



RULES OF THE COURT 2018

SUMMARY OF MODIFICATIONS

For 2018, the following changes have been made:

Rules of Tennis

The ITF has not made any modifications to the Rules of Tennis themselves for 2018. (It has, however, made substantive modifications to Appendix V to the Rules: see below).

However, Tennis Canada has added Notes to help clarify the meaning of two rules.

- Rule 3 (The Ball): A Note has been added to clarify the definition of a new ball. This definition is important in terms of the procedure for replacing missing balls.
- Rule 6 (Score in a Set): A Note has been added to specify that at the end of a tie-break game ending a set the players or teams will change ends in order to begin the following set.

Appendices to the Rules of Tennis

The ITF has made some substantive modifications to Appendix V of the Rules of Tennis (Alternative Procedures and Scoring Methods).

- As an alternate procedure, in 'Short Sets', a tie-break game may be played at three games all.
- When playing 'Short Sets', as an alternate procedure, a 'Short Set' tie-break game may be used: the first player/team to win five points wins the game and the set, with a deciding point if the score reaches four all.
- The use of the 'No Let' Rule is now recognized as an alternative format, subject to the discretion of the sanctioning body.

Tennis Canada Tournament Regulations

- Tennis Canada has modified paragraph B. (Seeded Players) of Tournament Regulation 8 (Withdrawals and Substitutions). A new simplified method of replacing seeded players who withdraw has been introduced.

Code of Conduct

- In the 'Index of Penalties (Suspension Points) section of the Code of Conduct, the definition and consequences of infraction 1a (Entering two tournaments in the same period) has been expanded and clarified.

- By way of clarification and guidance, a new section has been added to the Code of Conduct: 8. Overruling Line Calls in Unofficial Matches.

Modifications and additions are underlined.

Rules of Tennis

3. THE BALL

Balls, which are approved for play under the Rules of Tennis, must comply with the specifications in Appendix I.

The International Tennis Federation shall rule on the question of whether any ball or prototype complies with Appendix I or is otherwise approved, or not approved, for play. Such ruling may be taken on its own initiative, or upon application by any party with a bona fide interest therein, including any player, equipment manufacturer or National Association or members thereof. Such rulings and applications shall be made in accordance with the applicable Review and Hearing Procedures of the International Tennis Federation (see Appendix XI).

The event organisers must announce in advance of the event:

- a. The number of balls for play (2, 3, 4 or 6).
- b. The ball change policy, if any.

Ball changes, if any, can be made either:

- i. After an agreed odd number of games, in which case, the first ball change in the match shall take place two games earlier than for the rest of the match, to make allowance for the warm-up. A tie-break game counts as one game for the ball change. A ball change shall not take place at the beginning of a tie-break game. In this case, the ball change shall be delayed until the beginning of the second game of the next set; or
- ii. At the beginning of a set

If a ball gets broken during play, the point shall be replayed.

TC Note: *For this rule a broken ball is defined as a ball that has no compression or that has serious damage to its surface. A soft ball is not considered a broken ball.*

Case 1: If a ball is soft at the end of a point, should the point be replayed?

Decision: If the ball is soft, not broken, the point shall not be replayed.

Note: *Any ball to be used in a tournament which is played under the Rules of Tennis must be named on the official ITF list of approved balls issued by the International Tennis Federation.*

TC Note: *After a ball change has been made, a ball is considered to be new until the start of the the third game using those balls. Similarly, at the start of a match, a ball is considered to be new until the start of the first game of the match since, for ball-wear purposes, the warm-up counts as two games. A new ball that needs to be replaced (e.g., lost or broken) should be replaced by another new ball. A ball that is no longer considered to be new should be replaced by a ball of similar wear relative to the ball being replaced.*

6. SCORE IN A SET

There are different methods of scoring in a set. The two main methods are the “Advantage Set” and the “Tie-break Set”. Either method may be used provided that the one to be used is announced in advance of the event. If the “Tie-break Set” method is to be used, it must also be announced whether the final set will be played as a “Tie-break Set” or an “Advantage Set”.

a. “Advantage Set”

The first player/team to win six games wins that “Set”, provided there is a margin of two games over the opponent(s). If necessary, the set shall continue until this margin is achieved.

b. “Tie-break Set”

The first player/team to win six games wins that “Set”, provided there is a margin of two games over the opponent(s). If the score reaches six games all, a tie-break game shall be played.

Additional approved alternative scoring methods can be found in Appendix V.

TC Note: *Tennis Canada Regulations require that a tie-break be played in all sets.*

TC Note: *At the conclusion of a tie-break game (the 13th game of a “tie-break set”) the players or teams will change ends, as they would after any odd-numbered game, in order to commence the first game of the following set.*

Appendices to the Rules of Tennis

APPENDIX V: ALTERNATIVE PROCEDURES AND SCORING METHODS

The alternatives listed in this Appendix V may be used.

