

# CASES AND DECISIONS

## RACQUET

### **(1) Broken String: First Service Fault**

Case: On a first service fault, the receiver breaks a string.

Decision: If the receiver changes his racquet, then a first serve will be awarded to the server. If the receiver elects not to change racquets, then the server must play a second serve.

### **(2) Broken String: First Service Let**

Case: The receiver breaks a string on a first service let.

Decision: The receiver must change racquets. A player is allowed to finish the point with a broken string but may not start a point with a broken string.

### **(3) Broken String: No Racquets**

Case: The player breaks a string in his last racquet.

Decision: The player is not allowed to continue with broken strings. The player is subjected to the penalties set forth in the Point Penalty System for Unreasonable Delay.

## WHEN TO SERVE

### **(4) Receiver Not Ready**

Case: The receiver is not ready but looks up as the second serve is hit, reflexes a return and says "wait."

Decision: Second Serve. The server should observe that the receiver is ready. (If the Chair Umpire believes that gamesmanship is involved on the part of the receiver, then he may issue a code violation for Unsportsmanlike Conduct.)

## THE LET

### **(5) Broken Ball**

Case: A ball in play breaks (no compression).

Decision: Replay the point.

### **(6) Corrected Call**

Case: A second serve is a "net" call. The service Line Umpire calls "out," then corrects it to "good."

Decision: There is a second serve.

### **(7) Soft Ball**

Case: After the point has been completed, the player claims that the point should be replayed because the ball is soft and unplayable.

Decision: The point stands as played. A "soft" ball is not cause for replaying a point even if the Chair Umpire decides that the ball must be replaced.

Case: During a rally, Player A catches the ball and wants the point replayed, claiming that the ball is "soft" and unfit for play.

Decision: Player A loses the point. A "soft" ball is not cause for replaying a point. The ball, however, may be taken out of play.

## **LOSING A POINT**

### **(8) Ball Hits Scoring Device**

Case: The ball, while in play, hits the scoring device attached to the net post (flip cards) and goes into the proper court.

Decision: The scoring device is considered as a permanent fixture (other than the net, posts, singles sticks, cord or metal cable, strap or band) and hitting it will result in the loss of point.

### **(9) Invasion: Ball in Play**

Case: A player's dampening device flies out of his racquet and touches the net or goes into his opponent's court.

Decision: If the ball was still in play, the player loses point. The dampening device shall be considered a part of the racquet.

### **(10) Invasion: No Replay**

Case: After the point has been completed, a player discovers his opponent's dampening device lying in his court. The player claims a point.

Decision: The point stands as played. Since the Chair Umpire did not see the dampening device land in the opponent's court, he may not

rule that an invasion occurred. Invasion occurs only when the ball is in play. Since the Chair Umpire did not know the timing of the incident, he may not assume that an invasion did occur.

#### **(11) Player Hits Net Pipe Support**

Case: A player touches a "pipe support" with his foot while the ball is in play.

Decision: In this case the "pipe support" is to be considered as part of the net; thus if a player touches it while the ball is in play, he loses the point.

#### **(12) Touching Net or Opponent's Court**

Case: If while the ball is in play a player's foot slides under the net but does not touch the net, should this still be considered a "touch" since the net should have extended fully to the court surface?

Decision: No. This cannot be considered a "touch" if the player did not actually touch the net. It is likely, however, that an invasion has occurred from the player's foot touching his opponent's court. If this did occur, then the Chair Umpire shall call an "invasion" and award the point to the player's opponent.

### **PLAYER HINDERS OPPONENT**

#### **(13) Opponent's Gear Falls On The Court**

Case: A player's hat, towel, or a ball from his pocket falls to the court during play.

Decision: The Chair Umpire shall call a let and replay the point. He shall also inform the player that if a second call of let is made by the Chair Umpire, it will result in a loss of point.

#### **(14) Opponent Makes Noise**

Case: During play, a player makes a sound or exclamation.

Decision: If the Chair Umpire rules that a hindrance has occurred then, if the sound or exclamation that caused the hindrance was deliberate, the point shall be awarded. If the sound or exclamation that caused the hindrance is determined to be unintentional, the point shall be replayed.

