



VII - Basic Tennis Etiquette and Procedures for Players During Matches

Making Calls

1. A player makes calls on his/her side of the net - promptly.
2. A ball landing on the line is good.
3. Opponents get the benefit of the doubt.
4. If a ball can't be called out with certainty, it is good.
5. The call of a player looking down a line is much more likely to be accurate than that of a player looking across a line. When you are looking across a line, don't call a ball out unless you can clearly see part of the court between where the ball hits and the line. It is difficult for a player who stands on one baseline to question a call on a ball that landed near the other baseline.
6. Partner's disagree on calls. If a player and his/her partner disagree about whether the ball was out, they shall call it good.
7. Audible or visible calls. No matter how obvious it is to a player that his/her opponent's ball is out, the opponent is entitled to prompt audible or visible call.
8. Spectators are never to make calls.
9. Lets should be called when balls roll on the court. The server receives 2 serves.

Serving

1. Servers must call out the game score, **loud and clear**, each time a point is earned.
2. Foot Faults - A player may warn his/her opponent that the opponent has committed a flagrant foot fault. If the foot faulting continues, the player may attempt to locate the site director.
3. Service calls in doubles - The receiver's partner should call the service line, and the receiver should call the sideline and the center service line. Either partner may call a ball that he/she clearly sees.
4. Service calls by the serving team - Neither the server nor his/her partner shall make a fault call on the first service even if they think it is out because the receiver may be giving the server the benefit of the doubt.
5. Receiver readiness - The receiver should make no effort to return a serve when he/she is not ready. If a player attempts to return a serve, it is presumed that he/she is ready.
6. Delays during service - When there is a delay between the first and second serves:
 - The server gets one serve if he/she was the cause of the delay.
 - The server gets two serves if the delay was caused by the receiver or if there was outside interference.
7. Service let calls. Any player can call a service let.
8. Players are not allowed to stand in the receiving court during service. Additionally, a receiver's partner shall not:
 - Move in or around the receiving box, causing a distraction
 - Wave equipment in and out of the receiving box, causing a distraction
9. Rectifying mistakes - The general rule is that errors are rectified as soon as they are discovered but not during play, and points remain.
 - If a server serves from the wrong court, the point stands and he/she serves the next point from the proper court.
 - If in doubles, the wrong person serves, the game stands and his/her partner serves the next game from his/her side. If discovered during the game, the partner whose turn it is to serve, takes over.
10. Discarding a second ball - The server's discarding of a second ball may constitute a deliberate hindrance. If the receiver asks the server to stop discarding the ball, then the server shall stop the practice.

Grunting

1. A player should avoid grunting and making other loud noises. Grunting and other loud noises may bother not only opponents but also players on adjacent court.

Line Judges

1. If line judges are placed on the court, the players continue to call their own lines. Line judges over-rule only if players ask for help.