agreement by the opposing team Captain and on the understanding that any sets played by a substituted player shall be deemed forfeited. Particulars of all substituted players must be clearly indicated on the League score sheet.
- (D) Declared players in all League fixtures are required to produce photo-bearing identity documents for verification by the Captain (or his/her delegate) of the opposing team and/or a VLM official. Failure to produce such photo-bearing document(s) when requested shall render the player(s) ineligible for the tie and result in disqualification.



Scoring

Rule 14

- (A) Advantage games will be played in each set, and a 7 point tie-break will be played at 6 games all.
- (B) Subject to the due compliance with Rule 12(H), the team winning at least 5 sets in a match shall win the match and be awarded one League point.
- (C) Any ineligible or unregistered players fielded must be declared on the League Score Sheet and agreed to by the opposing Team Captain, failing which the whole fixture match shall be forfeited 0-9 to the opposition, and the offending captain and/or player may render himself/herself liable to suspension by the VLM. Any set played by an ineligible or unregistered player shall be deemed forfeited.
- (D) Any undeclared replacement of player(s) shown in the score sheet to be fielded in a fixture match shall result in the forfeiture of that match 0-9 to the opposition. The offending player(s), team and club may render themselves liable to be suspended or disciplined in other manners by the VLM.

Score-sheet

Rule 15

- (A) The Captain of the winning team shall submit a completed League score sheet signed by both Captains to the VLM within 3 days of each match won by his/her team.
- (B) Unreported or late submission of scores may not be entered in the results register and may result in forfeiture of matches won.
- (C) Score sheets must include all players' full names and Hong Kong Identity Card. The VLM reserves the right not to process any incomplete League score sheet.

Continuity of Play

Rule 16

- (A) Play shall be continuous from the first point of each set until the set is concluded. Play shall never be suspended, delayed, or interfered with for the purpose of enabling a player to recover his strength or his wind. When changing sides, a maximum of one and half minutes shall elapse from the cessation of the previous game to the beginning of the next game, the exception being that there will be no break at the end of the first game of each set. After the first game of each set, the players will change ends but will not rest, which is similar to the change of ends in a Tie-break. No coaching of any player by any person is allowed when a match is in progress, but discussion among declared players of the same team is permitted during game breaks and set breaks.



- (B) Play may be suspended once in every set due to injury. A one-time three (3) minutes injury time shall be allowed for that condition. Inability to resume play after 3 minutes shall result in forfeiture of the set.
- (C) Players shall not concede a Walkover Set without valid reasons. Failure to observe this rule may render a player liable to disciplinary action by the VLM and may result in forfeiture of all the sets won by the player in the fixture.
- (D) Subject to Rule 12 (F), the Home Team shall be responsible for providing three courts with floodlights in accordance with the provisions of Rule 12(A) and to enable uninterrupted match play until the fixture is completed. If any courts and/or floodlights shall become unavailable for match play after commencement of a fixture, the unfinished set and all subsequent sets to be played on those courts shall be forfeited to the Away Team. This rule shall apply unless the Home Team subsequently submits to the VLM through the Tennis Convenor that the cause of unavailability is due to unexpected circumstances beyond the control of the Home Team and such submission is accepted by the VLM.

Inclement Weather

Rule 17

- (A) In the case of inclement weather before a match starts and no agreement has been reached between the captains of both teams to postpone the match, all scheduled players from both teams will have to attend the venue and wait to see if the match can be held. A match can only commence if the Captains of both teams agree to do so, or failing agreement if a majority of players of both teams agree to do so. If the match cannot so commence within 30 minutes of the starting time, the match shall be postponed.
- (B) The following shall apply to any match in which play has commenced but is subsequently suspended because of inclement weather making the courts unfit for play:
 - (i) No match shall be suspended, or recommence after suspension unless agreed by the Captains of both teams provided that if there is no agreement between the Captains but a majority of all players participating in the match are of the opinion that the match should be suspended, or recommence as the case may be then the match shall be so suspended, or recommence. If the match cannot recommence within 30 minutes from the time of suspension, the match shall subject to sub-clause B (ii)(a) be postponed.
 - (ii) If a match is so postponed, the following rules shall apply:
 - (a) At the time of stoppage of play the team winning at least 5 sets shall be declared the winner and one League point shall be awarded to the winning team. The final result of the respective set won by the teams shall be counted in the calculation for a playoff or position in any Division.



