



TENNIS

RULES



HIGHLIGHTS

- Forfeit time is five (5) minutes after the scheduled game start time. If the player or team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that player or team will forfeit and the opposing player or team will be declared the winner (assuming the opposing player or team is ready to play).
- A match is won by the player or team that wins two (2) out of three (3) sets first.
- Each set will be won by the player or team that wins three (3) games first with at least a two (2) game lead. It is also possible to win the set four (4) games to (2).
- In the event that the two players or teams are tied at three (3) games each, a tiebreaker to seven (7) points will be played. The player or team that reaches 7 points first by a margin of at least (2) points will be declared the winner.
- The tournament will be played on a hard court surface.
- The frame of the racket shall not exceed 73.7 cm in overall length including the handle. The frame of the racket shall not exceed 31.7 cm in overall width. The hitting surface shall not exceed 39.4 cm in overall length and 29.2 cm in overall width.



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TOURNAMENT RULES

READY TO PLAY

- Forfeit time is five (5) minutes after the scheduled game start time. If a team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that team will forfeit and the opposing team will be declared the winner (assuming the opposing team is ready to play).

JERSEYS AND APPARREL

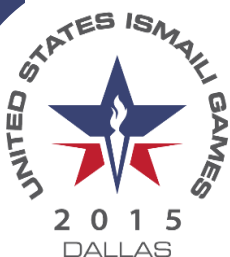
- All players participating must wear the uniforms provided by the USIG during check-in. If a player is not wearing the uniform provided, that player will not be allowed to participate unless they have received a waiver from the USIG National Sports team.
 - Players are not allowed to alter the uniforms that are provided by the USIG.
- Proper shoes must be worn at all times.
- If a player is not wearing the proper attire, they will not be allowed to participate
- It will be at the umpire’s discretion to determine whether a player can rejoin the field of play after the player has corrected their attire

UMPIRE’S JUDGMENT

- An umpire's judgment should not be contested.
- Failure to adhere to an umpire's judgment may warrant ejection.
- The umpire's decisions are final and no appeals of the decision will be allowed.
- Only rule clarifications may be requested and it is up to the umpire’s discretion to consult the rulebook

SCHEDULING AND DELAYS

- The USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes including but not limited to unscheduled delays or weather related delays.



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OFFICIAL RULES

EQUIPMENT

- The frame of the racket shall not exceed 73.7 cm in overall length, including the handle. The frame of the racket shall not exceed 31.7 cm in overall width. The hitting surface shall not exceed 39.4 cm in overall length and 29.2 cm in overall width.
- Dampening devices can only be placed outside the pattern of the crossed strings

METHOD OF SCORING

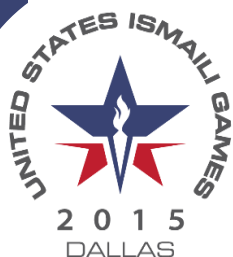
- A standard game is scored as follows with the server's score being called first:
 - no point – “Love;”
 - first point – “fifteen (15);”
 - second point – “thirty (30);”
 - third point – “forty (40);”
 - fourth point – “Game.”
- Except that if each player/team has won three (3) points, the score is “Deuce”. After “Deuce”, the score is “Advantage” for the player/team who wins the next point. If that same player/team also wins the next point, that player/team wins the “Game”; if the opposing player/team wins the next point, the score is again “Deuce”. A player/team needs to win two consecutive points immediately after “Deuce” to win the “Game”.
- A match is won by the player or team that wins two (2) out of three (3) sets first.
- Each set will be won by the player or team that wins three (3) games first with at least a two (2) game lead. It is also possible to win the set four (4) games to (2).
- In the event that the two players or teams are tied at three (3) games each, a tiebreaker to seven (7) points will be played. The player or team that reaches 7 points first by a margin of at least (2) points will be declared the winner. In the event that the players or teams are tied at seven (7) points all in the tiebreak, the tiebreak will continue until one player or team earns a two (2) point advantage

TIE BREAKS

- During a tie-break, points are scored “Zero,” “1,” “2,” “3,” etc. The first player/team to win seven (7) points wins the “Game” and “Set”, provided there is a margin of two (2) points over the opponent(s). If necessary, the tie-break game shall continue until this margin is achieved.
- The player whose turn it is to serve shall serve the first point of the tie-break game. The following two (2) points shall be served by the opponent(s) (in doubles, the player

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of the opposing team due to serve next). After this, each player/team shall serve alternately for two (2) consecutive points until the end of the tie-break game (in doubles, the rotation of serve within each team shall continue in the same order as during that set).

- The player / team whose turn it was to serve first in the tie-break game shall be the receiver in the first game of the following set.