SCORE IN A GAME (Rule 5):

“NO-AD” SCORING METHOD

A “No-Ad” game is scored as follows with the server’s score being called first:

No point	- “Love”
First point	- “15”
Second point	- “30”
Third point	- “40”
Fourth point	- “Game”

If both players/teams have won three points each, the score is “Deuce” and a deciding point shall be played. The receiver(s) shall choose whether to receive the service from the right half or the left half of the court. In doubles, the players of the receiving team cannot change positions to receive this deciding point. The player/team who wins the deciding point wins the “Game”.

In mixed doubles, the player of the same gender as the server shall receive the deciding point. The players of the receiving team cannot change positions to receive the deciding point.

SCORE IN A SET (Rules 6 and 7):

1. “SHORT” SETS

The first player/team who wins four games wins that set, provided there is a margin of two games over the opponent(s). If the score reaches four games all, a tie-break game shall be played. Alternatively (at the discretion of the sanctioning body), if the score reaches three games all, a tie-break game shall be played.

2. SHORT SET TIE-BREAK

When playing Short Sets only, a Short Set tie-break may be used. The first player/team to win five points wins the "Game" and "Set", with a deciding point if the score reaches four all. The order and number of serves shall be determined by the sanctioning body. Players/Teams will only change ends after the first four points have been played.

3. DECIDING MATCH TIE-BREAK (7 POINTS)

When the score in a match is one set all, or two sets all in best of five sets matches, one tie-break game shall be played to decide the match. This tie-break game replaces the deciding final set.

The player/team who first wins seven points shall win this match tie-break and the match provided there is a margin of two points over the opponent(s).

4. DECIDING MATCH TIE-BREAK (10 POINTS)

When the score in a match is one set all, or two sets all in best of five sets matches, one tie-break game shall be played to decide the match. This tie-break game replaces the deciding final set.

The player/team who first wins ten points shall win this match tie-break and the match provided there is a margin of two points over the opponent(s).

Note: *When using the deciding match tie-break to replace the final set:*

- *the original order of service continues. (Rules 5 and 14)*
- *in doubles, the order of serving and receiving within the team may be altered, as in the beginning of each set. (Rules 14 and 15)*
- *before the start of the deciding match tie-break there shall be a 120 seconds set break.*
- *balls should not be changed before the start of the deciding match tie-break even if a ball change is due.*

TC Note: *Paragraphs 2 and 3 above clearly state that a match tie-break (7 or 10 points) is a tie-break game. As such, a game penalty assessed under the Point Penalty Schedule of the Code of Conduct that occurs during a match tie-break will entail the loss of the match tie-break and thus of the match.*

CHANGE OF ENDS (Rule 10):

During a tie-break game, players shall change ends after the first point and thereafter after every four points.

THE LET DURING A SERVICE (Rule 22):

“NO LET” RULE

This alternative is play without the service let in Rule 22 a, whereby a serve that touches the net, strap or band, is in play. At the discretion of the sanctioning body, when playing doubles using Short Sets in combination with No-Ad scoring and the No-Let rule, either player on the receiving team is permitted to return a serve that touches the net, strap or band and lands within the correct service box.

Tennis Canada Tournament Regulations

8. WITHDRAWALS AND SUBSTITUTIONS

Any vacancy created by the withdrawal of a player or team will be treated in the following manner:

A. Unseeded Players

- a. From the entry deadline until the commencement of the qualifying competition:

Vacancies shall be filled by entered players selected in accordance with their priority on the acceptance list.

- b. After commencement of the qualifying competition:
 - i. Vacancies in the Main Draw may only be filled by Lucky Losers. Losers of the final round of qualifying shall be selected in accordance with their priority on the acceptance list (e.g., rankings). Ties in priority shall be broken by a draw. If additional Lucky Losers are needed, the losers of the previous round(s) of Qualifying shall be selected in the same manner.

- ii. Vacancies in the Qualifying Draw shall be filled by entered players who have signed-in on-site as Alternates, selected in accordance with their acceptance priority.
- c. If there is no Qualifying competition, Main Draw vacancies shall be filled by entered players who have signed-in on-site as Alternates, in accordance with their priority on the acceptance list. An Alternate player or team may fill a vacancy involving any player or team that has not yet begun to compete (i. e., has not yet begun to play a first round match or, if a bye has been awarded, a second round match).

B. Seeded Players

Any vacancy created by the withdrawal of a seed shall be filled by the next highest ranked player eligible to be seeded. The position vacated by that next highest ranked player shall then be filled by the appropriate Alternate or Lucky Loser in accordance with paragraph A above (Unseeded Players).

Qualifying Draw: Any vacancy created by the withdrawal of a seed which occurs after the release of the Order of Play for the first day of Qualifying shall be filled directly by an eligible Alternate.

