

## TENNIS ETIQUETTE

1. Captains should exchange lineup sheets before matches begin. No *player* switching is allowed after seeing the opposing lineup, unless both captains agree to a change.
2. Before the warm-up, spin racquet. Winner of toss may elect to serve, receive, choose the side, or request opponent to choose first. Loser takes the remaining option. Practice serves during the warm-up, not after game has begun. Courtesy dictates that you not practice your service return when your opponent is practicing her serve.
3. The prime objective in making line calls is accuracy, and all participants in a match should cooperate to attain this objective.
4. It is your duty and prerogative to call all balls on your side. When an opponent requests it, you may help make a call on her side. You must call against yourself any ball that is clearly out (with the exception of a first serve) regardless of whether opponent requests it or not. Do not question another's call. Do not ask spectators to make calls.
5. Do not call a close ball out unless you are sure it is definitely out. Remember, a ball 99% out is still good. Make calls quickly, honestly, and definitely. Don't say "I'm not sure. Let's play it over." If you are in doubt, call it good.
6. When a hard hit drive or serve strikes the court, it will leave a mark in the shape of an ellipse. If this ellipse is near the line and you cannot see court surface between the ellipse and the line, the ball is good.
7. In doubles, either player may make a line call; however, the laws of parallax being what they are, the opinion of a player looking down a line is much more likely to be accurate than that of a player looking across a line.
8. In returning service in doubles, the partner of the receiver should call the service line for her, with the receiver calling the center line and the side line, although either partner may make an out call on any shot (service or other) that she clearly sees out.
9. In doubles when one partner calls a ball out and the partner calls it good, the doubt that has been established means the ball must be considered to have been good. Tell your partner quietly that she has made a mistake and then let her overrule herself.
10. Normally, asking for a replay of a point is a sign of weakness and of failure to exercise line calling responsibilities, and should occur only on rare occasions. One of these is as follows: your opponent's ball appears out and you so call, but return the ball to her court. Inspection reveals that your out call which stopped play, is in error. Since you actually returned the ball a "let" is authorized. Had you not returned the ball the point would have been your opponents.

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11. Calls involving a ball touching a player, a player touching the net, hitting an opponent's return before it has passed over the net, and a double-bounce can be very difficult to make. Any player who becomes aware that she has committed a violation in one of these areas should admit to the violation immediately.
12. In all the above areas, the prerogative of decision belongs to the player involved. To illustrate, A thinks B's shot is a double-bounce, A catches B's shot and claims the point. B, however, feels sure there was no double-bounce; since B has the prerogative of decision, the point is B's. On occasion, even though B thinks there was no double-bounce, she will defer to A's judgment because A was in the better position to see what happened.
13. A player who hits a weak shot and then, when the ball is moving toward her opponent's court, utters an exclamation such as "back, partner", has violated the ethics of good play. Any conversation between partners while the ball is moving toward your opponent's side of the net is taboo; once either you or your partner has hit the ball, don't say anything until an opponent has hit it.
14. Return all loose balls to the proper court promptly. At the change over, collect the match balls that are on your side of the net and either give them to the next server or place them on her baseline.
15. Players are entitled to a 10 minute rest period between the second and third set, (and may receive coaching then); however, this rule may be waived if all players agree.
16. When players are taking serves prior to the match they have an opportunity then to observe and correct each other if guilty of foot faulting. Remember that compliance with the foot fault rule is very much a function of a player's personal honor system, and habitual foot faulting, intentional or careless, is just as surely cheating as is making a deliberate bad line call.
17. **TIE-BREAK PROCEDURE:** When the score in any set reaches six games all, the players will play a tie-break. The player whose turn it is to serve will serve one point only into the deuce court. From then on each player serves two points, into the ad court first and then the deuce court. After six points have been played, the players change ends of court and continue playing until one team wins seven points and must win by two. Players change ends every six points. The tie-break counts for one game, and is written 7-6(4), the "4" is the number of points lost by the winning team. After the tie-break, players change ends, and the team that did not start the tie-break now starts the next set.  
Note: The player whose turn it is to serve at 6-all also started the set.

**Above all, try to make tennis a fun game for all participants.**

(Excerpts from "The Code" by Col. Nick Powell, USTA Pub.)