

**LEE COUNTY WOMEN’S TENNIS LEAGUE
2025-2026 COURT RULES
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Published August 1, 2025
Check online for any updates
LCWTL5.com

CLUB AND FACILITY INFORMATION

Arborwood Preserve

11730 Arborwood Preserve Blvd.
Fort Myers, FL 33913
239-888-8800

Beachview Tennis

1101 Par View Dr.
Sanibel, FL 33957
239-472-9099

Breckenridge Golf and Tennis Club

20091 Wimbledon Court
Estero, FL 33928
239-992-5959

Bridgetown at Plantation

11749 Kingsbridge Blvd.
Fort Myers, FL 33913
239-362-0151

Cape Coral Racquet Club

420 SW 2nd Ave.
Cape Coral, FL 33991
239-573-3210

Colonial Country Club

9171 Independence Way
Fort Myers, FL 33913
239-984-1032

Corkscrew Shores

20098 Corkscrew Shores Blvd.
Estero, FL 33928
239-590-8288

Cross Creek Estates

12501 Cross Creek Blvd.
Fort Myers, FL 33912
239-768-5888

Crown Colony Country Club

8851 Crown Colony Blvd.
Fort Myers, FL 33908
239-590-9044

Cypress Lake Country Club

6767 Winkler Road
Fort Myers, FL 33919
239-482-0220

Del Tura Country Club

5457 San Luis Dr.
North Fort Myers, FL 33903
239-731-3433

The Dunes Golf and Tennis Club

949 Sand Castle Road
Sanibel, FL 33957
239-472-3522

Esplanade Lake Club

11501 Canal Grande Dr.
Fort Myers, FL 33913
239-888-8200

Fiddlesticks Country Club

15391 Canongate Dr.
Fort Myers, FL 33912
239-768-6439

The Forest Country Club

6227 Deer Run, SW
Fort Myers, FL 33908
239-482-8690

Fort Myers Racquet Club

1700 Matthew Dr.
Fort Myers, FL 33907
239-980-7116

The Club at Gateway

11835 Gateway Greens Dr.
Fort Myers, FL 33913
239-561-1422

Gulf Harbour Yacht and Country Club

14550 Vista River Dr.
Fort Myers, FL 33908
239-444-3644

Heritage Cove

14041 Brant Point Circle
Fort Myers, FL 33919
239-415-9500

Heritage Palms Golf and Country Club

10420 Washingtonia Palm Way
Fort Myers, FL 33966
239-336-0430

Hérons Glen Golf and Country Club

2250 Herons Glen Blvd.
North Fort Myers, FL 33917
239-567-0600

Judd Park

1297 Parkview Ct.
North Fort Myers, FL 33903
No Phone

Kelly Greens Golf and Country Club

12300 Kelly Greens Blvd.
Fort Myers, FL 33908
239-466-9570

Landings Yacht, Golf, and Tennis Club

4425 S. Landings Dr.
Fort Myers, FL 33919
239-482-0515

Legends Golf and Country Club

8600 Legends Blvd.
Fort Myers, FL 33912
239-561-7764

Lexington Country Club

16257 Willowcrest Way
Fort Myers, FL 33908
239-437-0404

Miromar Lakes

18061 Miromar Lakes Parkway
Miromar Lakes, FL 33913
239-908-2393

Paseo Country Club

11611 Paseo Grande Blvd.
Fort Myers, FL 33912
239-834-6300

Pelican Landing

24630 Goldcrest Dr.
Bonita Springs, FL 34134
239-495-8100

Pelican Preserve Country Club

10551 Veneto Dr.
Fort Myers, FL 33913
239-985-1762

Pelican Sound Golf and River Club

4569 Pelican Sound Blvd.
Estero, FL 33928
239-948-5259

The Club at Rapallo

8551 Via Rapallo Dr.
Estero, FL 33928
239-949-3347

The Club at Renaissance

12801 Renaissance Way
Fort Myers, FL 33912
239-561-8120

Rutenberg Park

6500 South Pointe Blvd.
Fort Myers, FL 33919
No Phone

Seven Lakes Golf and Tennis

1965 Seven Lakes Blvd.
Fort Myers, FL 33907
239-482-4540

Shadow Wood Country Club

22801 Oakwilde Blvd.
Bonita Springs, FL 34135
239-992-6000

Somerset at Plantation

10401 Dartington Dr.
Fort Myers, FL 33913
239-225-6300

The Courts, Cape Coral

420 SW 2nd Ave.
Cape Coral, FL 33991
239-574-0808

Unlimited Tennis Club

1895 Park Meadows Dr.
Fort Myers, FL 33907
239-356-6689

Verandah Golf and Country Club

12230 River Village Way
Fort Myers, FL 33905
239-694-3950

Verdana Village at Estero

20052 Verdana Village Blvd.
Estero, FL 33928
239-920-7102

West Bay Club

4606 West Bay Blvd.
Estero, FL 33918
239-444-2305

RULES AND REGULATIONS

Note: Changes are shown in bold and italics

Revised April 2025

All members of Lee County Women's Tennis League will abide by all LCWTL Rules and Regulations and On-Court Rules as written.

PLAYER REQUIREMENTS AND RESPONSIBILITIES

1. Requirements:

Each player must have a rating and be a legitimate member of the League, a club/facility, and a team. She must reside in Lee County ninety days during the playing season which is October 1 through April 30. These ninety days need not be consecutive.

