

Rules and Etiquette for Non Umpired Matches

NBS Senior Interclub matches are self-umpired matches. Outlined below are NZTAU rules to give an understanding and guide to aid self-umpired matches. It is in the interest of all players to be familiar with these rulings to avoid conflict and resolve situations quickly and amicably.

General Conduct

- **Behaviour.** Please refrain from unsportsmanlike behaviour. Players shall at all-time act in a sportsmanlike manner and respect opponents, spectators and officials. Physical and verbal abuse or the use of audible profanities is not accepted at any time.
- **Punctuality.** We expect all players to make it to matches on time. Players/teams that are more than 15 minutes late will have that match recorded as a default.
- **Fair Play.** Players are responsible for calls on their side of the net and are expected to be fair to their fellow players.
- **Time Limits.** Try not to slow the game down much. Take a sip of water or a bite to eat when changing ends in a timely manner.
- **Benefit of doubt.** Any doubt should be resolved in favour of the opponent. No point should be replayed because a player is unsure whether a ball was in or out. Should there be uncertainty on a line call, the ball should be deemed as in.

Line Calls

- It is the players obligation to call shots landing on, or aimed at, their side of the net. They may also help their opponent make calls should the opponent requests it.
- Everyone makes mistakes! Parallax affects your ability to make the call. The opinion of a player looking down the line is more likely to be accurate than someone looking across the line. So the receiver should call the mid line and tram line, the non-receiver should call the service line.
- OUT calls should be made instantaneously [i.e. made before either an opponent has hit the return or the return has gone out of play] otherwise the ball is considered to remain in play.
- All calls should be verbal and clearly audible to the opponent, followed by a hand signal if necessary.
- If one partner calls the ball out and the other good, doubt has been established and the ball is considered good. Do not enlist the aid of a spectator in making line calls.
- To call a ball out, the rule of thumb is that there needs to be visible court between the white line and the edge of the ball.

Scoring

- To eliminate arguments about the score **the server** should call out the game score before starting the service game and the point score prior to serving each point.
- When the score is disputed and cannot be agreed, then play should resume from the last score that *can* be agreed upon.

Let Distractions and Hindrance.

- In all cases when a let is called (except when a service let is called on a second service) the whole point shall be replayed.
- A request for a let does not mean it is automatically granted. For example, if you trip over your own hat, a let will not be granted! Neither can a player claim a let on the basis that they didn't see exactly where the ball landed. If you didn't see the ball bounce outside the line, then it is presumed good.
- A let can be called for a disturbance on either side of the net. If a ball rolls onto the court from a neighbouring court, players on either side of the net can call a let. The call must be made instantaneously and play stopped when the ball is first seen.
- Each player is responsible for clearing balls or other objects from their side of the court. Neither side can call a let for a ball [or object] that was not removed from the court prior to the start of the point.
- It is advised not to drop the second ball in a serve if a player is holding two balls in one hand to serve and having served the first ball IN, drops the second ball behind her. This may cause a hindrance should it roll onto the court so allowing the opposition to call a let.
- If you are hindered while attempting to return a shot [by a player from another court for example] you are entitled to a let if it was reasonable to assume you could have hit it. If it is clear you could not have returned the ball ~ even if there had been no hindrance ~ a let is not justified.

The let during a service. The service is a let when;

- The ball served touches the net, band and is otherwise good; or after touching the net, band touches the receiver or the receiver's partner or anything they wear or carry before hitting the ground, or;
- The ball is served when the receiver is not ready.

Serving and receiving;

- If a server or his/her partner think the serve was out and fail to play the opponents return of serve, they lose the point.
- Server is required to ensure that the receiver is ready before serving. If a receiver makes an attempt to return the serve, the receiver is presumed to have been ready.
- The receiver shall play to the reasonable pace of the server and shall be ready to receive within a reasonable time of the server being ready.
- Should a delay be caused by outside interference, such as a stray ball from another court, the length of the delay is determined by a reasonable rectifying of the interference.

Double Bounces/Hitting the net

- Calls involving double bounces, a player touching the net or hitting a ball before it has crossed the net, can be difficult to make. In these situations the player involved should make the call.

- A player may not hit the ball before it crosses the net, they may, however, cross the imaginary line in the extension of the net provided they do not touch the net or the opponent's court.

Foot Faults

Foot faults cannot be called in self-umpired matches; however players should be aware that during the service motion, the server shall not;

- Change position by walking or running, although slight movements of the feet are permitted; or
- Touch the baseline with either foot, ie feet are to be kept behind the baseline; or
- Touch the area outside the imaginary extension of the side-line with either foot; or
- Touch the imaginary extension of the centre mark with either foot.

Tie break occurs when the score reaches 5 games all.

- During a tie break game points are scored 0,1,2,3 etc, the first player to win 7 points wins the game in a tie break to determine winner of set provided there is a margin of 2 points over the opponent (s). If necessary the tiebreak game shall continue until this margin is achieved. Super tie breaks come into play at the end of the third set or if both teams tie at a set all (as in NBTA interclub format) the first player(s) to 10 points then win the game. A margin of 2 points is required to win.
- The player whose turn it is to serve shall serve the first point of the tie-break. The following 2 points shall be served by the opponent(s) due to serve next. After this each player/team shall serve alternately for 2 consecutive points until the end of the tie-break. In doubles the rotation of service within each team shall continue in the same order as during that set.
- The player/team whose turn it was to serve first in the tie-break shall be the receiver in the first game of the following set.

Change of ends

- During a tie-break game, player(s) shall change ends after every 6 points.
- Players shall change ends at the end of the first, third and every subsequent odd game of each set. Players shall also change ends at the end of each set unless the total number of games in that set is even in which case the players change ends at the end of the first game of the next set.