START OF GAME

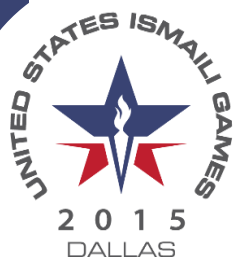
- The choice of ends and the choice to be server or receiver in the first game shall be decided by toss before the warm-up starts. The player / team who wins the toss may choose:
 - to be server or receiver in the first game of the match, in the which case the opponent(s) shall choose the end of the court for the first game of the match;
 - the end of the court for the first game of the match, in which case the opponent(s) shall choose to be server or receiver for the first game of the match; or
 - to require the opponent(s) to make one of the above choices.

CHANGE OF ENDS (CHANGEOVER)

- The players shall change ends at the end of the first, third and every subsequent odd game of each set.
- The players shall have a ninety (90) seconds break at a change of ends, except after the first game of the set and during changeover during a tie-break.
- During a tie-break game, players shall change ends after every six (6) points.

ORDER OF SERVICE

- At the end of each standard game, the receiver shall become the server and the server shall become the receiver for the next game.
- In doubles, the team due to serve in the first game of each set shall decide which player shall serve for that game. Similarly, before the second game starts, their opponents shall decide which player shall serve for that game. The partner of the player who served in the first game shall serve in the third game and the partner of the player who served in the second game shall serve in the fourth game. This rotation shall continue until the end of the set.



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ORDER OF RECEIVED (DOUBLES ONLY)

- The team which is due to receive in the first game of a set shall decide which player shall receive the first point in the game. Similarly, before the second game starts, their opponents shall decide which player shall receive the first point of that game. The player who was the receiver's partner for the first point of the game shall receive the second point and this rotation shall continue until the end of the game and the set.
- After the receiver has returned the ball, either player in a team can hit the ball.

FOOT FAULT

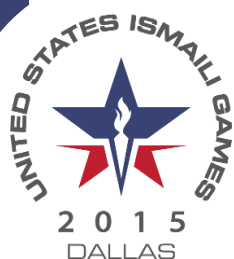
- During the service motion, and before the ball has been hit, the server shall not:
 - change position by walking or running, although slight movements of the feet are permitted;
 - touch the baseline or the court with either foot;
 - touch the area outside the imaginary extension of the sideline with either foot; or
 - touch the imaginary extension of the centre mark with either foot.
- If the server breaks this rule it is a "Foot Fault".

SERVICE FAULT

- The service is a fault if any of the following occurs:
 - the server misses the ball when trying to hit it;
 - the ball bounces outside of the service box;
 - the ball served touches a permanent fixture, singles stick or net post before it hits the ground; or
 - the ball served touches the server or server's partner or anything the server or server's partner is wearing or carrying before a bounce, although the server is allowed to catch the ball if the toss of the ball is poorly done.

SECOND SERVICE

- If the first service is a fault, server shall serve again without delay from behind the same half of the court from which that fault was served, unless the service was from the wrong half.



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LET SERVICE

- The service is a let if:
 - the ball served touches the net, strap or band, and is otherwise good; after touching the net, strap or band, touches the receiver; the receiver's partner or anything they wear or carry before hitting the ground; or
 - the ball is served when the receiver is not ready.
- In the case of a service let, that particular service shall not count, and the server shall serve again, but a service let does not cancel a previous fault.

PLAYER LOSES POINT

- The point is lost if:
 - the player serves two (2) consecutive faults;
 - the player does not return the ball in play before it bounces twice consecutively;
 - the player returns the ball in play so that it bounces outside the correct court;
 - the player returns the ball in play so that, before it bounces, it hits a permanent fixture;
 - the player returns the service before it bounces;
 - the player deliberately carries or catches the ball in play on the racket or deliberately touches it with the racket more than once;
 - the player or the racket, whether in the player's hand or not, or anything which the player is wearing or carrying touches the net, net posts / singles sticks, cord or metal cable, strap or band, or the opponent's court at any time while the ball is in play; however, the player may continue their swinging motion over the net and without touching it only after striking the ball in one constant motion;
 - the player hits the ball before it has passed the net;
 - the ball in play touches the player or anything that the player is wearing or carrying, except the racket;
 - the ball in play touches the racket when the player is not holding it;
 - the player deliberately and materially changes the shape of the racket when the ball is in play; or
 - in doubles, both players touch the ball when returning it.

OUT OF ORDER OF SERVING, RECEIVING OR CHANGING ENDS

- If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been

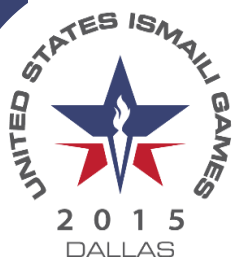


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reached, according to the sequence established at the beginning of the match and, in doubles, to the order of serving chosen by the pair having the right to serve first in the game during which the error is discovered.

- If the players have not changed ends when they should have done so, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with the players at the ends at which they should be at the score that has been reached, according to the sequence established at the beginning of the match.
- In any circumstances, all points scored before the discovery of an error shall be reckoned.



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