After a player's name has been added to the database with a rating, it is her responsibility to create a Personal Player Account, add her telephone number, email, date of birth and sign the LCWTL agreement.

2. Responsibilities:

- All players will respect and follow the *LCWTL Player's Creed* as published.
- All members of visiting teams will follow the rules of dress and conduct at the home club/facility.
- All players shall abide by the lineups.
- It is the player's responsibility to make sure she is playing on the right court in the correct position.
- It is the player's responsibility to make sure all her matches are entered correctly on the League website. She must report any incorrect scores within seven days of the match. An incorrect score reported after that timeframe will not be corrected.
- No discrimination is allowed.

CAPTAIN RESPONSIBILITIES

The captain shall be a playing member of the team.

1. For Roster:

- The captain shall submit a roster online which meets the requirements of the League.
- Captains are responsible for checking the residency of new and returning players and maintaining a record of each player's local address, phone number, and email address.
- For roster additions, the captain shall immediately notify the division officers of roster additions by email or phone. A player is not legal until her name appears on the team roster on the website. Captains must complete a Roster Change Request online. An email will be sent to your Division Secretary requesting the change.

2. To Players:

- The captain shall attend divisional meetings and/or appoint her co-captain or designated team representative to attend.
- The captain shall communicate all League information to her team players.
- The captain shall be familiar with the League rules, by-laws, on-court rules, and code of conduct, and encourage players to do the same.
- The captain shall make available to each player *Form 12 – Emergency Information*.
- The captain of the player who has a violation filed against her shall notify her player immediately upon receipt of the violation.

3. For Matches:

- The captains should contact each other about changes to the team roster; for example, defaulting a court, checking weather conditions, etc. If you do not speak directly to the captain or co-captain, leave a message on all numbers for these captains and/or send an email if possible.
- The captain shall call the opposing team captain if unable to field a full team no later than two hours before the match time or earlier if possible. If you do not speak directly to the captain or co-captain, leave a message on all numbers for these captains and/or send an email if possible.

- The lineup – A player's rating indicates the divisions in which she is eligible to play.

It is the captain's responsibility to play strength according to her judgment and to determine lineups that make fair and competitive play for all with the strongest pairing playing in position one and the weakest pairing playing in position four.

The captain when using subs will remember to play strength. It is perfectly possible that the sub being played may be stronger than a team member and must be placed on court according to the League rules.

- The captain shall not play an illegal player.
- Matches must begin no later than the scheduled match time or as soon thereafter as the courts are available.
- Lineups must be exchanged before a match on any court begins.
- The match begins as soon as the lineups have been exchanged. Lineups must be exchanged no later than the scheduled match time.
- After lineups are exchanged, play on all courts should begin on time; and no changes to the lineup can be made by either team except in the case of cancellations before play including warmup has begun. See *Cancellations or Interruptions* under the *Rules for League Play* section.
- The captain shall handle any questions regarding the lineup.