## **GOOD RETURN**

### **(15) Ball Touches Net Pipe Support**

Case: The ball falls over the net and hits the "pipe support" used on indoor courts.

Decision: In this case, the "pipe support" is to be considered as part of the court; thus when the ball hit the pipe, it would be ruled as a first bounce.

### **(16) Player Touches Net Outside of Singles Stick**

Case: A player runs for a drop shot and returns it into the opponent's court and then runs into net between net post and singles stick. What is the ruling?

Decision: Play continues. This part of the net is considered a permanent fixture.

## **HINDRANCE OF A PLAYER**

### **(17) Ball Rolls Onto Court**

Case: After a first service fault, a ball comes into the court from another court.

Decision: If the server has started his motion, then a first serve shall be awarded. In other cases, a second serve shall be played unless in the opinion of the Chair Umpire the delay was unusually long and unfairly disrupted the rhythm of the server.

### **(18) Crowd Movement**

Case: The server is given a Time Violation for going beyond the 25 seconds that is allowed between points. The server claims that he should have been given additional time because there were some spectators taking their seats.

Decision: The Time Violation stands. The continuous play procedures shall be in effect regardless of spectator movement unless the Chair Umpire believes the movement is intended as a deliberate attempt to distract a player(s) or occurs in the designated lowest tier of seats.

### **(19) Inadvertent Hindrance**

Case: As a player is in the process of hitting a volley into the net, his hat falls off. He then claims a let for hindrance.

Decision: No let. A player may not hinder himself. A let should only be called when the opponent could have been hindered.

### **(20) Singles Stick Falls**

Case: After a first serve fault, the singles stick falls to the court.

Decision: The Chair Umpire should award a first serve unless in his opinion the replacement time was such that the server was not delayed in his delivery of a second serve.

### **(21) Spectator Noise**

Case: During play an "out" call is made by a spectator. The player stops and claims hindrance.

Decision: The point stands as played.

### **(22) Early Foot fault Call**

Case: The baseline umpire calls a foot fault on the server prior to him hitting a first serve. The server continues with his motion and hits the serve into the net.

Decision: First serve awarded. It is not a foot fault until the ball has been struck. Therefore, the call is erroneous and the Line Umpire has hindered the server.

## **OFFICIALS ON COURT**

### **(23) Appeal of Judgement Calls**

Case: A first serve is hit down the middle and is called out and then corrected to good by the centre service Line Umpire. The Chair Umpire awards the point to the server, but the receiver disagrees saying that he had a play on the ball. The Chair Umpire agrees and rules that the point be replayed. The Referee is called to the court.

Decision: Point to server. The Chair Umpire may not change a judgement decision after a player appeal.

### **(24) Appeal of the "facts:" Receiver**

Case: First point of a game, the first serve is called fault and overruled by the Chair Umpire to good. The Chair Umpire then announces 15-Love. The receiver states that the point should be replayed because he returned the ball into the court. The Chair Umpire realizes that the receiver did in fact return the ball and orders

the point to be replayed. The server claims that the Chair Umpire cannot change his decision and asks for the Referee to be called.

Decision: The point is replayed. The Chair Umpire's initial awarding of the point to the server was incorrect based upon the facts as described by the Chair Umpire: The receiver did return the serve.

**(25) Appeal of the "facts:" Server**

Case: First point of a game, the first serve is called fault and overruled by the Chair Umpire to good. The Chair Umpire awards the point to the server based upon his judgement that the receiver did not have a play on the ball. The receiver claims that he could have played the ball. The Chair Umpire is not sure of his original judgement and orders the point to be replayed. The server claims that the Chair Umpire may not change his judgement based upon an appeal from the receiver and asks for the Referee to be called.

Decision: Point to the server. The facts on which the Chair Umpire based his initial decision did not change. Therefore, the Chair Umpire may not change his original decision based upon a player's appeal or protest.

