

COURT ETIQUETTE

BEHAVIOUR

Players should conduct themselves in a reasonable manner so as not to cause offence or upset to other players. Games should be played fairly, courteously and in a good spirit. Players should treat and respect all opposition, partners, spectators and others in a way that they themselves would expect to be treated. Inappropriate behaviour includes:

- racket throwing
- ball abuse
- swearing or being abusive/aggressive
- intimidation (physical or verbal)
- questioning another player's integrity, e.g. over line calls, etc
- causing danger or harm to others
- criticism of a partner's or opponent's play

LINE CALLS

You should not enlist the aid of spectators (including parents, coaches, etc) in making line calls.

A ball touching any part of the line is "good". You should only call a ball out if you clearly see space between a line and the spot where the ball lands.

You are responsible for making all the calls on your side of the net (and *only* on your side of the net). If you're not sure, you should give your opponent(s) the benefit of the doubt and play the ball as "good". **You should not play a "let" simply because you're not sure or you didn't see it.** Make the calls promptly (and loud enough for your opponent(s) to hear). 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. Ultimately those players on the side of any disputed call have the final say.

In doubles, either partner may make a call. When returning serve, the receiver's partner should generally make the service line calls and the receiver should generally make the "wide" calls, i.e. the centre and side service lines.) A service "let" may be called by *any* of the participating players.

If one partner calls the ball out and the other partner sees the ball as "good", the ball is "good". It's more important to give opponents the benefit of the doubt than to avoid possibly hurting your partner's feelings! Perhaps a tactful way to achieve this is to quietly tell your partner of the mistake and let your partner concede the point.

If you request an opponent's opinion, you should accept the opinion given. If neither player/pair has an opinion, the ball should be considered "good".

If you reverse a call on changing your mind or becoming uncertain, the point goes to your opponent(s) and should not be replayed.

Even if a ball is obviously going out, you should not shout "Out!" until it has landed (call "Leave!" instead). Also, if you catch the ball with your hand or racket before it has landed, your opponent wins the point.

SCORE DISPUTES

Players should agree the score in a set before each new game.

The server should call the game score loudly and clearly before each point.

If there is a dispute over the score in a game, work through the game, point by point. If the dispute is over the score in a set, go through the set game by game. For example, if you cannot agree on whether the score is 40-15 or 30-30, but you agree on the winner of the 1st, 2nd and 4th points, you should go back to the 3rd point (only the 3rd point needs to be replayed).

HINDRANCE

Provided the call is made promptly, a "let" may be called by *any* of the participating players if there is a visible interruption, e.g. a ball entering the playing area from another court.

If a player hinders an opponent, it can be ruled involuntary (point replayed) or deliberate (point conceded). When a player has created an *involuntary* hindrance (e.g. a ball falling out of a pocket, or a hat falling off, etc), a "let" should be called on the first occasion (but it should be ruled *deliberate* on any subsequent recurrence). Any hindrance caused by a player that is clearly deliberate should result in the loss of a point.

CROSSING A COURT

When play is in progress, players should not:

- cross a court whilst a point is in play, cause disruption to a game or interrupt a point
- interrupt a server whilst they are preparing to serve (both first and second serves)
- stand in a position that is off-putting to the players, make a noise or distract players

CLOTHING & FOOTWEAR

Appropriate attire must be worn on the courts. Tops must be worn at all times. Non-marking shoes must be worn.

PERSONAL BELONGINGS

Please ensure all racket covers, ball cans, jackets, bags, flasks, etc are outside the playing area and out of everyone's way.

Unless absolutely vital (e.g. for safeguarding reasons), all mobile phones and other communication devices should be switched off or set to silent mode as these can disrupt play.

RUBBISH COLLECTION

Empty cans, old tennis balls or other litter should be removed from the court when play has finished and should be disposed of in the bins outside or inside the Clubhouse.