

GENERAL ETIQUETTE FOR TEAM TENNIS

READ WTTA & USTA Rules for Further Clarification

- 1. THE TEAM CAPTAIN OR SOMEONE FROM THE HOME CLUB SHOULD GREET THE VISITING TEAM AS THEY ARRIVE AND GIVE THEM COURT ASSIGNMENTS. IF THE HOME TEAM IS WARMING UP, THEY SHOULD STOP NO LATER THAN 9:15 AND GO TO THEIR COURTS. RESTROOM BREAKS SHOULD BE TAKEN PRIOR TO THIS TIME, BEFORE GOING TO THE COURT WITH YOUR OPPONENTS.**
- 2. KNOW THE POSITION YOU ARE PLAYING AND THE NAMES OF YOUR OPPONENTS BEFORE YOU BEGIN WARM-UP.**
- 3. A PLAYER SHOULD PROVIDE HER OPPONENT WITH A WARM-UP PERIOD, MAKING A SPECIAL EFFORT TO HIT SHOTS DIRECTLY TO HER OPPONENT.**
- 4. BE COOPERATIVE AND FLEXIBLE IN SCHEDULING MAKE-UPS. IF YOU ARE OFTEN UNAVAILABLE, YOU MAY NEED TO GET A SUB.**
- 5. IT IS THE PLAYERS' OBLIGATION TO CALL ALL BALLS FAIRLY AND HONESTLY ON THEIR SIDE OF THE NET AND TO HELP OPPONENTS WITH A CALL WHEN REQUESTED, IF THEY CAN HONESTLY DO SO.**
- 6. THE RACKET TOSS SHOULD BE TAKEN PRIOR TO THE WARM-UP-. THE WINNER OF THE TOSS GETS ONE OF THE FOLLOWING, AND THE LOSER GET THE NEXT CHOICE: A) SERVE OR RECEIVE, B) WHICH END TO START THE FIRST GAME OR C) HAVE YOUR OPPONENT MAKE THE FIRST CHOICE.**
- 7. TO AVOID CONTROVERSY OVER THE SCORE, THE SERVER SHOULD ANNOUNCE THE SET SCORE (5-4) BEFORE STARTING A GAME AND THE GAME SCORE (30-40) PRIOR TO SERVING EACH POINT.**
- 8. WHEN THE WRONG PERSON IS SERVING, OR SERVING FROM THE WRONG END OF THE COURT, OR FROM THE WRONG SIDE OF THE COURT, CORRECT THE PROBLEM IMMEDIATELY. DO NOT WAIT UNTIL THE END OF THE GAME. ALL POINTS ALREADY PLAYED WERE PLAYED IN GOOD FAITH AND STAND.**
- 9. IF A DOUBLES PAIR RECEIVED OUT OF THEIR PROPER ORDER, THE RECEIVING ORDER REMAINS AS ALTERED UNTIL THE END OF THAT GAME. THE DOUBLES PAIR THEN WILL RETURN TO THEIR ORIGINAL RECEIVING ORDER FOR THE NEXT RECEIVING GAME.**

10. ALL WARM UP SERVES MUST BE TAKEN DURING THE WARM UP TIME, BECAUSE PLAY MUST BE CONTINUOUS AFTER THE FIRST BALL OF THE MATCH IS SERVED.

11. USTA RULES ALLOW 90 SECONDS DURING THE CHANGE OF COURT SIDE ON ODD GAMES AND AT THE END OF THE SET, AND THEN 20 SECONDS BETWEEN POINTS. TEAMS ARE ALLOWED 2 MINUTES BETWEEN SETS.

12. WHEN A LET IS CALLED SOLELY IN RESPECT OF A SERVICE, THAT ONE SERVICE ONLY SHALL BE REPLAYED. WHEN A LET IS CALLED UNDER OTHER CIRCUMSTANCES, SUCH AS A BALL ROLLING ONTO THE COURT, ETC. THE POINT SHALL BE REPLAYED (TWO SERVES)

13. DO NOT WALK BEHIND ANOTHER COURT TO RETRIEVE YOUR BALL WHILE PLAY IS IN PROGRESS.

14. HAVE FUN AND BE A GOOD SPORT, WIN OR LOSE.

THE COMAN TIE-BREAK FOR DOUBLES:

THE PLAYER WHO WOULD NORMALLY BE SERVING AFTER 6-6 SERVES THE FIRST POINT OF THE TIE-BREAK. THEREAFTER, EACH PLAYER SHALL SERVE IN ROTATION FOR TWO POINTS UNTIL THE WINNERS HAVE BEEN DECIDED. AFTER 1 POINT HAS BEEN PLAYED, THE PLAYERS CHANGE ENDS. PLAYERS THEN CHANGE ENDS AFTER EVERY 4 POINTS, AND AT THE CONCLUSION OF THE TIEBREAK. IF A SET SCORE REACHES 6 ALL THEN A 7 POINT TIEBREAK IS USED TO DETERMINE THE WINNER OF THAT SET. A TEAM THAT WINS 7 POINTS AND IS AHEAD BY AT LEAST 2 POINTS, WINS THE TIE-BREAK AND THE SET DURING SETS 1 OR 2. AT THE CONCLUSION OF THE TIE-BREAK, THE TEAMS CHANGE ENDS TO BEGIN THE NEXT SET AND THE SCORE IS RECORDED 7-6. THE TEAM THAT SERVED THE FIRST GAME OF THE SET AND THE FIRST POINT OF THE TIE-BREAK SHALL BE THE RECEIVING TEAM FOR THE NEXT SET.