Main Draw: Any vacancy created by the withdrawal of a seed which occurs after the release of the Order of Play for the first day of Main Draw shall be filled directly by an eligible Lucky Loser (or, if there is no qualifying, by an eligible Alternate).

In the event of the withdrawal of a significant number of seeds after the draw has been made but *more than 24 hours before the start of play*, the Referee, in consultation with the Tournament Director, may decide to remake the draw. For the purposes of this regulation, a “significant number” shall be interpreted in the following manner:

- a. for draws with 4 or 6 seeds: the withdrawal of one-half or more of the total number of seeds (e.g., 2 or more withdrawals out of 4 seeds; 3 or more withdrawals out of 6 seeds).
- b. for draws with 8 or more seeds: the withdrawal of more than one-quarter of the total number of seeds (e.g., 3 or more withdrawals out of 8 seeds; 5 or more withdrawals out of 16 seeds).

C. Doubles

The above procedures apply to doubles teams as well as to singles players. In addition, if one member of a doubles team withdraws before the team plays its first match of an event, he may be replaced by a substitute player that is entered in another event of the tournament, *under the condition that the substitution of this player does not improve the seeding of the team.* Once the team has begun to play its first match of an event, no substitutions of partners can occur.

Code of Conduct

Index of Penalties (Suspension Points)

Infraction	Suspension Points
1. Entry	
a. Entering a tournament and failing to appear	2.0 SP
b. Entering two tournaments in the same period <u>without permission from both referees and the</u> + possible loss <u>applicable sanctioning body (Tennis Canada or</u> of ranking <u>Provincial Tennis Association)</u> points	2.0 SP
c. Entering in age category for which he/she is ineligible	3.0 SP
2. Punctuality	
a. Not ready to play when match is called (After 15 Minutes)	1.5 SP + Default
b. Not ready to play after 10-Minute rest period	1.0 SP + Point Penalty Schedule (Code Violations)
3. Attire	
a. Not appearing on court with proper attire	1.0 SP
b. Failing to correct attire after 15 Minutes	1.5 SP + Default
4. Point Penalty and/or each Game Penalty (Under the Code of Conduct)	
a. Unreasonable Delay	1.0 SP
b. Audible and/or Visible Obscenity	1.0 SP
c. Abuse of tennis balls and/or equipment	1.0 SP
d. Unsportsmanlike Conduct	1.0 SP

e. Coaching 1.0 SP

5. Default

- a. Defaulting during the tournament under the Code of Conduct 2.0 SP
- b. Best Efforts 1.5 SP + Default
- c. Physical and/or Verbal Abuse 3.0 SP + Default
- d. Aggravated Behaviour 3.0 SP + Default
- e. Illegal Drugs 3.0 SP + Default
- f. Leaving the court without valid reason 2.0 SP + Default
- g. Failure to complete match without valid reason 2.0 SP + Default
- h. Bribes and/or Guarantees 3.0 SP + Default

6. Suspension

- a. Non payment of Entry Fees and/or Fines after 30 days
1.0 SP + Suspension until Fees/Fines paid
- b. Misbehaviour while a Provincial Team Member
1 – 3 SP + Suspension and/or Removal from team
- c. Conduct contrary to the integrity of the game
3.0 SP + Suspension

8. OVERRULING LINE CALLS IN UNOFFICIATED MATCHES

In matches played without a chair umpire, a referee, an assistant referee or a roving umpire, when in direct observation of the court, can overrule clear errors made by players in making their line calls.

The *normal* procedure for dealing with overrules is the following:

First overrule against a player: The call is corrected. The player is advised to be careful of his/her calls and notified that any further overrules will result in a Code Violation for Unsportsmanlike Conduct (i.e., a “soft warning”).

Second overrule against a player: The call is corrected. The player is assessed a Code Violation for Unsportsmanlike Conduct, using the normal Point Penalty Scale. (For example, if no previous Code Violations have been assessed against the player during the match, this would result in a *Warning* under the Point Penalty Scale; if one previous Code Violation for any reason has been assessed against the

player during the match this would result in a *Point Penalty* under the Point Penalty Scale. If two or more previous Code Violations have been assessed against the player during the match this would result in a *Game Penalty* under the Point Penalty Scale).

Third (and subsequent) overrule(s) against a player: The call is corrected and the player is assessed a Code Violation for Unsportsmanlike Conduct using the normal Point Penalty Scale, as outlined in the previous paragraph.

Note, however, that in certain instances, at the discretion of the referee, officials may be authorized to depart from the normal procedure for dealing with overrules outlined above. For example, in the case of a blatantly bad line call the official may apply a Code Violation on the first overrule. Similarly, a Code Violation may be assessed on the first overrule in the case of a player with a recent history of systematically erroneous line calls.

NB: The procedure should be used in the case of blatant bad calls (i.e., where the player knows, or is believed to know, that he is making a wrong call) rather than in those cases where the player is believed to be making an honest error on a very close ball.