



RULES, REGULATIONS AND TENNIS CODE OF CONDUCT

Côte St Luc Tennis Club

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THE COTE ST-LUC TENNIS CLUB

RULES & REGULATIONS

These rules apply to ALL members regardless of age, gender & membership status.

MISSION STATEMENT

The Club's mission is to provide all members with the opportunity to enjoy tennis in the areas of both recreational and competitive play. We believe that the continued growth of our club depends on a strong foundation of youth. To that end we will support an active junior development program.

1. GENERAL CODE OF CONDUCT

- 1.1. The following rules have been duly approved by the Board of Directors of the Côte St Luc Tennis Club (the Board) and may be amended by the Board at any time. Such amendments will take effect immediately after they have been posted on the clubhouse notice board.
- 1.2. Failure by a member to comply with these rules, after due notification, may result in temporary or permanent suspension of membership privileges.
- 1.3. Members of the Club, including Juniors, their families and guests, accept that none of the Cote St. Luc Tennis Club, their members, directors, officers, employees or agents will be liable for any damages or loss arising from loss of personal property or personal injury sustained on or about the property and facilities of the Club. All use of property and facilities and participation in any event or activities at the Club are voluntary, and all risk, loss or injury arising in any manner whatsoever (including negligence) is expressly assumed by the user.
- 1.4. At no time shall club employees be reprimanded, abused or openly criticized by members in accordance with the City of Côte Saint- Luc's public anti-harrassment policy. Any member so doing may be brought before the Disciplinary Committee and subject to disciplinary action and/or suspension. Any complaints regarding an employee shall be directed in writing to the Club Manager.
- 1.5. Members, their guests, and all others using the Club premises and facilities are to conduct themselves at all times in a manner that is not disruptive to other members and that is in compliance with the regulations of the Club. This includes using courteous language and showing respect for Club property and staff at all times. Arguments between members and staff should simply not occur.

2. MEMBERSHIP

- 2.1. Membership dues must be paid prior to play.
 - 2.2. There are 4 individual categories of tennis membership plus a Family Plan*:
 - Senior (age 65 and over)
 - Adult
 - Student (Full-time student in CEGEP or University)
 - Junior
- *Family Plan includes family members or couples.
- 2.3. With respect to pool memberships:
 - A Senior member may have their spouse or partner join as a Pool member
 - An Adult member may have all or a portion of their family (defined as 3 or more persons living in the same residence) join as Pool members.
 - A Student member may have one friend join as a Pool member.
 - 2.4. Membership fees are refundable in accordance with the current Refund Policy of the City of Côte Saint-Luc. Fees already paid will be pro rated with the usage of membership, subject to the rules of the city of Côte Saint-Luc.

3. HOURS OF OPERATION AND SEASON DURATION

- 3.1. The Club normally operates from the first week of May to the end of October. If weather conditions permit, a few courts may be available earlier or later but the clubhouse may not be open. The canteen is available throughout.
- 3.2. Premises of the Côte St Luc Tennis Club are open only to staff, members and guests, during the following hours of operation:
Tennis Courts:
Weekends: Fri, Sat, Sun (opening hours):
8:00 a.m. - 9:00 p.m.
Weekdays: Mon – Thurs (opening hours):
8:00 a.m. - 10:00 p.m.
- 3.3. Court play must be completed no later than 10:00 p.m.
- 3.4. Members are requested to notify the staff member on duty when a court is no longer in use so that the corresponding lights may be switched off.
- 3.5. Courts may be closed during normal hours of operation for maintenance or weather damage. Authority to close or re-open courts for play rests with the manager on duty or, in the absence of the former, the staff member on duty. Courts must be allowed to dry sufficiently following rain to prevent damage. The judgment of staff responsible is final.
- 3.6. The manager or staff member on duty may extend hours (up to 10 p.m.) or reduce them due to inclement weather.