- Home captains shall assign courts for home matches and furnish new USTA balls appropriate for the court surface.
- The captain should have available at all matches the most recent team roster printed from the League database and the current League *Court Rules* book.
- It is the captain's responsibility to keep all original score sheets signed by the captain and the visiting captain. The League has the right to request a copy of the score sheet.
- Home captains shall enter match results on the League website the day of the match by 6:00 p.m. Visiting captains shall verify match results on the League website within 72 hours of match play. If match results are not verified within 72 hours of match play, match results will stand. If there is a correction required to the score entry, both teams must agree, the web team notified of the correction within 72 hours, and the resulting correction must be verified within one week of the original match date.
- The captain shall file any grievance. See *Grievances* section.

DEFAULTS AND RETIREMENTS

1. A default shall occur when a team is unable to field one or more positions. The defaulting team will lose the points for the position(s) defaulted and the points will be awarded to the opposing team.
2. A double-default shall occur when neither team can field players on an individual court. Points are not awarded to either team.
3. To receive the points due from a default, the team receiving the points must enter its players' names on the lineup sheet as if the match were played. All other League Rules and Regulations must be followed.
4. If a team defaults all four courts, they will immediately receive a Letter of Reprimand. The Letter of Reprimand will remain on file for two League playing seasons. A Letter of Reprimand concerning a second offense within two League playing seasons results in a hearing and possible suspension for the season.
5. When a default is announced before lineups are exchanged, the defaulting team must default from the bottom up. Position four before position three, etc., with the following exceptions for 3.0 minus and Steel Divisions:
 - 3.0 Minus Division: If the opposing team defaults and your team has one or more 3.0 minus subs listed in your lineup as playing on higher courts (Courts 1 and 2 as allowed by our rules under Substitute Requirements: Exceptions for Subs, 3.0 Minus Division), you must rework your lineup removing any 3.0 minus subs from the higher courts and replacing them with team members. The 3.0 minus subs will then be listed as players on the defaulted courts and receive the points from the default.
 - Steel: If the opposing team defaults and your team has one or more 2.5 subs listed in your lineup as playing on higher courts (Courts 1 and 2 as allowed by our rules under Substitute Requirements: Exceptions for Subs, Steel Division), you must rework your lineup removing any 2.5 subs from the higher courts and replacing them with team

members. The 2.5 subs will then be listed as players on the defaulted courts and receive the points from the default.

- Each team captain may rework her lineup, and the defaulting team must enter "default" on the lineup sheet for the appropriate position.
 - Team members on a defaulted position must replace any subs on playing courts as stated in the *Substitute Requirements* section.
6. After lineups are exchanged, play on all courts should begin on time; and no changes to the lineup can be made by either team except in the case of cancellations before play including warmup has begun. See *Cancellations or Interruptions* section.
 7. If a player listed on the lineup is more than 10 minutes late for the start of the match, a default of that position will occur.
 8. Reversal of a previously announced default must be 24 hours before the scheduled match except for rain-outs. See *Rules of League Play* section.
 9. A retirement shall occur when a court is forced to discontinue match play due to an illness or injury. The retiring team will lose the points for the position retired and points will be awarded to the opposing team. Scores shall be entered with the actual score at the point the retirement occurs.

RULES FOR LEAGUE PLAY

1. Play shall be according to USTA rules. Should there be any discrepancy between *League Rules and Regulations*, the *On-Court Rules* and USTA rules, the *League Rules and Regulations* and *On-Court Rules* shall prevail.
2. Teams shall be awarded the following points for positions won:
 - First Position8 points
 - Second Position.....7 points
 - Third Position6 points
 - Fourth Position.....5 points
3. Retirements and Defaults
 - A team that retires a match loses the points for the position played. The League's rating program ignores this match, and no games are calculated in the personal rating calculation. The names are entered into the system. Points are awarded to the team not retiring.
 - A team that defaults a match loses the points for the position played. The League's rating program ignores this match, and no games are calculated in the personal rating calculation. The names of the winners are entered into the system. Points are awarded to the team not defaulting.
 - Teams that double-default a court are not awarded any points. The League's rating program ignores this match, and no games are calculated in the personal rating calculation. No names are entered into the system and no points are awarded.