- (b) If neither team has won 5 sets when play is suspended, the match shall be completely replayed, subject to the right of either Captain to agree to forfeit any of the remainder of the unfinished and unplayed sets at the time of discontinuance to the opposing team.
- (iii) Except as provided in Rule 17 any team unilaterally failing to continue a match will forfeit the entire match and one League point shall be awarded to the opposing team.

Postponements

Rule 18

- (A) Participating teams should try their best to complete their League matches on scheduled dates in accordance with the fixtures dates stipulated in the League Handbook. However, if it is not possible for one or both teams to play a match (excluding playoff matches) on the scheduled date, a postponement may be arranged by the two teams if both Team Captains agree to the postponement.
However Home teams must, within 48 hours, offer 2 possible dates when home courts are available while the Away teams must also, within 96 hours, response to or confirm the Home Teams' offer(s). Any postponed playoff match shall be played at a venue and on a date to be decided by the VLM.
- (B) When the courts on which the match is to be played are, in the opinion of the Home Team Captain unfit for play, the Home Team Captain should immediately notify in writing the Away Team Captain and the VLM of such unavailability. However if the Away Team Captain contests this decision, a written complaint can be lodged with the VLM who shall then conduct an inquiry. After the inquiry, if the VLM is of the opinion that the Home Team has misrepresented the reason(s) for postponement, the Home Team will then be deemed to be in breach of this postponement rule and a Walkover Match shall be awarded to the away team.
- (C) The Captains of both teams shall inform the VLM within 48 hours if a match has been postponed or cannot take place for whatever reason, as well as when a new match date has been mutually agreed by both Captains.
- (D) The Captains should arrange to play all postponed matches within 2 weeks from the original fixture dates, but in any case not later than one week after the last fixture match of their Group or Division of the League. All matches played after the deadline will be disregarded for the purposes of counting League points.
- (E) The Home Team Captain should notify the VLM immediately if he/she fails to agree to reschedule a postponed match with the Away Team Captain within the VLM stipulated



postponement period. The VLM shall then fix a date for this rescheduled match by giving to both Teams not less than one week's prior written notice, whereupon the Home Team Club shall host this match on the rescheduled date. Failure of either team to compete on the rescheduled date will result in forfeiture of the fixture match to the other team. If both teams fail to compete on the rescheduled date, no League point shall be awarded to either team.

- (F) In the event that a fixture match is not played within 2 weeks from its original fixture date, or that the match is not played within one week after the last fixture match of the League season, or that both team Captains have failed to inform the VLM within 48 hours of the original fixture date of the match's postponement status, then the VLM shall regard both teams to have forfeited the match and no League point shall be awarded to either team.

Walkover Matches & Walkover Sets

Rule 19

- (A) The VLM discourages walkovers. Teams entered for the League season are expected to play each and every match in accordance with the schedule stipulated in the League Handbook. Captains must ensure that all team members are informed of this commitment. The VLM also discourages a team from conceding the remaining unplayed sets after it has won or lost 5 sets in a match.
- (B) A Walkover Match may be claimed by a team when:
- (i) the team is informed in writing by the opposing team that it will not be playing the match and/or will concede a Walkover Match, or
 - (ii) after the team has refused to agree to a request for postponement by the opposing team and the opposing team has failed to turn up for the match, or
 - (iii) the full team of that team present on court at the scheduled official starting time, less than 2 players from the opposing team are on court and ready to commence the match within 45 minutes after the scheduled Official Starting Time (i.e. by 8:00 p.m.) (Refer to Rule 12A).
 - (iv) the opposing team has failed to provide proof of identity of its declared players (Refer to Rule 13D).
- (C) Subject to Rule 12(A), a Walkover Set may be claimed by a team when any opponent in the set has failed to produce his identity proof, or is a declared ineligible player (refer to Rule 13(B), 13(C) and 13(D)).
- (D) A team wishing to claim any Walkover Sets or a Walkover Match must lodge a written claim to the VLM and the opposing team Captain within 48 hours from the scheduled starting time of the Walkover match, citing reasons for the claim. In the case of only



one team being present on court after 45 minutes of the scheduled Official Starting Time (refer to Rule 15 (A)), a written claim by the claiming team must cite reasons for the claim and put the full names of the players along with their signatures and Hong Kong Identity Card / VTA Membership onto a blank League score sheet. To contest this claim, the Captain of the opposing team must inform the VLM in writing within 7 days of the Walkover match stating full reasons for not conceding the Walkover.