4. GUESTS

- 4.1. Members must register their guests in the Guest Book. For pool or tennis privileges, the applicable guest fees must be paid before using the facilities. The member who has not paid the guest fee will be subject to a penalty equal to the amount of the guest fee. In the event of further infractions, the board of directors may suspend the member's privileges for a period to be determined or, according to the severity and frequency of the infractions, the member may be expelled permanently from the club.
- 4.2. Members are responsible for the behaviour and attire of their guests. After discussion with the member, a manager or staff member may refuse access to the courts of any guest who is not dressed according to the club regulations.
- 4.3. An adult member may entertain up to three playing guests or one family (3 persons or more living in the same residence) at one time. The member may consult the Manager, in advance, for authorization of exceptions to this rule.
- 4.4. An individual guest is permitted a maximum of 5 visits in any membership year. A guest who wishes to play more than 5 times will be required to join the club as a member. All guest fees already paid will be deducted from membership fee.
- 4.5. Guests using the courts or the pool may be restricted on weekends and holidays until 1pm, tournaments, round robins or other busy periods, at the discretion of the Manager or the staff member on duty. Members are advised to inquire about special activities before arrival.
- 4.6. Non-members taking clinics*/lessons will pay the guest fee and be able to have access to the premises for the remainder of the day, (except at busy times, i.e. weekends and holidays until 1pm, tournaments, interclub).
- 4.7. Non members will have a limit of 5 clinics/lessons after which to continue clinics/lessons they must become a member
* There may be exceptions as per an agreement with the individuals/organization running clinics.
- 4.8. The manager will have some discretion in bringing in guests without members and so members may refer potential members to the manager.

5. COURT BOOKINGS AND PROCEDURES

- 5.1. A court can only be assigned by a court attendant or club manager. If an attendant or manager is not present, members must wait until one arrives. Club members are not permitted to assign their own court.
- 5.2. A player can book only one court and must be on the premises at the time of booking.
- 5.3. Membership tags are to be used by the respective tag members only. Anyone found to be using someone else's tag(s) will be subject to disciplinary measures.
- 5.4. Parties who are not on the club premises 5 minutes before their court time will lose their court and must request a new court booking with the court attendant.
- 5.5. When courts are full:
 - The people who have been playing the longest will be the first to be replaced;
 - Singles shall be replaced before doubles if both have gone on at the same time;
 - Doubles placement shall be given priority.
- 5.6. Singles courts are assigned 30 minutes of play while Doubles courts are assigned 45 minutes. Parties of 3 are considered doubles. In the event there exists empty courts play time may be extended.
- 5.7. Players who are taken off a court must wait a minimum of 15 minutes before being reassigned another court. Similarly, a person coming off a court must wait fifteen (15) minutes before playing with a person who has tagged up without a partner.
- 5.8. Players who walk onto a court without booking will be taken off immediately and must present themselves to the court attendant to request a new court booking.
- 5.9. Players who are assigned as singles play who are joined by a third and fourth party without signing up with the court attendant will be treated as singles with 30 minutes of play.
- 5.10. Adult/Senior/Student members* shall have priority between the following hours:
 - On weekdays from 8:00 am until 11:00am and 6:00 pm until 8:00 pm
 - On weekends from 8:00 am until 1:00 pm

* The board may provide selected juniors with junior privilege which will accord them rights to play during these restricted times.

- 5.11. When the minimum wait time exceeds 30 minutes, doubles play will be invoked. At this time, a maximum of two courts will be available for singles play. This decision will be at the discretion of the court attendant, club manager or manager-on-duty.
- 5.12. At the end of a camp day, campers must leave the tennis courts immediately. Member campers may not book tennis courts unless they are playing with a member who was not participating in the camp or unless a court is free. In the case of 2 or more campers playing on a free court, when other members arrive, at the 15 minute mark the members may replace them.
- 5.13. Players who fail to take possession of their assigned court within 5 minutes of the start time forfeit the court. In this case the board attendant will attempt to advance another reservation or allow the occupying players to continue play until the next time period.
- 5.14. An empty court must always be assigned before an occupied court.
- 5.15. On interclub days, courts reserved for these matches will be closed for maintenance one hour prior to the commencement of the matches. These courts will be usable whenever they are ready for play by interclub players only. Also, interclub players may not use other courts after 5:30 pm unless they are empty, and interclub players may be asked to leave the court by the attendant if other members arrive.
- 5.16. Decisions of the board attendant, club manager or manager-on-duty regarding court assignments are final.

