



Tournament Rules

Balls

Every match should be played with a new can (3 balls) provided by the organizers. We request you to:

- Use only one can per match.
- Use the new balls only for match (not for practice).

If by chance a spare can of balls is given, they should be returned to the organizers or used for your next match.

The player that is listed first in the draw, is responsible for collecting a can of balls from the clubhouse, before their match.

Common Tennis Rules & Guidelines

Start the game with a toss (racquet spin). Winner chooses side or serve.

(DOUBLES) The players need to decide who will pick forehand and backhand (order of receiving) during receiving first time in a set. After that, receiving positions can't be changed in that set any more (during receiving) including tiebreaker.

- Receiving positions can be switched at the start of each set (first, second or third set).
- Similarly, players can change the order of serving at the start of each set (first, second or third set).

Switching sides:

- After the first game in each set and then after every two games in that set.
- Start of second set & third set: if the previous set score is 6-1, 6-3 (total equals an odd number of games) switch sides. Do not switch if the previous set has even number of games (ex. 6-4)
- During a tie breaker after every 6 points (sum)

Server should call score before each serve.

Team /Player loses a point if a player catches or touches a ball, even if the ball is clearly out or the player is well outside the court line.

- The ball **must** hit the ground outside the court to be called out.
- If you call the ball out but still return the ball before it hits the outside court, it is not technically out and the game should continue.

No player can touch the net or post any time while the ball is in play. Ball is in play until it hits the ground consecutively twice, lands into the net or lands outside the court. If the net is touched during play, the opponent wins the point.

Usual break time:

- Switching sides: 30 sec - 1 minute
- Between sets: 2-3 minutes

If an interference occurs (ie. a ball rolls from side or other court) during play, call a "let" and stop playing immediately. Server restarts the point with two serves.

Limit your Non-playing activities to minimum during match that may be considered disturbance, obstruction or disrespect to other players.

Pickup or clear any balls from the last point if within the court before the next serve (to minimize distraction or possible injury).

Usual Service Rules

1. There is no limit to the number of tosses that a player may choose NOT to hit during serve.
2. There is no limit to the number of "Let" serve (ball touching / clipping the net but its in otherwise)
3. Any player (the server, returner or the respective doubles partners) may call a service "let".
4. An underhand serve is legal as long as you toss and hit it.
5. A service is a fault if the ball touches the partner, or any part of their clothing.
6. Players will get to do two serves if there is a reasonable delay or disturbance before the second serve; or first serve was wrongly called out

IN-OUT Calls during game

1. Receiving Team / Player gets to call OUT. The Out call should be made immediately or reasonably quick (usually within 1-3 sec).
2. If the ball touches any part of the line its IN
 - a. Do not call out if you are NOT 100% sure that the ball is out.
 - b. Benefit of the doubt always goes in favor of an IN call (even if partners are in disagreement in doubles).
3. In case of dispute, players can mutually agree to replay the point. Start with two serves.
4. If no decision can be made on a dispute, receiving side's call prevails and should be respected.
5. If a call is disputed, stay calm & be respectful. Do not resort to shouting, threatening, intimidation or foul language.
6. Any spectator should not try to judge the line call or provide judgement from outside unless it has been asked by players to umpire beforehand.
7. In case of a dispute between players, either player is allowed to request a referee for the remainder of the match who will supervise the players calls.

Tie breaker Rules

1. Start Tie breaker by serving from right side of the tennis court (Deuce side)
2. After first point, opponents gets to serve twice
3. Opponent starts serving from left side (called Ad side) and the next serve from the right side of the court.
4. Players alternately serve 2 points apiece thereafter

5. Change court sides after every 6 points. Usually no break is allowed during this switch except for a quick drink or bite.
6. First Player/Team to reach 7 points with a 2 point lead (Ex. 7-1 ... 7-5) or after 6-6, taking a 2 point lead (Ex 8-6, 9-7) wins the tiebreaker and the set.

Rain Delays

1. Every effort should be made to finish a match at one go. You will be given plenty of time to finish your entire match all at once. In case of reason beyond your control (such as rain) - you can resume the game next day from where you left off
2. In case of a break in tournament play due to rain (or other), the tournament organizer will notify players of their match time change.
3. In case of a rain delay, depending on time circumstances a superset may need to be played. Superset is 1 set up to 8 games. In the case of tie (7:7) a tiebreak should be played.

Lateness Penalties

1. If a player arrives late to their match (15-30 minutes late) it will result in a game penalty for the first set. (Opponent starts 1-0 up)
2. If a player is more than 30 minutes late, it is considered a forfeit and the opponent receives a 6-0 6-0 win.

Scoring and change-overs

1. To collect a set, a player needs to collect 6 games, and needs 2 more than the opponent.
2. In case of a 6-6 score in a set, players will play a tie-break (see below).
3. Players are to change sides every odd number of total games. (1, 3, 5...)

Tie-break

At the start of the tie-break, the player that was next up to serve will serve first from the deuce(right-hand) side. After that first point is played and the score is (1-0), the other player will then serve for 2 points in a row starting on the left-hand side (Ad). From then on, the serve will switch every 2 points until a player has reached 7 points. A player must win by 2. Remember to switch sides every 6 points.

Results

The winner of a match is responsible for reporting the score to the tournament coordinator.