4. Cancellations or Interruptions

- Within three days of when a scheduled match is either cancelled or interrupted, the home team has the responsibility to offer at least three dates to the visiting team.
- If a cancellation occurs before play including warmup begins, void lineups including defaults. Captains shall set a makeup date.
- Match dates may be changed, cancelled, or interrupted only due to court repair or rainy weather as mutually agreed upon by team captains. If not mutually agreed, it is then determined by the home club/facility pro. In no event will any match be played prior to the originally scheduled match date.
- If courts are not playable due to rainy weather by one hour after the scheduled start time or if match is interrupted by rainy weather and courts are not playable within thirty minutes, the captains shall set a makeup date. However, the club pros will have the final authority to supersede this rule if they determine that the courts will not be playable within this time frame or for any other club management reason.

5. Medical

- If a major-medical problem occurs requiring EMS to be summoned, both captains shall determine how to proceed. Each court may be continued or rescheduled. The injured player's match will be automatically retired. If the captains cannot agree on how to proceed, the captain of the team whose player suffers the medical problem should make such determination.
- A player who receives an open wound, is bleeding, or has blood on them or their clothing, must immediately leave the playing area and receive medical treatment. The player will not be allowed to return to the court until the wound is taken care of and the bleeding has stopped. If the player refuses to attend to the open wound, she will retire from the match and lose points for the position played.

6. Makeup matches

- To win points, all matches must be played, except in the event of a default when those points are awarded to the team not defaulting.
- Makeup matches shall be made within 14 days from the scheduled match day except during the months of November and December when all matches must be completed by December 15 and January 15, respectively.
- All games and points prior to interruption shall stand.
- Captains shall make appropriate notes of score, server, player locations, etc., at the same time of interruption of play.
- Makeup matches after interruptions shall resume play with the same players in the same court position at the same club location. If the home team does not have courts available, the match may be played at the opponent's club. Makeup matches can be played at night if the courts at either club have lights.

- A home team has a responsibility to offer at least three dates to the visiting team. Makeup matches may start at any time. However, it is not necessary to play all positions on the same date. If captains cannot agree, all unplayed matches will be played on the second Sunday at 1:00 p.m. following the date of the originally scheduled match. This does not apply to the extended makeup matches for the months of November and December when all matches must be completed by December 15 and January 15, respectively.
 - If captains agree to play each position on different days, the captain is only required to provide the lineup of any players playing on that day.
 - Makeup matches scheduled due to an interruption after the original match began: If one of the teams cancels the scheduled and agreed upon makeup date, the League reverts to USTA rules which state that you must default that court if unable to play on the scheduled and agreed upon makeup date.
 - If inclement weather occurs on the makeup date, one additional week will be allowed for makeup. This does not apply to the extended makeup matches for the month of November and December when all matches must be completed by December 15 and January 15, respectively.
7. A pro or designated representative (captain or co-captain) should be at every match.
 8. Game and tiebreak scoring are to be kept by the players on court. No other person should be on court during match play.
 9. Coaching of any kind is prohibited and may result in a sportsmanship grievance being filed against the offending player/team.
 10. Smart Device Use – As used herein, a “Smart Device” shall mean a cell phone, a smart device, or any other similar device. All smart devices must be off; **provided, however, that this does not prohibit the use of a smart device for purposes of fitness tracking and/or health monitoring which is expressly permitted.** Use of a smart device on court (receiving/calling/texting, etc.) results in that team being penalized one point. This can be the basis for loss of a game, a tiebreak, or a match.
 - When a smart device belonging to a player on court rings during a point, the opponent has the right to stop the point and claim one point as a deliberate hindrance.
 - When a smart device belonging to a player on court rings between points, between games, or on the changeover, the opponent has the right to claim the next point as if it has been played.
 - Players must play a let if play is stopped because a cell phone rings from:
 - An adjacent court
 - Spectator areas
 - If a cell phone of a spectator at courtside is heard, players may ask the spectator to turn off the phone or leave the area.
 11. All scheduled matches for a division are included in the team standings for that division.