6. ROUND ROBINS, INTERCLUB AND TOURNAMENTS

- 6.1. Members engaged in a “Daytime Round Robin” will have priority on three (3) courts for a period of two (2) hours.
- 6.2. Non-members may not participate in Round Robins.
- 6.3. A maximum of 4* tennis courts may be used for the purpose of “Interclub play” or “Tournaments” on weekday evenings and on Saturday, Sunday, and Holidays.
- 6.4. * With the exception of the Senior Canadian Nationals Tournament, where 6 courts on the first day (Sunday) of the tournament from 1pm onward will be required.
- 6.5. When 4 tennis courts are being used for the purpose of “Interclub play” or “Tournaments” on weekday evenings, the Club Pro may not give lessons from 1 hour before interclub /tournament play (for maintenance) and during interclub/tournament play.
- 6.6. “Interclub play” and “Tournaments” may not be scheduled on Saturday, Sunday, and holidays before 1:00 p.m. with the exception of “Tournament Finals”.
- 6.7. A grace period of 15 minutes is provided for the late start of “Interclub play”. Thereafter, the court(s) is/are ceded to non-interclub members for the remainder of one (1) thirty-minute time slot. The interclub play may start upon the completion of this time slot.
- 6.8. “Interclub players” cannot play on other courts not designated for interclub play for one (1) hour before and after their “Interclub” play unless the court(s) is/are free.
- 6.9. If inclement weather causes the cancellation of an Interclub match, the Clinics and Lessons organization must be given at least 1 week’s notice for the rescheduling of the match, unless the time desired by the Interclub team does not conflict with any currently booked clinics or lessons. Similarly the rescheduling of tournaments must take into account the schedule of currently booked clinics and lessons. The clinics/lessons organization should frequently provide the club manager with their clinic and lesson schedule to help in the rescheduling of interclub and tournaments.
- 6.10. A separate document will describe the guidelines for forming and running an interclub team
- 6.11. For all tournament finals (mens, womens, juniors), the adjacent court should not be used.

7. CONSIDERATION FOR FELLOW MEMBERS

- 7.1. Members and guests are requested to note and abide by the guidelines for tennis etiquette both on and off the tennis courts.
- 7.2. Members are expected to show consideration for their fellow members and for the facilities of the Club. Members should remove court residue from shoes, clothing and tennis equipment before entering the clubhouse.
- 7.3. Members whose behaviour mars the enjoyment of the Club by other members, or whose conduct has a negative effect on the Club’s reputation, may have their membership privileges suspended or revoked, in accordance with the Club’s by-laws.
- 7.4. Proper tennis etiquette is expected from each member as well as all guests at all times on and off the Tennis Courts; and without restricting the generality of the foregoing, the following shall constitute a breach of the foregoing obligation:
 - The use of offensive language.
 - Passing through an adjacent court while a point is in progress thereon.
 - Distracting players in competition by talking to them and asking the score.
 - Throwing of a tennis racket.
 - Disagreeable noises causing disruption of play.

- 7.5. Players, both singles and doubles, must enter the court as a group and exit as a group.
- 7.6. Wait for the end of a point before coming onto the court or crossing over adjacent courts.
- 7.7. When your time period is up, leave quickly and save the post mortem for the club house. Please remove all plastic cups, pitchers and towels when leaving your court. They must not be left behind. Glasses, bottles and other crockery are not allowed on the courts at any time.
- 7.8. Use a maximum of 4 balls* when playing a set or rallying. Using more than 4 balls increases the chances of injuring yourself or the players on adjacent courts.

* If you are using a bucket of balls for training purposes, keep track of your balls to ensure that they are not straying onto the adjacent court. In addition, if you are serving, be sure to serve to the corner that is furthest away from the adjacent court.

- 7.9. Members should not adjust nets or lean on the net cords. Nets requiring adjustment should be reported to the booking board attendant or the Club Manager who will arrange for the grounds staff to make the adjustment. No clothing, bags or towels are permitted to hang on the nets.

