Hong Kong Tennis Association
香 港 網 球 總 會

THE HKTA CODE OF BEHAVIOUR FOR UNOFFICIATED MATCHES

The code is not part of the Official ITF Rules of Tennis. **It is a guide for un-officiated matches.** The highest standard of sportsmanship is expected from every player. Violators of this code or its spirit are subject to disciplinary action by the LMC.

1. **Courtesy.** Tennis is a game that requires cooperation and courtesy from all participants.

2. **Counting points played in good faith**. All points played in good faith stand.

3. **Player makes calls on own side of the net.** A player calls all shots landing on, or aimed at, the player's side of the net.

4. **Opponent gets benefit of doubt.** When a match is played without officials, the players are responsible for making decisions, particularly for line calls.

5. **Ball touching any part of line is good.** If any part of the ball touches the line, the ball is good. A ball 99% out is still 100% good.

6. **Ball that cannot be called out is good.** Any ball that cannot be called out is considered to have been good. A player may not claim a let on the basis of not seeing a ball.

7. **Requesting opponent's help**. When an opponent's opinion is requested and the opponent gives a positive opinion, it must be accepted. If neither player has an opinion, the ball is considered good.

8. **Out calls corrected.** If a player mistakenly calls a ball "out" and then realizes it was good, the point shall be replayed if the player returned the ball within the proper court.

9. **Partners' disagreement on calls**. If doubles partners disagree about whether their opponents' ball was out, they shall call it good. It is more important to give your opponents the benefit of the doubt than to avoid possibly hurting your partner's feelings by not overruling.

10. **Audible or visible calls**. No matter how obvious it is to a player that the opponent's ball is out, the opponent is entitled to a prompt audible or visible out call.

11. **Opponent's calls questioned.** When a player genuinely doubts an opponent's call, the player may ask: "Are you sure of your call?" If the opponent reaffirms that the ball was out, the call shall be accepted. If the opponent acknowledges uncertainty, the opponent loses the point. **There shall be no further delay or discussion.**

12. **Spectators never to make calls**. A player shall **not** enlist the aid of a spectator in making a call. No spectator has a part in the match. Except with the consent of both team captains, no spectators may be in the areas within 18 feet from the baselines and 10 feet from the sidelines of the match courts

13. **Prompt calls.** A player shall make all calls promptly after the ball has hit the court. A call shall be made either before the player's return shot has gone out of play or before the opponent has had the opportunity to play the return shot.

14. **Lets called when balls roll on the court**. When a ball from an adjacent court enters the playing area, any player shall 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 unreasonably delays in making the call.

15. **Touches, hitting ball before it crosses net, invasion of opponent's court, double hits, and double bounces.** A player shall promptly acknowledge if:
    - a ball touches the player;
    - the player touches the net;
    - the player touches the player's opponent's court;
    - the player hits a ball before it crosses the net;
    - the player deliberately carries or double hits the ball; or
    - the ball bounces more than once in the player's court.

16. **Balls hit through the net or into the ground.** A player shall make the ruling on a ball that the player's opponent hits:
    - through the net; or
    - into the ground before it goes over the net.

17. **Server's request for third ball.** When a server requests three balls, the receiver shall comply when the third ball is readily available. Distant balls shall be retrieved at the end of a game.

18. **Foot Faults.** A player may warn an opponent that the opponent has committed a flagrant foot fault. However, no player can call flagrant foot faults.

19. **Talking during a point.** A player shall not talk while the ball is moving toward the opponent's side of the court. If the player's talking interferes with an opponent's ability to play the ball, the player loses the point.

20. **Feinting with the body.** A player may feint with the body while the ball is in play. A player may change position at any time, including while the Server is tossing the ball. **Any movement or sound that is made solely to distract an opponent, including, but not limited, to waving the arms or racket or stamping the feet, is not allowed.**

21. **Grunting.** A player should avoid grunting and making other loud noises. Grunting and other loud noises may bother not only opponents but also players on adjacent courts.

22. **Service calls in doubles.** In doubles the Receiver's partner should call the service line, and the Receiver should call the sideline and the centre service line. Nonetheless, either partner may call a ball that either clearly sees.

23. **Service let calls.** Any player may call a service let. The call shall be made before the return of serve goes out of play or is hit by the Server or the Server's partner. **Any let shall be called promptly.**

24. **Receiver readiness.** The Receiver shall play to the reasonable pace of the Server. The Receiver should make no effort to return a serve when the Receiver is not ready. If a player attempts to return a serve (even if it is a "quick" serve), then the Receiver (or Receiving team) is presumed to be ready.

25. **Server announces score**. The Server shall announce the game score before the first point of the game and the point score before each subsequent point of the game.

26. **Disputes**. Disputes over the score shall be resolved by using one of the following methods:
    - count all points and games agreed upon by the players and replay only the disputed points or games;
    - play from a score mutually agreeable to all players;

27. **Retrieving stray balls**. Each player is responsible for removing stray balls and other objects from the player's end of the court.

28. **Catching a ball**. If a player catches a ball before it bounces, the player loses the point regardless of where the player is standing.

29. **Clothing and equipment malfunction.** If clothing or equipment, other than a racket, becomes unusable through circumstances outside the control of the player, play may be suspended for a reasonable period.

30. **Placement of towels.** Place towels on the ground outside the net post or at the back fence. Clothing and towels should never be placed on the net.

THE OFFICIAL ITF RULES OF TENNIS CAN BE FOUND ON THE ITF WEBSITE: www.itftennis.com.

DRESS

Every player should dress and present himself / herself for play in a suitable manner. Clean and customarily acceptable tennis attire should be worn.

UNACCEPTABLE ATTIRE

Sweatshirts, gym shoes, dress shirts, or any other inappropriate attire should not be worn during a match.