**(26) Appealing for a Let**

Case: Player A serves and Player B returns the ball for a winner. Player A appeals to the Chair Umpire that the service was a let. The Chair Umpire says that he did not hear a let. Player A then asks Player B if he heard a let. Player B answers yes. Upon hearing this the Chair Umpire says that since both players heard a let, we shall play a let. Player B objects saying that it is the Chair Umpire's call and that he was only confirming to Player A that the Chair Umpire had made a mistake.

Decision: The point stands as played. The Chair Umpire cannot make assumptions as to the intent of Player B's comment. The Chair Umpire should be certain that the intention of Player B was to play a let before making any decision.

**(27) Can't find Ball Mark**

Case: A Line Umpire calls a ball out on a clay court. The Chair Umpire asks him to show the mark. The Line Umpire cannot locate the mark and neither can the Chair Umpire.

Decision: The original (out) call must stand.

### **(28) Clay Court: Doubles Ball Mark Appeal**

Case: Player B returns a serve but his partner, Player A, says "wait" as he moves to look at the mark. The Chair Umpire stops play. The opponent, Player C, appeals to the Referee, saying Player B returned the serve which Player C put away.

Decision: The procedure was correct. (The Chair Umpire stopped play after an interruption by Player A.) The mark is examined and if it is good, Team A-B loses the point; otherwise, it is a second serve.

### **(29) Must Both Players on a Team Stop to Get Ball Mark Inspection?**

Case: In doubles on a clay court, the second serve is called good. The receiver returns the ball but hesitates in search of the mark. His partner crosses (poaches) and hits the ball into the net. The receiver then appeals the second serve, stating that he stopped play prior to his reflex return.

Decision: The point stands as played. Both players must stop playing or the player appealing must do so in a manner that results in the Chair Umpire stopping play.

### **(30) Overrule Then Inspect Ball Mark**

Case: As a Chair Umpire, you overrule a ball on a clay court. The player disagrees and asks for a ball mark inspection. You think that maybe you made a mistake on your overrule.

Decision: The Chair Umpire should check the mark.

### **(31) Umpire Blocked on Question of Fact**

Case: Player A stops play claiming that Player B had played the ball after it had bounced twice. The Chair Umpire said that he was "blocked" and could not make the decision.

Decision: The point stands as played. When the Chair Umpire has the primary responsibility for a call (nets, throughs, not-ups and touches) as opposed to the secondary responsibility (line calls), an immediate decision must be made. If the Chair Umpire did not see a rules violation on something for which he has the primary responsibility then technically no violation can be called.

### **(32) Umpire Unsighted**

Case: A Line Umpire is unsighted and the Chair Umpire cannot make the decision.

Decision: The point is replayed, except in the case where it was discovered after the point had been completed that during the rally a Line Umpire had been unsighted. In that case, the point would stand as played.

### **(33) Intimidating Line Umpire**

Case: A serve is hit near the sideline and the receiver, hearing no call, immediately turns around and screams at the Line Umpire. The Line Umpire, who had signalled good, then calls and signals out.

Decision: The Chair Umpire rules the serve good based on the Line Umpire's original call. The Referee, if called, upholds the Chair Umpire's decision based on an official not changing his call based on a player appeal.

*Note:* The Chair Umpire may have to ask for the Line Umpire's original call if he is uncertain or disregard the Line Umpire's call and make the call himself.

## **CONTINUOUS PLAY AND REST PERIODS**

### **(34) Ball Person as Personal Valet**

Case: A player receives a time violation from the Chair Umpire while waiting for the ball person to retrieve a towel. The player claims the ball person caused the delay.

Decision: The Time Violation stands. Towelling off between points with or without the help of a ball person is not a valid reason for delay.

### **(35) Chair Umpire Orders Medical Time-Out**

Case: A player has an accidental ankle injury and the Chair Umpire believes that continued play will result in non-professional play. May the Chair Umpire suspend play (and call for the Sports Medicine Trainer)?

Decision: Yes.

### **(36) Changing Shoes**

Case: May a player receive extra time on a change-over in order to change his shoes and/or socks? If yes, how many times may he do so during the course of the match?

Decision: Yes. The Chair Umpire may allow a reasonable extension of the allotted change-over time in order for a player to change his shoes and/or socks. The player should not be allowed to leave the court in this instance. The player is limited to one change per match when extra time is granted unless the provisions for "Equipment out of adjustment" take precedent. In that case, the Chair Umpire has the authority to decide each request on its own merit.

