

## 2015 Guidelines for Match Play

Before each individual match starts, the home team should decide whether a Coman or a standard format will be used for all tiebreaks, whether a 10-point match tiebreak or a full third set will be played, and whether new balls will be used for a full third set. The home team should spin a racket for choice of side, serve/receive, or defer before the warm-up starts.

During the team match, the following rules should be observed by both teams:

- **Warm-up is five minutes** on the court of play. No one can be denied a warm-up even if late. [LLAR Rule 18]
- **Coaching is only allowed during the 10-minute rest period between the second and full third set.** Coaching is not allowed at any other time from the start of the match to the completion of the match. [LLAR Rule 19]
- **Play should be continuous.** Allowed time is 20 seconds between points at server's pace, 90 seconds between changeovers, and 120 seconds between set breaks. There is no rest after the first game of the any set. Toilet breaks should be taken at set breaks first, then changeovers. In an emergency, a toilet break may be taken at any time. The time allowed is reasonable time – the time to walk briskly to the bathroom, utilize the facilities, and walk briskly back. A toilet break should not be used for any other purpose except to utilize the bathroom. [LLAR Rule 23]
- **Medical time outs are three minutes in duration.** A player may use any allowed rest time that is due, but then the time out should start. The opposing team may time the medical time out. If the player cannot resume play after the three minutes has ended, he should retire. [LLAR Rule 22]
- **Points played in good faith should stand.** [“The Code” Rule 2]
- **The ball is called good if any part of the ball touches any part of the line.** If there is any uncertainty as to a line call, the ball should be called good. If partners disagree on the call or a player changes his call, the point goes to the opponents. [“The Code” Rules 6-8, 12, 14]
- **Doubles teams may talk to each other as the ball is coming towards them.** [“The Code” Rule 34]
- **Any player may call a service let.** Any player may make a “let” call for a ball or other item that comes onto their court and interferes with play. The let call must be made immediately. [“The Code Rules 18 & 27]
- **The player makes all calls on himself** for touches, not-ups (double-bounces), foul strokes (hitting the ball before it crosses the plane of the net, etc.). The opponents (receivers) make the call of a ball going through the net or a “grounding” of the ball (returning the ball such that it hits one's court first before going back over the net). Line calls are the responsibility of the team which is receiving the ball. [“The Code” Rules 5, 19, and 20]
- **Court monitors may be used when teams need assistance in order to finish the match.** If no court monitors are available and the team cannot finish the match, then the match should be rescheduled to a date and time when monitors can be available to help. Court monitors may call foot faults and help with scoring and timing as well as overruling line calls when asked. Teams are encouraged to work together to resolve issues in a mutually respectful manner; sportsmanship grievances should be a last resort. [LLAR Rule 21]

NorCal wishes to remind all players that league play, although competitive, should always remain respectful and courteous to others. Please use the LLARs and The Code to resolve issues that arise on court. Remember that without teams, there would be no league play! As the Code states in its first principle – Courtesy is expected. Tennis is a game that requires cooperation and courtesy.

For questions, players may always email their Local Area Coordinator (LAC). This person's name and email is posted on each team page. The [League Resources](#) page also has links to information that every player and captain should have about leagues - “how to” instructions, calendars, insurance, ratings, rules, and grievances. The [NorCalendar](#) has the dates and details on all league events as these details become finalized. These are resources that will help every captain and player have a great season!