8. DRESS CODE

- 8.1. Only suitable tennis attire, meeting the requirements stated below, will be permitted on court. In case of doubt as to acceptability, members are to check with the Club manager. Casual attire and spandex body-shape garments are not acceptable.
- 8.2. White or white with colour trim, are recommended for tennis attire. However, any solid colour is permitted.
- 8.3. Clothing with small decals, print or wording is permitted on court. However, we do not accept large decals, print or wording.
- 8.4. Non-tennis, warm-up sweat suits may be worn only in cold or inclement weather, subject to the above restrictions.
- 8.5. Men's shirts and ladies tops, with or without collar, worn on court, must be designed for tennis and must be in conformity with Sections 8.2 and 8.3. **Men's shirts must have sleeves.**
- 8.6. Tennis shoes must have soft flat soles. Hard or ridged soles or jogging shoes do serious damage to the courts and cannot be permitted. Any person unsure of the tennis shoes required should consult the manager before purchase.
- 8.7. Members shall assure that their guests have appropriate tennis attire before registering them for play.
- 8.8. Tennis camps: proper tennis shoes must be worn. Tops should be solid colour optionally with a small logo. Denim shorts are not acceptable.
- 8.9. Shirts or tops, and shoes, must be worn at all times in the clubhouse, and on all the premises when outside of the pool area.
- 8.10. Members or guests in swimwear may pass through the clubhouse, provided they are wearing shoes or sandals and a top garment (other than a towel).
- 8.11. All members and guests must change in the locker room only.
- 8.12. Board members, the club manager and court attendants may request members or guests to change their attire if their clothing is not in conformity with the rules outlined above. Failure to comply with any of the above may result in suspension of membership privileges. Members should clearly advise their guests of the club's rules and dress code to avoid any embarrassment or disruptions.
- 8.13. **These dress code rules apply to all members, regardless of their age with the exception that juniors may wear solid colour t-shirts, optionally with a small logo.**

9. POOL

- 9.1. Hours of Operation: Monday to Sunday, 12-6 p.m. (mid June through Labour Day). Pool hours may be extended by the club manager or manager on duty during peak weather conditions.
- 9.2. The pool is strictly for the use of club members, their guests and campers.
- 9.3. No person is permitted in the pool or pool area without a lifeguard present. Children under the age of 10 must be accompanied by an adult.
- 9.4. Persons using the pool must adhere to the lifeguard's instructions; these commands are final. Any pool user who does not comply with these instructions will be escorted out of the pool area.
- 9.5. Any person using the pool must shower prior to entering the pool. The use of the pool shall be denied to any person having a contagious disease, open cut, sore, or skin infection.
- 9.6. Running, diving and pushing are all prohibited in the pool area.
- 9.7. Persons exiting the pool area are required to wear shoes and a shirt.
- 9.8. During the summer months, the camp may hire the city life guard from 9am-12pm. During this time, the pool and pool area will be available to the camp exclusively.
- 9.9. Liquid refreshments must be consumed in cans/cups. No glass or bottles are permitted within th pool area.

10. DINING AREAS

- 10.1. The dining area is for the exclusive use of members, their guests, campers and staff.
- 10.2. With the exception of designated members for special events and interclub nights, only Côte St Luc Tennis Club staff is permitted in the kitchen. Should a member need usage of the kitchen for an event, the permission of the manager is required.
- 10.3. No glassware or glass bottles may be taken outside the clubhouse.

11. CANTEEN

- 11.1. Unless giving permission by the club manager for some special purpose, only the club manager, staff of the Cote Saint Luc Tennis Club, designated members (if any) involved in picking up of supplies, and the City of Cote Saint Luc Manager of Sports and Facilities may enter the canteen area.
- 11.2. Food/drinks purchased by the interclub teams for the interclub suppers may not be sold to the membership or eaten/consumed by staff without the express permission of the team captains.

12. TELEPHONE, TELEVISION AND STEREO

- 12.1. Telephones are provided for the convenience of all club members therefore to aid in the efficient operation of the Club, calls should be brief.
- 12.2. Members expecting telephone calls should inform the court attendant of their expected whereabouts.
- 12.3. Long-distance calls from Club telephones are prohibited.
- 12.4. Operation and adjustment of the television and stereo will be supervised by the court attendant, the Manager or the manager-on-duty. Selection of stereo or television, or the particular station, should be made according to the choice of the majority of those present.

