

Guidelines for Non-Umpired Tennis League Matches

1. On match day the home team captain shall be responsible for welcoming the away team and organising refreshments.
2. Players on both sides are responsible for calls on their own side of the net. They should not make decisions or volunteer opinions on calls on the other side of the net. If asked for an opinion, they should be as helpful as possible. Players may not go round the net to inspect any mark, except on clay courts.
3. Where players are in doubt as to whether a ball is in or out, they must play on, giving the opposition the benefit of the doubt. When a call is made, it must be made immediately and be clearly audible.
4. If a player incorrectly calls a "fault" or calls the ball "out" and then realises that the ball was good, the point should be replayed unless it was clearly a point-winning shot (i.e. a shot that the player could not have successfully returned had he/she known the ball was good) or unless that player has made one or more incorrect "fault" or "out" calls earlier in the rubber, in which case that player loses the point.
5. The server should call the score after every point, and the game score should be called and agreed after every game. This is important, as otherwise misunderstandings can occur and are often difficult to sort out subsequently.
6. If a dispute over the score does occur, and players cannot reach agreement, then they must resolve the problem on a point-by-point basis, counting only those points in the game on which they agree. If the dispute is over games won, then a similar method must be used. The side that received in the last game should serve in the next game. All points or games that the players agree on stand, and only those in dispute should be replayed. For example, one side claims the score is 40-30 but the other claims 30-40. If the only disagreement is who won one of the points, then continue at 30-30. When a game is in dispute, the same principle applies. For example, if one side claims 6-5 and the other 5-6, with only one game in dispute, continue at 5-5.
7. If a grievance is felt, the players may wish to request the Team Captains to be called to assist in reaching an amicable decision.