

# **Player Notice**

## **Matches played without a chair umpire**

At this moment, some matches will be played without a Chair Umpire. All players should be aware of the following basic principles when playing a match in these circumstances:

- Each player is responsible for all calls on his/her side of the net
- All out or fault calls should be made promptly after the ball has bounced and loudly enough for the opponent to hear
- If in doubt, the player must give the benefit of the doubt to his/her opponent
- If a player incorrectly calls a ball out and then realizes that the ball was good, the point should be replayed, unless it was a point winning shot or unless that player made an incorrect out call earlier in the match. In these circumstances, the player who called out loses the point.
- The server should call the score before each 1<sup>st</sup> serve, loudly enough for his/her opponent to hear
- If a player is unhappy with his/her opponent's actions or decisions, he (she) should call the Referee

## **Line call disputes (for matches not played on clay courts)**

If the Referee (or assistant) is called to the court over a disputed line call and she/he was not watching the match, she/he should ask the player who made the call if she/he is sure of the call. If the player confirms the call, the point stands with this call. If the Referee can stay on-court to watch the rest of the match, then she/he must tell the players that she/he will correct any clearly incorrect line calls made by the players.

If the Referee (or assistant) is off-court and happens to be watching a match when a player makes a blatantly incorrect call, she/he can go on-court and tell player that the incorrect call was an unintentional hindrance to his/her opponent and the point will be played. The Referee (or assistant) must also tell the player that any further clearly incorrect calls may be considered as a deliberate hindrance and the player will lose the point. In addition, a Code of Violation for Unsportsmanlike Conduct can be given if the Referee (or assistant) is sure that the player is blatantly calling incorrectly.

## **Score disputes**

If the Referee (or assistant) is called to the court to resolve a score dispute, she/he should discuss the relevant points or games with the players to find out the points or games that the players agree on. All points or games, which the players agree on stand and only those in dispute should be replayed.

For example, a player claims the score is 40-30 and his opponent claims that is 30-40. Supervisor discusses the points with the players and discover that they disagree only on who won the 1<sup>st</sup> point in the game. The correct decision is to continue the game from 30-30, since both players agree that each of them won two points in that game.

When a game is in dispute the same principle applies.

After resolving any score dispute, it is important for the Supervisor to emphasize the procedure that the server should call the score before each first serve, loudly enough for his/her opponent to hear.

## **Other issues**

When there is a dispute regarding lets, not-ups and foul shots, the Referee (or Supervisor) should try to find out from the players what happened and either confirm the call that was made or replay the point, as she/he deems correctly.

Foot faults can only be made by a Referee (or assistant) and not by the receiver. However, to call foot faults the official must be standing on-court for the match. Coaching, as well as Code and Time Violations can only be handled by the Referee, so it is extremely important that there are officials observing the conduct of the players and coaches. When issuing a Code or Time Violation, the Referee should go on to court as soon as possible after the violation and briefly inform the players that a Code or Time Violations has been issued.

The decision made by the Referee (or assistant) is final.