13. LOCKERS

- 13.1. Lockers are for the use of members, guests and campers only.
- 13.2. Lockers may only be used while the member, guest or camper is in attendance at the club.
- 13.3. Food is not permitted in the locker rooms.

14. PETS

14.1. Under no circumstance are pets allowed on the Club property.

15. CELLULAR PHONES

15.1. The use of cellular telephones is strictly prohibited on the tennis courts.

16. BICYCLES

16.1. Bicycles are not permitted past the parking lot; they must be locked to the bicycle rack allocated at the entrance of the club.

17. SMOKING

17.1. Under no circumstances is smoking permitted on club property.

18. ENFORCEMENT

18.1. A member who fails to comply with the rules and by-laws of the Club shall be subject to any disciplinary measure as may be taken by the Disciplinary Committee, including a possible suspension and/or expulsion from the Club. This in accordance with the procedures as set out in the by-laws of the Club.

18.2. In addition to the foregoing, any member who fails to comply with the rules and by-laws of the Club may be temporarily removed from the courts by the Manager. This in accordance with the procedures as set-out in the by-laws of the Club.

19. WEBSITES OF INTEREST

1. www.fuzzyyellowballs.com - for some great free instructional videos, provide them your name and email address, they'll email you a link that you need to click on in order to place a cookie on your computer so that you'll be able to see all the videos without being prompted for your name and email address again.
2. www.operationdoubles.com - great free instruction on the game of doubles. They also sell a few excellent ebooks on doubles.
3. www.tennismindgame.com - excellent articles on strategy, analysis, technique on tennis as well as some videos. They also sell a few ebooks on tennis.
4. www.joost.com - thousands of entertainenet videos. In the search field type "fitness" to access hundreds of fitness videos or hatha yoga for an excellent 40 minute yoga video.
5. www.tenniscanada.ca - Tennis Canada's web site
6. www.tennis.qc.ca - Tennis Quebec's web site
7. <http://www.playerdevelopment.usta.com/pdmediabooks/players.asp?section=players&page=1> - 1st of two pages of professional players tennis video (free)
8. www.essentialtennis.com - another free site; become a member. They have articles and podcasts, which you can download, where tennis is discussed. A pro answers emailers' questions about tennis and has guests who discuss various aspects of the game. Skip through the fluff and you'll learn some interesting points (put it on a CD or memory key and listen while you drive to and from work).

THE CODE: GUIDELINES FOR UNOFFICATED MATCHES

1. PREFACE

When your serve hits your partner stationed at the net, is it a let, fault, or loss of point? Likewise, what is the ruling when your serve, before touching the ground, hits an opponent who is standing back of the baseline. The answers to these questions are obvious to anyone who knows the fundamentals of tennis, but the number of players who are not aware of these fundamentals is surprising. All players have a responsibility to be familiar with the basic rules and customs of tennis. Further, it can be distressing to your opponent when he makes a decision in accordance with a rule and you protest with the remark; "Well, I never heard of that rule before!" Ignorance of the rules constitutes a delinquency on the part of a player and often spoils an otherwise good match.

What is written here constitutes the essentials of The Code, a summary of procedures and unwritten rules which custom and tradition dictate all players should follow. No system of rules will cover every specific problem or situation that may arise. If players of good will follow the principles of The Code, they should always be able to reach an agreement, while at the same time making tennis more fun and a better game for all. The principles set forth in The Code shall apply in cases not specifically covered by The Rule of Tennis and Tennis Canada Regulations.

Before reading this, you might well ask yourself: Since we have a book that contains all the Rules of Tennis, why do we need a Code? There are a number of things not specifically set forth in the rules that are covered by custom and tradition only. For example, if you have a doubt on a line call, your opponent gets the benefit of the doubt. Can you find that in the rules? Further, custom dictates the standard procedures that players will use in reaching decisions. These are the reasons why we need a Code.