12. Team standings shall be determined by total match points won. No ties shall remain. Home-court advantage for playoffs will be determined by a toss of a coin. If there is a tie in total points won, the following shall be followed:
- If there is a two-way tie or a championship match, the winner shall be determined by a playoff match between the two teams. The winner will be decided by the most points won during that playoff match. If the teams are still tied at the end of the playoff match, then the winner shall be determined in the following order until a winner is decided in this order:
 - Fewest sets lost
 - Fewest games lost
 - Coin toss
 - If there is a three-way tie, the winner is determined as follows in this order:
 - If one of the teams has won against both other teams during the season, then that team is the winner.
 - If one of the teams has lost to the other two teams during the regular season, then that team is eliminated, and you refer to a two-way tie for determining a winner between the two remaining teams.
 - If each team has won against each other during the regular season, then refer to a two-way tie to determine the winner except that the statistics will be used from the entire season of play, not from a playoff.

ON-COURT RULES

Note: *Changes are shown in bold and italics*

Revised April 2025

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, and 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 beginning of the second set and the beginning of the final match tiebreak if one is played.

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 warmup 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.

Warmups – Warmup shall be with opponents. In unusual circumstances, you may warm up with your partner. Warmup, including serves, is not to exceed ten (10) minutes. Warm-up serves must be taken during warmup and must be taken only from the side on which you are warming up and will start the match. If a player arrives within the 10-minute warm-up period, she will have only the remaining warm-up time available.

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

Order of Service – A team may make changes in its serving and receiving order for the beginning of the second set and the beginning of the final match tiebreak if one is played.

Server Announces Score – The server shall announce the set 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 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.

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).

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.

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 a 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 during 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 can 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.

Smart Device Use – All Smart Devices must be off. For more information, see *Smart Device Section* under Rules for League Play.

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, Tennis Equipment or Personal Items (i.e., shoelace breaks, contact lens falls out, etc.) Becomes Unplayable – Play may be suspended for a maximum of five minutes for the item to be repaired or replaced. This includes time to go to a nearby car or pro shop.

Note: If Tennis Racquet Becomes Unplayable – Play may be suspended for a maximum of five minutes for the racquet to be repaired or replaced. A player can repair or replace her racquet but may not leave the court. The player may ask someone to get a replacement without disrupting other courts.

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.

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 must 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 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.

COMAN TIEBREAK

7-POINT TIEBREAK FOR FIRST AND SECOND SETS: First to seven by two points

10-POINT MATCH TIEBREAK FOR THIRD SET: First to ten by two points

POINTS ARE SCORED: "Zero," "1," "2," "3," etc.

The Coman tiebreak ensures that players will always serve from the same side.

First and Second Sets: To decide the set, play a 7-point tiebreaker – first to seven by two points.

At six games apiece in a regular set, use a 7-point Coman tiebreak:

- Do not change sides because your set score is even at 6-6.
- Preserve the order of serving since this is the final game of the set – Remember which team served first.
- Serve the first point from the deuce court.
- Change sides after the first point and then every four points, (1, 5, 9, 13, 17, 21, 25, 29, etc.).
- Each server after the first server serves twice starting from the ad court.
- The tiebreak is considered a single game, so at the conclusion of the tiebreak, the score for the set is 7-6. The number of games is odd, so change sides to start the next set.
- For the next set, the first server is a member of the team who received first in the tiebreak.

Third Set: To decide the match, play a 10-point match tiebreaker – first to ten by two points.

If each team wins one set, a 10-point Coman match tiebreak is used to determine the match winner. Since the 10-point tiebreaker is effectively a new set, teams may make changes in the serving and receiving order.

To play the 10-point Coman tiebreak:

- Change sides if the set just finished had an odd number of games.
- Do not change sides if the set just finished had an even number of games.
- Serve the first point from the deuce court.
- Change sides after the first point and then every four points, (1, 5, 9, 13, 17, 21, 25, 29, etc.).
- Each server after the first server serves twice starting from the ad court.
- The match is over at the conclusion of this tiebreaker. The score for this tiebreak is recorded as 1-0.

To Help You Remember:

When Point Score is Even: The point is served from the deuce court.

When Point Score is Odd: The point is served from the ad court.

After a 7-Point Tiebreak, Change Ends – The tiebreaker counts as a single game for the first server which makes the set score odd at 7-6 if there is another set to follow.