

LCWTL ON COURT RULES

Note: Changes in rules are shown in bold and italics

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ON-COURT RULES

These rules apply to non-officiated matches. Most important of all—you must enforce the rules against yourself just as you enforce them against your opponent. Play shall be according to USTA rules. Should there be any discrepancy between League Rules and Regulations, the On-Court Rules, the USTA rules, then the League Rules and On-Court Rules shall prevail.

Match Scoring

The first team to win six games wins that set provided there is a margin of two games over the opponents. When a regular set reaches six games all, a Coman 7-point tiebreak shall be played. If each team in a match wins one set, a 10-point Coman match tiebreak will be used to determine the match winner. A team may make changes in its serving and receiving order for the second set and the third set tiebreak.

Making Choices

The decision on who serves first and which side you take must be made before taking the court, and once chosen, is irreversible once the match has begun. If play is interrupted during warm-up and players leave the court due to a suspension or postponement, the spin or toss stands, but players may make new choices.

Racquet Spin or Coin Toss Choices

The team who wins the spin or coin toss may choose:

- To be server or receiver in the first game in which case the opponents shall choose the end of the court for the first game of the match; or
- The end of the court for the first game in which case the opponents shall choose to be server or receiver for the first game of the match or
- Require their opponents to make one of the above choices.

Warm-Ups

Warm-up shall be with opponents. In unusual circumstances, you may warm up with your partner. Warm-up, including serves, is not to exceed ten (10) minutes. Warm-up serves must be taken during warm-up and must be taken only from the side on which you are warming up and will start the match. If a player arrives after the 10-minute warm-up, she shall forego warming up and the match shall begin immediately. If a player arrives five (5) minutes into the warm-up period, she has only five (5) minutes remaining of the 10-minute warm-up period.

Continuous Play

After the first game of each set and during a tiebreak, play should be continuous and players shall change ends without a rest period. The time starts from the moment one point finishes until the first service is struck for the next point.

Maximum Time Allowed: Do not stall

Between points:..... 20 seconds

Between change-over: 90 seconds

Between sets: 120 seconds

One-time treatable medical condition:..... 5 minutes for each condition

Bathroom (or restroom) breaks should be taken during a set break, if possible.If that is not possible, then the break should be taken at an odd-game changeover. Breaks taken at other times should be limited to true emergencies.

Service

Server Announces Score

The server shall announce the game score at the beginning of each game and the point score before each subsequent point of the game.

Where Can the Receiver’s Partner Stand on the Court

Any place on her side of the net.

Underhand Serves

Are legal. The ball cannot be bounced on the ground as part of the service motion.

Second Ball in Hand During Service Motion

A server discarding the second ball may constitute a hindrance if the receiver asks the server to stop discarding the ball and the server continues to do so. This would be a considered a deliberate hindrance, and the server loses the point.

Server's Request for Third Ball

When a server requests three balls, the receiver shall comply when the third ball is readily available. Distant balls shall be retrieved at the end of a game.

Server Serving Before You Are Ready

If this happens, do not play the ball. Inform the server that she is serving too quickly. If you play the ball, you lose this option.

Delay Between the First and Second Serves

When there is a delay between the first and second serves:

- The server gets one serve if the server 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.

The time it takes to clear a ball that comes onto the court between the first and second serve is not sufficient time to warrant the server receiving two serves unless this time is so prolonged as to constitute an interruption. The receiver is the judge of whether the delay is sufficiently prolonged to justify giving the server two serves.

Service "Let"

Anyone on the court can call a "let" serve. A let after the ball has been put into play always allows the server a first serve, as you are replaying the point. If the server is interrupted during delivery of the second serve by a let call made due to another ball rolling onto the court, the server is entitled to two serves even if the first serve was a fault.

Foot Faults

A player commits a foot fault if after the player's feet are at rest but before the player strikes the ball, either foot touches the court, including the baseline. Foot faults may be brought to the attention of the offending player by the receiver or the receiver's partner.

Let Calls When Ball Rolls on Court

When a ball from another court enters the playing area, any player on the court affected may call a let as soon as the player becomes aware of the ball. The player loses the right to call a let if the player unreasonably delays in making the call. Do not call "ball on court" if your ball rolls onto the next court.

Correcting Errors

Any error shall be rectified as soon as discovered but not while the ball is in play, and any points completed under the erroneous condition shall be counted. This is in general regarding any mistakes made by players in failing to change ends, serving from wrong ends, serving to the wrong court, receiving from the wrong court, etc.

Standard or Tiebreak Game - Error in Service from Wrong Half of the Court

If a player serves from the wrong half of the court, this should be corrected as soon as the error is discovered and the server shall serve from the correct half of the court according to the score. If a fault was served before the error was discovered, it shall stand.

Standard or Tiebreak Game - Error in Not Changing Ends of the Court

(After an odd number of games or within a tiebreak) – The error should be corrected as soon as it is discovered and the server shall serve from the correct end of the court according to the score.

Standard Game - Error in Serving Out of Turn

The player who was originally due to serve shall serve as soon as the error is discovered. However, if a game is completed before the error is discovered, the order of service shall

remain as altered for the remainder of the set. (See below on how to handle errors in service order in tiebreaks.)

If a fault has been served before the error was discovered, it shall stand. The correct partner should serve but is not awarded a first serve.

If the opponents served a fault before the error was discovered, it stands and the correct partner would serve the second serve.

Tiebreak Game - Error in Serving Out of Turn

If the error is discovered after an even number of points have been played, the error is corrected immediately, following the same criteria as in the Standard Game – Error in Serving Out of Turn above. If the error is discovered after an odd number of points have been played, the order of service shall remain as altered.