2. PRINCIPLES

2.1. Courtesy. Tennis is a game that requires cooperation and courtesy from all participants. Make tennis a fun game by praising your opponents' good shots and by not:

- conducting loud postmortems after points;
- complaining about shots like lobs and drop shots;
- embarrassing a weak opponent by being overly gracious or condescending;
- losing your temper, using vile language, throwing your racquet, or
- slamming a ball in anger; or
- sulking when you are losing.

2.2. Counting points played in good faith. All points played in good faith stand. For example, if after losing a point, a player discovers that the net was four inches too high, the point stands. If a point is played from the wrong court, there is no replay. If during a point, a player realized that a mistake was made at the beginning (for example, service from the wrong court), he shall continue playing the point. Corrective action may be taken only after a point has been completed.

3. THE WARM-UP

3.1. Warm-up is not practice. A player should provide his opponent a five-minute warm-up (ten minutes if there are no ball persons). If a player refuses to warm-up his opponent, he forfeits his right to a warm-up. Some players confuse warm up and practice. A player should make a special effort to hit his shots directly to his opponent. (If partners want to warm each other up while their opponents are warming up, they may do so.)

3.2. Warm-up serves. Take all your warm-up serves before the first serve of the match. Courtesy dictates that you not practice your service return when your opponent practices his serve. If a player has completed his warm-up serves, he shall return warm-up serves directly to his opponent.

4. MAKING CALLS

- 4.1. **Player makes calls on his side of the net.** A player calls all shots landing on, or aimed at, his side of the net.
- 4.2. **Opponent gets benefit of doubt.** When a match is played without officials, the players are responsible for making decisions, particularly for line calls. There is a subtle difference between player decisions and those of an on-court official. An official impartially resolves a problem involving a call, whereas a player is guided by the unwritten law that any doubt must be resolved in favor of his opponent. A player in attempting to be scrupulously honest on line calls frequently will find himself keeping a ball in play that might have been out or that he discovers too late was out. Even so, the game is much better played this way.
- 4.3. **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.
- 4.4. **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 that he did not see a ball. One of tennis' most infuriating moments occurs after a long hard rally when a player makes a clean placement and his opponent says: "I'm not sure if it was good or out. Let's play a let." Remember, it is each player's responsibility to call all balls landing on, or aimed at, his side of the net. If a ball can't be called out with certainty, it is good. When you say your opponent's shot was really out but you offer to replay the point to give him a break, you are deluding yourself because you must have had some doubt.
- 4.5. **Calls when looking across a line or when far away.** The call of a player looking down a line is much more likely to be accurate than that of a player looking across a line. When you are looking across a line, don't call a ball out unless you can clearly see part of the court between where the ball hit and the line. It is difficult for a player who stands on one baseline to question a call on a ball that landed near the other baseline.
- 4.6. **Treat all points the same regardless of their importance.** All points in a match should be treated the same. There is no justification for considering a match point differently than the first point.
- 4.7. **Requesting opponent's help.** When an opponent's opinion is requested and he gives a positive opinion, it must be accepted. If neither player has an opinion, the ball is considered good. Aid from an opponent is available only on a call that ends a point.
- 4.8. **Out calls corrected.** If a player mistakenly calls a ball "out" and then realizes that it was good: the first time that this occurs, the point shall be replayed unless it was a point-winning shot (on a point-winning shot, the player's opponent wins the point); on each subsequent occasion, the player that made the incorrect call shall lose the point. If the mistake was made on the second serve, the server is entitled to two serves.
- 4.9. **Player calls his own shots out.** With the exception of the first serve, a player should call against himself any ball he clearly sees out regardless of whether he is requested to do so by his opponent. The prime objective in making calls is accuracy. All players should cooperate to attain this objective.
- 4.10. **Partners' disagreement on calls.** If a player and his partner 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 feeling by not overruling. The tactful way to achieve the desired result is to tell your partner quietly that he has made a mistake and then let him overrule himself. If a call is changed from out to good, the point is replayed only if the out ball was put back in play.
- 4.11. **Audible or visible calls.** No matter how obvious it is to a player that his opponent's ball is out, the opponent is entitled to a prompt audible or visible out call.
- 4.12. **Opponent's calls questioned.** A player may ask his opponent about his call with the query: "Are you sure of your call?" If the opponent acknowledges that his is uncertain, he loses the point. There shall be no further delay or discussion.
- 4.13. **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.

