

INTERRUPTIONS, ETC.

BALL ON COURT

Any player can call a let and stop play if a ball from another court rolls onto their court. The point is replayed from the beginning. Adjacent players/spectators are not permitted to make calls.

HINDRANCE

A player must stop a point immediately if truly "hindered" in making a shot. The player may not hit the ball and then call a hindrance. Loud noises that affect the outcome of a point may be a hindrance, such as shouting right before the other team is about to make contact. Only an official can rule if grunting while hitting is a hindrance.

FOOT FAULTS

Foot fault penalties may only be called when a USTA referee is present, such as at Sectionals.

SERVE LET CALLS

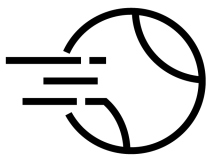
If a serve hits the top of the net but lands in the correct service box, it is a service let, and the server gets to serve again. Any player on the court may call a service let.

SELF CALLS

Double bounces, tipped balls, crossing over the net plane to make contact, and touching the net with racquet or body are self-calls by the player only. Do not stop play unless the player makes a self-call even if you disagree.

COURT MONITORS

Court monitors can be used when players are concerned about line calls. Monitors stand at the net post to confirm or overrule a call **ONLY** when asked by a player on the court. It is preferable to have a representative from each team stand on either side of the net post and if they do not agree with each other, the call on the court stands.



TIMED MATCH PROCEDURE

A specific time ending device must be agreed upon prior to the beginning of the match. If an alarm is being used, the device should be set with an audible sound clear to all players. When the sound goes off, play stops even if the players are in the middle of the point.

Play must be continuous throughout the match and stalling is not permitted. All tiebreaks must be continuous - no breaks allowed.

If a player leaves the court within the last 15 minutes of a match, they will be considered to have retired from the match. All points played will stand, with the win awarded to the opposing team.

Play must continue right up until the designated end time of the match. Upon reaching the 2-hour mark, play stops and the following rules are applied to allocate points: (Use the "timed match" option in the drop menu in Tennislink when entering the scores for this court.)

Match Times Out in Second Set:

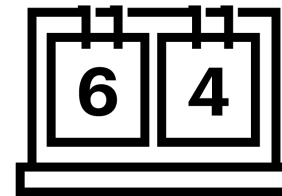
- A game in progress should not be completed and does not count.
- If the team that won the first set is on serve, tied, or ahead by 1 break or more in the 2nd set - **That team wins the match.**
- If the team that lost the first set is winning the 2nd set by 1 break or more - **The match ends in a tie.**

Match Times Out in Second Set Tiebreak:

- If the teams are in a second set tiebreak, the team that is up by **TWO** or more points in that tiebreak wins the set. (If teams have then split sets, the match ends in a tie.)
- If the score in the second set tiebreak is tied or only a one point differential, the second set is deemed a tie and the team that won the first set is the winner of the match.

Match Times Out in Match Tiebreak:

- If a team is up by **TWO** or more points in the match tiebreak: that team wins the match. Otherwise, the match ends in a tie.



LEAGUE MATCH RULES & ETIQUETTE

Westchester/Rockland

SPORTSMANSHIP POLICY

Being a good sport is its own reward - both on and off the tennis court. Sportsmanship builds trust, generates mutual respect, & promotes friendship. Sportsmanship attributes include, but are not limited to:

- Understanding and following the rules
- Being fair
- Acting with character
- Respecting others
- Winning with humility and losing with grace
- Maintaining composure
- Being accountable for one's own actions
- Giving others the benefit of the doubt

CONTACT US!

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CALLS ON COURT

CALLING OUT BALLS

Any ball that cannot be seen as clearly out should be called in. Opponents should always get the benefit of the doubt if players are unsure. You can only call balls on your side of the net.

PARTNERS DISAGREE

If the partners of a team disagree on a call, the point is awarded to the opposing team. Do not replay the point. This includes serves.

LOSING TRACK OF SCORE

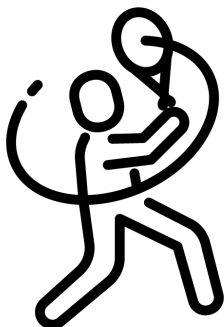
Try to reconstruct points played in the game. Count all points and games agreed upon by the players and replay only disputed points or games.

ERRORS IN ORDER OF PLAY

If the teams realize they did not change ends, correct ends and continue play at the same score.

If players have received on the wrong half of the court (deuce/ad side), complete the game as started. Switch back to the correct positions on the next game.

If a player serves out of order, switch to the correct server and play from the current score. Points played stand. If the game is completed, it counts and the order of service remains as altered for the remainder of the set.



START & STOP OF PLAY

WARM UP

Players should try to hit shots directly to their opponents cooperatively to ensure a good warm up. **Keep warm up to 10 minutes.**

STARTING A NEW SET

Switch ends if the game total is odd, stay if even. If a set tiebreak was played, switch ends from where you finished. The team that received serve on the first point of the tiebreak will serve the first game of the new set or match tiebreak. Teams may change serving order between new sets or before the Match Tiebreak.

COMAN TIE BREAK PROCEDURE

First server serves one point to the deuce side. From then on, each player serves two points starting from the ad side. Players change ends after the first point and then after every four points.

RULES FOR CONTINUOUS PLAY

Start Match Play: After the 10 minute warm up.

Between Serves/Points: 25 seconds

Between Game Changeover: 90 seconds

Between Sets: 2 minutes

Bathroom Breaks: Best taken quickly between sets. Not allowed during the last 15 minutes of play.

Medical Time Out: 3 minutes, additional time may be given to stop bleeding (up to 10 min).

Last 15 Minutes of Play: Remain on court, play should be continuous. A player who leaves the court within the last 15 minutes will be considered to have retired from the match. Medical time outs are not permitted during this time. No breaks on game or tiebreak changeovers (a quick sip of water is ok).

1st Game Changeover and All Tie-Breakers: Players shall change ends without a rest.

GENERAL MATCH RULES

COACHING/SPECTATORS

Coaches/Spectators/Captains may not:

- Talk to/distract players on the court
- Coach verbally or visually
- Comment or make signals on line calls
- Get involved with any disputes

EQUIPMENT & ELECTRONICS

Cell phones and smart watches must be placed in airplane mode or turned off during a match. It is assumed that if you are checking your phone during your match, you are receiving coaching.

SCOREKEEPING

Score should be called out after each point of play by the server or serving team. If your courts have score tenders, change them at every changeover.

RAIN/DARKNESS RULES

Rain

Visiting captains MUST communicate BEFORE the match begins if players will return to complete matches in case of a rain interruption. If the visiting team does not declare their preference, the match should be scored using the timed match procedure and not rescheduled. (If the first set is not completed, players must return to play.) If players decide to come back to play, record the current server and scores on the scorecard.

Darkness

Outdoor matches on unlit courts end at 8pm in April, May & August and 8:30pm in June and July. Agree on a timing device. For matches that time out, use the timed match procedure to determine results.