Standard or Tiebreak Game - Error in Order of Receiving

This shall remain as altered until the end of the game in which the error is discovered. For the next game in which they are the receivers in that set, the partners shall then resume the original order of receiving.

Out Calls Reversed

Any call corrected from out to good is loss of point to the team that corrected the call, even if the ball is put back into play. The point is not replayed. However, when a first or second serve fault call is corrected that hit the net, the server is entitled to two serves.

Correcting Your Partner's Call

It is your responsibility to correct a line call made by your partner if you have any question. The best way is to go to your partner, explain that you feel that she should reverse her call. If the partner does not do so, you must overrule her anyway. Remember that any time one partner thinks a ball is good, enough doubt must exist so that the ball must be called good.

Double Hits

When a double hit occurs in the course of a single, continuous swing, this is a legal shot.

A Point is Not Over Until a Ball Lands Out or Bounces Twice on the Opponent's Court

Unless you have established ground rules to the contrary, any ball that is caught in the air or touches you or your racquet before it hits out is your loss of point.

Line Calls

Each team makes the call on any ball landing on their side of the court. If one teammate sees it good and the other sees it out, that point belongs to the opponent (the ball is good.) If it cannot be called out with surety, it must be played as good. Even though you think your ball was in, it is not your call to make. At best, you may ask if the opponent was sure of the call.

Quite often there are marks to check on clay courts. A player is not required to show a ball mark to an opponent, and no player is allowed to cross the net to inspect a ball mark.

If any part of the mark is touching the line, the ball is good. There must be space between the mark and the line for the ball to be out. An out call should be made either before the opponent has played your return shot or before your return shot has gone out of play.

Making Calls Against Yourself

A player shall concede the point when:

- A ball in play touches that player.
- That player touches the net or the opponent's court while a ball is in play.
- That player hits a ball before it crosses the net.
- That player deliberately carries or double hits a ball.
- A ball bounces more than once in that player's court.

The opponent is not entitled to make these calls.

Hindrance

In general, any conversation between partners while the ball is moving away from you toward your opponent's side of the net is taboo. If you are hindered by an opponent's loud comment, it can be the basis for loss of point. Try calling a let (before you hit the ball) and discussing the issue first before taking any points this way. This will keep the game more pleasant. If you have already hit the ball, you can no longer claim a let or the point for the hindrance.

*If a player falls on the court and the opponent is distracted by that fall, the fall could be considered an **unintentional** hindrance and as such the opponent can call a let. If no let is called by the opponent, play continues until the point ends.*

Spectators Giving Opinions on Score or Line Calls

This is absolutely forbidden.

Scoring Disputes

In the case of a scoring dispute remember that neither side has more weight than the other. Disputes over the score shall be resolved by using one of the following methods, which are listed in the order of preference:

- Count all points and games agreed upon by the players and replay only disputed points or games (If the players do not agree or recall the court in which the disputed point started, toss a coin to select the court.)
- Play from a score mutually agreeable to all players
- Spin a racket or toss a coin

This is why the score should always be called before the start of a game and before the start of each point. If the score does not sound right, do not play the next point until it has been settled.

Player Leaving Court

If any player leaves the court, they must announce their intent before leaving.

If Clothing or Equipment Becomes Unplayable

(i.e., shoe lace breaks, contact lens falls out, etc.) – Play may be suspended for a reasonable period for it to be repaired or replaced. Note that this does not apply to a broken string or racquet. This reasonable time includes time to go to a nearby car or pro shop.

Hitting the Ball Before It Crosses the Net

This is a very difficult rule to police. In general, you may contact the ball on your side of the net and carry your follow through across the net (without touching the net in any way). The person responsible for calling this is the person making the shot. The only time you can reach over the net to contact the ball is when it has hit on your side and the backspin or wind is taking it back over to the other side by itself. Then you must reach over the net and contact the ball, again without touching the net. If you fail to do this, you lose the point.

Hat Falling Off or Ball Falling from Your Pocket, Etc.

In any case such as this, the person (or team) who loses the equipment or ball cannot call a let. The opponents can call a let if it is done as soon as it is seen. Again, you cannot hit the ball, and then claim the let. This would be called the two-chance rule.

Housekeeping Rule

If a ball that has been served to you (obviously a fault) rolls back in the court while the point is in play, you may not call a let, but your opponent can (as long as they do so as soon as it is seen and before playing the ball).

Ball Hitting a Scoring Device or Other Object Attached to the Net

Loss of point to the striker of the ball.

Ball Hitting an Opponent on the Fly (regardless of where she is standing) –

The person hitting the ball wins the point. This means you have to get out of the way even if you are outside the court.

Code of Conduct

1. Loud, abusive, or profane language, racket throwing, or hitting balls indiscriminately is prohibited.
2. Intentional waving of a racket or arms or making distracting noises is prohibited.
3. Coaching of any kind is prohibited.
4. Do not attempt to make a mockery of a match, whether winning or losing.
5. Do not withdraw from a match or default in a match (whether during the course of a match or prior to its commencement) except for illness, injury or personal emergency.

Tennis Etiquette

1. Wait until a point is over before walking behind a court where a match is in progress.
2. To retrieve a ball from another court or to return a ball to another court, wait until the players have completed a point.
3. Players should present a neat appearance and abide by local dress regulations.
4. Once your match is over, leave the court quietly so as not to disturb matches on other courts.
5. When playing, a player has the right to ask a player(s) who may have finished their match, to leave the immediate court area where play is still in progress.
6. During League play, all spectators should be in a designated area for observing the match. A player has the right to ask a spectator to move to the designated area if that spectator is causing her a distraction.