### **(37) Contact Lens**

Case: During a match, a player requests permission to leave the court in order to put in a contact lens.

Decision: The request to leave the court is denied. Contact lens shall not be considered as equipment out of adjustment unless the player is wearing them at the time of the incident.

*Note:* Every attempt should be made to assist the player so that he may put the contact lenses in during the change-over.

### **(38) Delayed Medical Time-Out**

Case: A player has an accidental injury and asks to have a Medical Time-Out during the next change-over. What procedure should be used for timing the treatment if the Sports Medicine Trainer arrives:

- a. 30 seconds into the change-over?
- b. After 60 seconds has elapsed on the change-over?

Decision A: The Sports Medicine Trainer has 31/2 minutes (but, as a minimum, he has three (3) minutes to treat after completing his diagnosis) to treat the player before the Chair Umpire announces "Time." The player then has 30 seconds to play, subject to the Point Penalty Schedule.

Decision B: The Chair Umpire stops the clock at 60 seconds and suspends play until the Sports Medicine Trainer is ready to treat the player. The three-minute Medical Time-Out begins, and after the Chair Umpire announces "Time," the player has 30 seconds to play or be subject to the Point Penalty Schedule.

### **(39) Equipment Out of Adjustment (Knee Brace)**

Case: During play, a player's knee brace becomes out of adjustment. The player requests time to repair his knee brace.

Decision: The player is allowed reasonable time to repair his knee brace without penalty. Any medical apparatus worn by a player shall

be considered as equipment in regards to "Equipment Out of Adjustment."

**(40) Exceeding 90 Seconds: Code Violation**

Case: If a player is receiving treatment by the Sports Medicine Trainer on a 90-second change-over, and the treatment goes over the allowed 90 seconds, what happens?

Decision: When the Chair Umpire says "Time," the player must put the ball in play within 30 seconds. Any delay after that will result in a Code Violation.

**(41) Medical Time-Out and Re-Warm-Up**

Case: If eight (8) minutes elapse before the Sports Medicine Trainer arrives and treatment begins two (2) minutes later (the Medical Time-Out begins) and is completed after another three (3) minutes, is a re-warm-up authorized?

Decision: No, a re-warm-up is not authorized.

**(42) Medical Time-Out Request Honoured?**

Case: A player asks for the Sports Medicine Trainer. After examination, it is determined by the Sports Medicine Trainer that the player is suffering from general fatigue that may not be improved by on-court medical treatment. What course of action should the Chair Umpire take?

Decision: The Chair Umpire announces, "Let's Play," after the Sports Medicine Trainer completes his diagnosis. Delays will be penalized in accordance with the Point Penalty Schedule. The Chair Umpire has the option to issue a Code Violation for Unsportsmanlike Conduct in unusual cases.

**(43) Medical Time-Out Starts When?**

Case A: When does a Medical Time-Out begin?

Decision: A Medical Time-Out begins when the Sports Medicine Trainer arrives and is ready and able to treat the player. Thus, the Sports Medicine Trainer has completed his examination/diagnosis and the Medical Time-Out starts when the Sports Medicine Trainer begins treating the player.

Case B: A player asks to see the Sports Medicine Trainer during the middle of a game although no accidental injury was observed by the Chair Umpire. What should the Umpire do?

Decision: Ask the player what the problem is (so the Chair can inform the Sports Medicine Trainer) and then stop play and call for the Sports Medicine Trainer immediately. A player may ask to see a Sports Medicine Trainer and have play halted at any time during a match. The Sports Medicine Trainer will make the decision, upon examining the player, whether a Medical Time-Out is needed.

**(44) No Play After 90 Seconds**

Case: A player is not ready to play after the ninety (90) second change-over (no injury involved).

Decision: A Time Violation is announced. "Let's Play" is normally added. The same applies if a player is not ready to play after the 120 second set break.

**(45) Only 90 Seconds to Re-Tape**

Case: A player turns his ankle, which is taped by the Sports Medicine Trainer, and then on the next change-over wants the ankle re-taped.