- (E) All Walkover claims must be approved by the VLM. The VLM shall consider each claim and make appropriate rulings to award entire matches or sets thereof on a case by case basis.
- (F) Once a Walkover Match is awarded by the VLM, a League point will be awarded to the claiming team.
- (G) Once a Walkover Set is awarded by the VLM, the claiming team will be deemed to have won that set against its opponents.
- (H) Any team conceding more than one Walkover Match with no valid reasons during the League season will be liable to disciplinary action by the VLM. This action may include suspension of every registered member of that team from HKTA League competitions for one full season within a 12-month period following the end of the current League season.

Rule 20

The Champion and 1st runner-up shall be decided as follows:

- (A) The Champion is the team that has won the most league points. If there are more than one team having the same number of league points, then ALL of them will be declared as Joint Champions.
- (B) If there is ONLY ONE champion, then the 1st runner-up will be decided according to the same procedures as mentioned in (A). (There will be no 1st runner-up if there is more than one Champion.) Same principle applies in deciding the ranking position.
- (C) If there are two Groups, there will be a cross playoff. The winner of Group 1 will play the runner-up of Group 2 and vice-versa. If there are co-winners in any group, a tie in League points won by two teams in one Group, the winner of the League match between those two teams is the Group winner. In cases where two rounds of round-robin matches have been played, if there is a tie in League points won by two teams and each team wins once in their two head to head League matches, the team that wins the higher total number of sets in the two matches between them shall be the Group winner. If there is a tie in the total number of sets won, the team that wins the higher total number of games in the two matches between them shall be the Group winner. If there is a tie in League points won by 3 or more teams, the team that has the highest winning



percentage of the matches played among the relevant teams shall be the Group winner. The rules in this sub-clause will be similarly applied to determine the runner-up of the Group, the percentage will be calculated according to the following formula:-

$$\frac{\text{Sets Won}}{\text{Total Scheduled Sets}} \times 100\%$$

The winners of these semi-final playoff matches will then play in the final to determine the Divisional Champion. There will be no playoff for third and fourth places.

Rule 21

Tennis Convenors and Team Captains of Clubs should familiarize themselves with the eligibility rules for players, the completion requirements of the League score sheets, the report of match results and arrangement of postponed matches. The VLM may invoke Rule 4, 14(C), 15(B), (C), 18(E) and (F) without giving prior warning.

Rule 22

The VLM reserves the right to amend the above Rules at any time without giving prior notice.

IMPORTANT NOTICE

SCORE SHEET

Score sheets should be submitted by the captain of the winning team
within 3 days of each match to:-

Hong Kong Veterans' Tennis Association
Room 1008, Olympic House,
1 Stadium Path, So Kon Po,
Causeway Bay, Hong Kong
Tel.2504 8582 Fax3582 4923

CLUB RULES CONCERNING MOBILE PHONES

Mobile phones must be set on silent at all times if carried in the host Club

Texting / Emailing / Internet Browsing / Photo Viewing / Video Calling

The VLM expects all players to observe the rules of host clubs. Convenors and captains should ensure that their players are fully aware of the points made above.



Mobile phones may not, under any circumstances, be used by visiting players or spectators when playing at a club which forbids their use.

According to the rules of some clubs any person, whether a member or non-member, may be immediately asked to leave the premises. If, during a match, therefore, a visiting player infringes a club's rules regarding mobile phones and is asked to leave the premises, this player is deemed to have forfeited any remaining games in a set and all of his other unplayed sets.



CODE OF BEHAVIOUR FOR UNOFFICIATED MATCHES

The code is not part of the Official ITF Rules of Tennis. **It is a guide for unofficiated matches.** The highest standard of sportsmanship is expected from every player. Violators of this code or its spirit are subject to disciplinary action by the VLM.

1. **Courtesy.** Tennis is a game that requires cooperation and courtesy from all participants.
2. **Counting points played in good faith.** All points played in good faith stand.
3. **Player makes calls on own side of the net.** A player calls all shots landing on, or aimed at, the player's side of the net.
4. **Opponent gets benefit of doubt.** When a match is played without officials, the players are responsible for making decisions, particularly for line calls.
5. **Ball touching any part of line is good.** If any part of the ball touches the line, the ball is good. A ball 99% out is still 100% good.
6. **Ball that cannot be called out is good.** Any ball that cannot be called out is considered to have been good. A player may not claim a let on the basis of not seeing a ball.
7. **Requesting opponent's help.** When an opponent's opinion is requested and the opponent gives a positive opinion, it must be accepted. If neither player has an opinion, the ball is considered good.
8. **Out calls corrected.** If a player mistakenly calls a ball "out" and then realizes it was good, the point shall be replayed if the player returned the ball within the proper court.
9. **Partners' disagreement on calls.** If doubles partners disagree about whether their opponents' ball was out, they shall call it good. It is more important to give your opponents the benefit of the doubt than to avoid possibly hurting your partner's feelings by not overruling.



