

## TOP 10 FREQUENTLY ASKED QUESTIONS FOR NON-UMPIRED MATCHES

**For matches played, there are some procedures that all players should follow:**

1. If in doubt, the player must give the benefit of any doubt to his/her opponent, in particular regarding line calls.
2. All "out" or "fault" calls should be made promptly after the ball has bounced and must be loud enough for the opponent to hear.
3. To avoid controversy over the score, the server should announce the game score before starting a game and the point score prior to serving for each point, and must be loud enough for his/her opponent to hear.
4. If players cannot agree on the score, they should calmly discuss the points/games that are disputed. All points or games which the players agree on stand and only those in dispute should be replayed i.e. two players cannot agree on whether the score is 40–30 or 30–40 and disagree only on who won the first point in the game. The game shall continue from 30–30, since both players agree that they have won two points each. When the game score is in dispute the same principles applies i.e. two players cannot agree on 4–3 or 3–4, and disagree only on who won the second game. The match shall continue from 3-3, since both players agree that they won three games each. The player who received in the last game that was played will serve in the next game. Where there is a score dispute, a player must make a reasonable effort to remember the actual score i.e. points/games played.
5. If a player incorrectly calls a ball "out" and then realises that the ball was good, the point should be replayed, except on clay, unless it was a point winning shot or unless that player made an incorrect "out" call earlier in the match. In these circumstances, the player who called "out" loses the point.
6. A service "let" may be called by either player/team. Either player is allowed to call a foul shot or "not up", providing this occurs in a timely manner.
7. The receiver must play to the reasonable pace of the server. Both players must ensure they restrict their warm-up time, and minimise time between points and at change of ends.
8. When a player has created an involuntary hindrance (ball falling out of pocket, hat falling off, etc), the opponent should immediately stop play, the first time a "let" should be called and point replayed, and any similar hindrance thereafter will be ruled deliberate and point will be lost.
9. Where a ball interrupts play, either by rolling/bouncing onto the court, and/or creating a visible interruption behind the court a let should be played. Either player can call a let in these circumstances provided they do so in a timely manner. Where this is between a 1st and 2nd serve, a second serve only should be played.
10. The receiver should not return the first service if it is an obvious fault – let it go by or ground it.