Decision: The Chair Umpire may authorize the re-taping which must be completed within the 90 second change-over or the Point Penalty Schedule applies.

**(46) Penalties After Medical Time-Out**

Case: When is the player penalized for going over three minutes on a Medical Time-Out?

Decision: After the Chair Umpire says "Time," the player must put the ball in play within 30 seconds. Any delay after that will result in a Code Violation. The player is allowed the time necessary to put on shoes, socks, ankle supports, etc.

**(47) Re-Gripping Racquet**

Case A: During a change of ends, while a player is re-taping the grip of his racquet, the Chair Umpire calls time. The player walks out to the baseline still taping the grip. At the end of the 90 seconds, the player has failed to commence his serve and is still working on the grip.

Decision: The Chair Umpire issues a Time Violation. The racquet is not equipment out of adjustment and therefore the player must serve within the allotted time. Similarly, adjusting the position of the strings or fixing string savers is not an excuse for delaying play.

#### **(48) Re-Injury**

Case: A player injures his ankle and is granted a three (3) minute Medical Time-Out by the Sports Medicine Trainer. Five (5) games later, the player asks for another Medical Time-Out claiming that he has re-injured the same ankle.

Decision: The Chair Umpire shall call for the Sports Medicine Trainer who shall determine upon examination whether or not a three (3) minute Medical Time-Out is authorized.

#### **(49) Replacing Shoes**

Case: During a match, a player requests permission to leave the court area to retrieve another pair of tennis shoes. He states that he is slipping and wants to get a pair of shoes with a different sole from his locker.

Decision: The request is denied. However, the Chair Umpire should use all possible means to have the shoes retrieved and brought to the court. This is not considered "Equipment Out of Adjustment." The shoes could have been brought to the court with the player and changed on-court; however, once he has the shoes, reasonable time is allowed for the change.

#### **(50) Resuming Play After a Medical Time-Out**

Case A: After an injury and a four-minute suspension (by the Chair Umpire) for the arrival of the Sports Medicine Trainer, the Sports Medicine Trainer arrives and completes the treatment in one and 1/2 minutes. When does play resume?

Decision: Immediately.

Case B: After a player becomes injured, the Sports Medicine Trainer treats the player in two (2) minutes. When should play resume?

Decision: Immediately when the player and Sports Medicine Trainer are satisfied with the treatment administered, but the treatment is not to exceed three (3) minutes.

### **(51) Shoe Breaks**

Case: A player breaks his shoe and he needs to change, but his second pair is in the locker room.

Decision: The Chair Umpire should suspend play and allow the player to get shoes.

### **(52) Tape Is Not "Equipment Adjustment"**

Case: During play, a player requests play to be suspended in order for him to adjust the tape on his ankle.

Decision: Play must continue. Taping is not considered as "Equipment Out of Adjustment."

*Note:* The Sports Medicine Trainer may be called to make adjustments during the 90- second change-over; however, any delays shall be penalized in accordance with the Point Penalty Schedule. If the player makes the adjustment without the help of the Sports Medicine Trainer and violates the continuous play rule, then the player shall be penalized in accordance with the penalties set forth under "Unreasonable Delay," i.e., Time Violation.

### **(53) Time: Refusal to Play**

Case: After several close calls that go against him, a player comes to his chair on the change-over and says, "I'm not playing until the Line Umpire Crew is changed." After the Chair Umpire calls "Time," the player says, "I told you I'm not playing until the Line Umpires are changed." What should the Chair Umpire do?

Decision: The Chair Umpire should order the player to play and after 25 seconds use the Point Penalty Schedule.

### **(54) Time Violation, No Play, Results in Code**

Case: A player, upon hearing a Time Violation, comes to the Chair Umpire and asks "Why?" He receives an explanation followed by "Let's Play." The player continues his discussion and is given a Code Violation. The player appeals to the Referee saying he should have received a Time Violation, Point Penalty.

Decision: The Chair Umpire suspends play and calls for the Referee. Upon arrival, the Referee affirms the decision of the Chair Umpire (two time violations are not given back-to-back unless there was a game change-over between them.)