10. **Audible or visible calls.** No matter how obvious it is to a player that the opponent's ball is out, the opponent is entitled to a prompt audible or visible out call.
11. **Opponent's calls questioned.** When a player genuinely doubts an opponent's call, the player may ask: "Are you sure of your call?" If the opponent reaffirms that the ball was out, the call shall be accepted. If the opponent acknowledges uncertainty, the opponent loses the point. **There shall be no further delay or discussion.**
12. **Spectators never to make calls.** A player shall **not** enlist the aid of a spectator in making a call. No spectator has a part in the match.
13. **Prompt calls.** A player shall make all calls promptly after the ball has hit the court. A call shall be made either before the player's return shot has gone out of play or before the opponent has had the opportunity to play the return shot.
14. **Lets called when balls roll on the court.** When a ball from an adjacent court enters the playing area, any player shall call a let as soon as the player becomes aware of the ball. The player loses the right to call a let if the player unreasonably delays in making the call.
15. **Touches, hitting ball before it crosses net, invasion of opponent's court, double hits, and double bounces.** A player shall promptly acknowledge if:
 - a ball touches the player;
 - the player touches the net;
 - the player touches the player's opponent's court;
 - the player hits a ball before it crosses the net;
 - the player deliberately carries or double hits the ball; or
 - the ball bounces more than once in the player's court.
16. **Balls hit through the net or into the ground.** A player shall make the ruling on a ball that the player's opponent hits:
 - through the net; or
 - into the ground before it goes over the net.
17. **Server's request for third ball.** When a server requests three balls, the receiver shall comply when the third ball is readily available. Distant balls shall be retrieved at the end of a game.



18. **Foot Faults.** A player may warn an opponent that the opponent has committed a flagrant foot fault. However, no player can call flagrant foot faults.
19. **Talking during a point.** A player shall not talk while the ball is moving toward the opponent's side of the court. If the player's talking interferes with an opponent's ability to play the ball, the player loses the point.
20. **Feinting with the body.** A player may feint with the body while the ball is in play. A player may change position at any time, including while the Server is tossing the ball. **Any movement or sound that is made solely to distract an opponent, including, but not limited, to waving the arms or racket or stamping the feet, is not allowed.**
21. **Grunting.** A player should avoid grunting and making other loud noises. Grunting and other loud noises may bother not only opponents but also players on adjacent courts.
22. **Service calls in doubles.** In doubles the Receiver's partner should call the service line, and the Receiver should call the sideline and the centre service line. Nonetheless, either partner may call a ball that either clearly sees.
23. **Service let calls.** Any player may call a service let. The call shall be made before the return of serve goes out of play or is hit by the Server or the Server's partner. **Any let shall be called promptly.**
24. **Obvious faults.** A player shall not put into play or hit over the net an obvious fault. To do so constitutes rudeness and may even be a form of gamesmanship.
25. **Receiver readiness.** The Receiver shall play to the reasonable pace of the Server. The Receiver should make no effort to return a serve when the Receiver is not ready. If a player attempts to return a serve (even if it is a "quick" serve), then the Receiver (or Receiving team) is presumed to be ready.
26. **Server announces score.** The Server shall announce the game score before the first point of the game and the point score before each subsequent point of the game.
27. **Disputes.** Disputes over the score shall be resolved by using one of the following



methods:

- count all points and games agreed upon by the players and replay only the disputed points or games;
- play from a score mutually agreeable to all players;

28. **Retrieving stray balls.** Each player is responsible for removing stray balls and other objects from the player's end of the court.
29. **Catching a ball.** If a player catches a ball before it bounces, the player loses the point regardless of where the player is standing.
30. **Clothing and equipment malfunction.** If clothing or equipment, other than a racket, becomes unusable through circumstances outside the control of the player, play may be suspended for a reasonable period.
31. **Placement of towels.** Place towels on the ground outside the net post or at the back fence. Clothing and towels should never be placed on the net.

THE OFFICIAL ITF RULES OF TENNIS CAN BE FOUND ON THE ITF WEBSITE:

www.itftennis.com

DRESS

Every player should dress and present himself / herself for play in a suitable manner. Clean and customarily acceptable tennis attire should be worn.

UNACCEPTABLE ATTIRE

Sweatshirts, marking shoes, gym shoes, dress shirts, or any other inappropriate attire should not be worn during a match.