- 4.14. **Prompt call eliminates two-chance option.** 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. Prompt calls will quickly eliminate the "two chances to win the point" option that some players practice. To illustrate, a player is advancing to the net for an easy put away when he sees a ball from an adjoining court rolling toward him. He continues his advance and hits the shot, only to have his supposed easy put away fly over the baseline. The player then claims a let. The claim is not valid because he forfeited his right to call a let by choosing instead to play the ball. He took his chance to win or lose, and he is not entitled to a second chance.
- 4.15. **Lets called when balls roll on the court.** When a ball from an adjacent court enters the playing area, a player shall call a let as soon as he becomes aware of the ball. The player loses the right to call a let if he unreasonably delays in making the call.
- 4.16. 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 him;
 - he touches the net;
 - he touches his opponent's court;
 - he hits a ball before it crosses the net;
 - he deliberately carries or double hits the ball*; or
 - the ball bounces more than once in his court.

* Done without deliberation and with one continuous forward swing of the racket, a double-hit and a carry are legal shots

- 4.17. **Balls hit through the net or into the ground.** A player shall make the ruling on a ball that his opponent hits through the net and on a ball that his opponent hits into the ground before it goes over the net.
- 4.18. **Calling balls on clay courts.** If any part of the ball mark touches the line on a clay court, the ball shall be called good. If you can see only part of the mark on the court, this means that the missing part is on the line or tape. A player should take a careful second look at any point-ending placement that is close to a line on a clay court. Occasionally a ball will strike that tape, jump, and then leave a full mark behind the line. The player should listen for the sound of the ball striking the tape and look for a clean spot on the tape near the mark. If these conditions exist, the player should give the point to his opponent.

5. SERVING

- 5.1. **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.
- 5.2. **Foot Faults.** A player may warn his opponent that the opponent has committed a flagrant foot fault. If the foot faulting continues, the player may attempt to locate an official. If no official is available, the player may call flagrant foot faults. Compliance with the foot fault rule is very much a function of a player's personal honor system. The plea that he should not be penalized because he only just touched the line and did not rush the net is not acceptable. Habitual foot faulting, whether intentional or careless, is just as surely cheating as is making a deliberate bad line call.
- 5.3. **Service call in doubles.** In doubles the receiver's partner should call the service line, and the receiver should call the sideline and the center service line. Nonetheless, either partner may call a ball that he clearly sees.
- 5.4. **Service calls by serving team.** Neither the server nor his partner shall make a fault call on the first service even if they think it is out because the receiver may be giving the server the benefit of the doubt. But the server and his partner shall call out any second serve that either of them clearly sees out.
- 5.5. **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 his partner. If the serve is an apparent or near ace, any let shall be called promptly.

- 5.6. **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. On the other hand, if a player believes that he cannot call a serve a fault and gives his opponent the benefit of a close call, the server is not entitled to replay the point.
- 5.7. **Receiver readiness.** The receiver shall play to the reasonable pace of the server. The receiver should make no effort to return a serve when he is not ready. If a player attempts to return a serve (even if it is a “quick” serve), then he (or his team) is presumed to be ready.
- 5.8. **Delays during service.** When the server’s second service motion is interrupted by a ball coming onto the court, he is entitled to two serves. When there is a delay between the first and second serves:
- the server gets one serve if he was the cause of the delay;
 - the server gets two serves if the delay was caused by the receiver or if there was outside interference.
 - The time it takes to clear a ball that comes onto the court between the first and second serves is not considered sufficient time to warrant the server receiving two serves unless this time is so prolonged as to constitute an interruption. The receiver is the judge of whether the delay insufficiently prolonged to justify giving the server two serves.

6. SCORING

- 6.1. **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.
- 6.2. **Disputes.** Disputes over the score shall be resolved by using one of the following methods, which are listed in the order of preference:
- 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;
 - spin a racquet or toss a coin.