WHEN A MATCH IS TIED AT ONE SET ALL, THE COMAN TIEBREAK IS USED TO DETERMINE THE WINNER OF THE THIRD SET. WHICHEVER TEAM RECEIVED THE LAST GAME OF THE SECOND SET WILL SERVE TO BEGIN THE TIE-BREAK. PLAY CONTINUES AS DESCRIBED ABOVE, EXCEPT THE WINNER WILL BE THE FIRST TO 10 POINTS BY A MARGIN OF AT LEAST 2 POINTS. THE THIRD SET SCORE IS RECORDED AS 1-0 IN FAVOR OF THE WINNER OF THE THIRD SET TIEBREAK.

RAIN MAKEUP SCHEDULING

IT IS IMPERATIVE THAT CAPTAINS BE SURE THAT ALL LINES ARE RESCHEDULED FOR RAIN MAKEUPS WITHIN 48 HOURS (excluding weekends) AND THAT THE NEW DATES OF PLAY ARE ENTERED INTO THE WTTA SYSTEM. EITHER CAPTAIN CAN INPUT THE NEW DATES.

PLAYERS HAVE 3 WEEKS FROM THE ORIGINAL DATE TO PLAY ALL FOUR LINES, OR 2 WEEKS FROM THEIR FLIGHT'S LAST SCHEDULED MATCH, WHICHEVER IS EARLIER. IF A MAKEUP MATCH IS RAINED OUT, PLAYERS HAVE THE BALANCE OF THE ORIGINAL 3 WEEKS (21 DAYS) , OR 2 WEEKS (14 DAYS) FROM THE RAINED OUT RESCHEDULED DATE, WHICHEVER IS LONGER, STILL PROVIDING THAT ALL LINES MUST BE PLAYED NO LATER THAN 2 WEEKS FROM THEIR FLIGHT'S LAST SCHEDULED MATCH. PLAYERS ARE ENCOURAGED TO RESCHEDULE FOR THE EARLIEST POSSIBLE DATE OF PLAY.

IF PLAYERS HAVE NOT COMPLETED RAIN RESCHEDULING FOR ALL LINES WITHIN 48 HOURS, THE FLIGHT COORDINATOR MUST BE ASKED TO ASSIST. EACH LINE WILL GIVE THE FLIGHT COORDINATOR ALL DATES AND TIMES THEY ARE AVAILABLE TO MAKEUP THE MATCH. THIS LIST MUST CONSIST OF ONLY "ACCEPTABLE DATES AND TIMES" PER WTTA RULES. THE FLIGHT COORDINATOR WILL RANDOMLY DRAW ONE OF THE DATES, AND THAT WILL BE THE MAKEUP TIME FOR THAT LINE. ANY PLAYER NOT ABLE TO PLAY AT THAT TIME WILL HAVE TO GET A SUB OR DEFAULT THE MATCH. OBVIOUSLY, THE MORE FLEXIBLE A LINE IS IN GIVING MORE DATES, THE BETTER CHANCE THEY HAVE THAT ONE OF THEIR DATES WILL BE DRAWN. IF COURTS ARE NOT AVAILABLE AT THE ORIGINAL MATCH SITE FOR THE DATE DRAWN, THEN COURTS MAY BE SECURED AT THE VISITING TEAM'S SITE. IF NEITHER TEAM HAS COURTS AVAILABLE, THEN ANOTHER DATE WILL BE DRAWN

WTTA TIME LINE FOR CAPTAINS AND PLAYERS

FOR EARLY MATCHES:

Arrive for warm-up/bathroom breaks	9:00 am to 9:15 am
Exchange Lineups:	9:15 am
Warmup with Opponents:	9:15 am to 9:30 am
Default time:	9:30am
Match Play Begins:	9:30am

Relinquish courts for late matches at 11:30am or immediately upon conclusion of each line's match.

FOR LATE MATCHES

Arrive for warmup:	11:15am or earlier
Exchange lineups:	11:15am
Warmup with Opponent:	As courts become available or 11:30 am, whichever is earlier
Default Time:	11:30am

Match Play Begins:

11:30am OR 10 minutes after getting on court for warmup.