**(55) Time Violation + 25 Seconds = Code**

Case: A player receives a time violation while standing at the back fence. He does not move to play and the Chair Umpire says "Let's play." After another 25 seconds elapses, what does the Chair Umpire do?

Decision: A Code Violation is announced, (and possibly an inquiry, such as, "Are you OK?") followed by "Let's Play."

**(56) Toilet Visit**

Case: In a best-of-three (3) set match, a player has used his one toilet visit. The player informs the Chair Umpire that at the next change-over he would like to take another toilet visit prior to his serving.

Decision: The Chair Umpire may allow a player to leave the court but must inform the player that any delay beyond the 90 seconds will be penalized in accordance with the Point Penalty Schedule.

**(57) Toilet Visit: When Does Play Resume?**

Case: After play has been suspended for an authorized toilet visit, when does the "clock" start to resume play?

Decision: When the player returns to the court and has had the opportunity to retrieve his racquet, then the Chair Umpire should announce "Time." This announcement shall signal the players to resume the match.

**(58) Treatment for Fatigue**

Case: May a Sports Medicine Trainer put his hands on a player suffering from what appears to be fatigue?

Decision: Yes. The Sports Medicine Trainer then makes the decision regarding a Medical Time-Out.

**(59) Treatment: Within 90 Seconds**

Case: After an even game, a player asks to see the Sports Medicine Trainer on the next change-over. The next game ends and 90 seconds elapse without the Sports Medicine Trainer arriving on-court. The player asks that the change-over time be extended so that he may receive treatment. His rationale is that the Sports Medicine Trainer's arrival to the court is not the player's fault.

Decision: The Chair Umpire suspends play until the Sports Medicine Trainer examines the player and determines whether a Medical Time-out is needed.

### **(60) Two Explanations are Enough**

Case: A player asks for an explanation and is given one. He then raises another point and receives another response. How long may this go on?

Decision: Normally only twice since continuous play provisions are not being complied with. After two brief responses, the Chair Umpire announces "Let's Play" and subsequently issues a Code Violation if the ball is not in play as a result of that player's action.

### **(61) When to Take a Medical Time-Out**

Case: What happens if a player is injured during a match and decides not to take his injury time-out right away? (Before the end of the next change-over.)

Decision: A player may call for the Sports Medicine Trainer at any time. The Sports Medicine Trainer shall determine whether the Medical Time-Out is to be authorized.

## **CHANGING BALLS**

### **(62) Ball Change Error**

Case: A player serves a first service fault. He starts to serve the second serve and the Chair Umpire realizes that there should be new balls in play.

Decision: The Chair Umpire should wait to change balls until that player or team is scheduled to serve unless a let is called resulting in the first point being replayed.

### **(63) New Balls to Wrong Player(s)**

Case: The wrong player or team was given new balls with which to serve.

Decision: If the error is discovered after the first point, then the team/player continues to serve with the new balls. The team/player who should serve with new balls receives new balls to serve the next game. Once a point has been played in the second game, the ball change sequence shall remain as altered. In no case shall new balls be replaced by the old balls after a service game has started.

**(64) Re-Warm-Up, Balls**

Case: At the end of a game there is a twenty (20) minute rain delay. A ball change was also to occur after that game. When play is resumed, new balls will be in play. What balls are used for the re-warm-up?

Decision: New balls should be used for the re-warm-up. At the end of the warm-up, these balls will be taken away and replaced with new balls to resume the match.

**SERVICES OUT OF TURN IN DOUBLES**

**(65) Service Order**

Case: In a doubles match, Team A serves out of order. After two points have been played, the Chair Umpire realizes the mistake.

Decision: The Chair Umpire should correct the mistake immediately.

**ERROR IN ORDER OF RECEIVING IN DOUBLES**

**(66) Receiving Order**

Case: In a doubles match, the players on the team switched their receiving positions during the set. When this is realized, what action should the Chair Umpire take?

Decision: The original receiving positions of each player on that team must be taken after the completion of the game in progress. If error occurred during a tie break, then the receiving order shall remain as altered until the completion of the tie break game.