7. HINDRANCE ISSUES

- 7.1. **Talking during a point.** A player shall not talk while the ball is moving toward his opponent’s side of the court. If the player’s talking interferes with this opponent’s ability to play the ball, the player loses the point. In doubles, conversation between partners while the ball is moving toward their opponents’ side of the net should be limited to “back”. When a ball is moving towards two partners conversation between them should be limited to “back”, “up”, “mine”, ”bounce” or “out”.
- 7.2. **Feinting with the body.** A player may feint with his body while the ball is in play. He 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 racquet or stamping the feet, is not allowed.
- 7.3. **Lets due to hindrance.** A let is not automatically granted because of hindrance. A let is authorized only if the player could have made the shot had he not been hindered. A let is also not authorized for a hindrance caused by something within a player’s control. For example, a request for a let because the player tripped over his own hat should be denied.
- 7.4. **Grunting.** A player should avoid loud grunting and making other loud noises. Grunting and other loud noises may bother not only opponents but also players on adjacent courts. In an extreme case, an opponent or a player on an adjacent court may seek the assistance of the referee or a roving official. The referee or official may treat grunting and the making of loud noises as a hindrance. Depending upon the circumstance, this could result in a let or loss of point.

- 7.5. **Injury caused by a player.** When a player accidentally injures his opponent, the opponent suffers the consequences. Consider the situation where the server's racquet accidentally strikes the receiver and incapacitates him. The receiver is unable to resume play within the time limit. Even though the server caused the injury, the server wins the match by retirement. On the other hand, when a player deliberately injures his opponent and affects the opponent's ability to play, then the opponent wins the match by default. Hitting a ball or throwing a racquet in anger is considered a deliberate act.

8. WHEN TO CONTACT AN OFFICIAL

- 8.1. **Withdrawing from a match or tournament.** A player shall not enter a tournament and then withdraw when he discovers that tough opponents have also entered. A player may withdraw from a match or tournament only because of injury, illness, personal emergency, or another bona fide reason. If a player cannot play a match, he shall notify the referee at once so that his opponent may be saved a trip. A player who withdraws from a tournament is not entitled to the return of his entry fee unless he withdrew before the draw was made.

- 8.2. **Stalling.** The following actions constitute stalling:

- warming up for more than the allotted time;
- playing at about one-third a player's normal pace;
- taking more than the allotted 90 seconds on the odd-game changeover;
- taking more than the authorized ten minutes during an authorized rest period between sets;
- starting a discussion or argument in order for a player to catch his breath;
- clearing a missed first service that doesn't need to be cleared; and
- bouncing the ball ten times before each serve.

Contact an official if you encounter a problem with stalling. It is subject to penalty under the Point Penalty System.

- 8.3. **Requesting an official.** While normally a player may not leave the playing area, he may visit the referee or seek a roving official to request assistance. Some reasons for visiting the referee include:

- stalling;
- chronic flagrant foot faults;
- a medical time-out;
- a scoring dispute; and
- a pattern of bad calls.

Players may refuse to play until an official responds.

9. BALL ISSUES

- 9.1. **Retrieving stray balls.** Each player is responsible for removing stray balls and other objects from his end of the court. A player shall not go behind an adjacent court to retrieve a ball, nor shall he ask for return of a ball from players on an adjacent court until their point is over. When a player returns a ball that comes from an adjacent court, he shall wait until their point is over and then return it directly to one of the players, preferably the server.
- 9.2. **Catching a ball.** Unless you have made a local ground rule, if you catch a ball before it bounces, you lose the point regardless of where you are standing.
- 9.3. **New balls for a third set.** When a tournament specifies new balls for a third set, new balls shall be used unless all the players agree otherwise.

10. MISCELLANEOUS

- 10.1. Clothing and equipment malfunction.** If clothing or equipment other than a racquet becomes unusable through circumstances outside the control of the player, play may be suspended for a reasonable period. The player may leave the court after the point is over to correct the problem. If a racquet or string is broken, the player may leave the court to get a replacement, but he is subject to code violations under the Point Penalty System.
- 10.2. 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.

Adapted from: Tennis Canada: The Code: Guidelines for Unofficiated Matches

http://www.tenniscanada.com/tennis_canada/Contents/Rules%20and%20Officiating/Rules%20of%20the%20Court/Text/English/RulesoftheCourt2009.pdf