

GUIDELINES FOR AMADOR JR TEAM TENNIS MATCH PLAY

1. **Courtesy is expected.** Tennis is a game that requires cooperation and courtesy.
2. **Points played in good faith are counted.** For example, if a point is played from the wrong court, there is no replay.
3. **Player makes calls on own side of net.** A player calls all shots landing on, or aimed at, the player's side of the net. Parents and/or spectators should not be involved in line calling.
4. **Opponent gets benefit of doubt.** A player should be guided by the principle that any doubt must be resolved in favor of an opponent.
5. **Ball touching any part of line is good.** If ANY part of a ball touches a line, the ball is good. A ball 99% out is still 100% good. A player shall not call a ball out unless the player clearly sees space between where the ball hits and a line.
6. **Any ball that cannot be called out is considered good.** A player may not claim a "let" on the basis of not seeing a ball. If a player is unsure, the ball should be called good.
7. **Dealing with "bad calls" is a three step process:**
 - On the first questionable call, always give your opponent the benefit of doubt.
 - On the second questionable call, ask the opponent firmly but politely: "Are you sure?"
 - If a third questionable call occurs and you feel cheated, stop the match and request help from one of the coaches.
8. **Either partner may make calls in doubles.** Although either doubles partner may make a call, the call of a player looking down a line is more likely to be accurate than that of a player looking across a line.
9. **Partners' disagreement on calls.** If one partner calls the ball out and the other partner sees the ball good, the ball is good.
10. **Out calls reversed.** A player who calls a ball out shall reverse the call if the player becomes uncertain or realizes that the ball was good. The point goes to the opponent and is not replayed.
11. **"Let" called 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 delays in making the call.
12. **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 and replay only disputed points or games;
 - Play from a score mutually agreeable to all players;
 - Spin a racket or toss a coin.
13. **Avoid potential disputes.** The server should call the score out loud before serving. Any scoring disputes should be resolved before play begins. Score cards should be used and changed after every game.

These guidelines were adapted from The Code: The Players' Guide and Unwritten Rules of Tennis found at USTA's website: <http://www.usta.com/Active/The-Rules-of-Tennis/2518-The-Code-The-Players-Guide-for-Unofficial-Matches/>