

Super Senior League Competitions

Contents

	Page
The Hong Kong Veterans' Association Council 2021-23	2
Veteran League Management Committee	3
Rules for Super Senior League Competitions	
Administration	4-5
Entries, Eligibility of Players, Eligibility of Teams	5-6
Registration of Teams, Replacement Players	6
Fixture List, Tennis Balls	6-7
Rules of Play	7
Format of Play	8-9
Scoring	9
Score sheet	9
Continuity of Play, Inclement Weather	9
Postponements	10-11
Walkover Matches & Walkover Sets	11
Rule 20, 21, 22, Important Notice	12-13
Additional Information	
Club Rules Concerning Mobile Phones	14
Code of Behaviour for unofficiated Matches	14-17
Dress	17
Unacceptable Attire	17
List of Registered Clubs/Teams	18
Fixtures	22
List of Registered Players	24
Score Sheet	29
Past Winners	30

The league match play will commence on Monday, 8th November, 2021

Veterans' League Management Committee 2021/22

Chairman: Mr. Jimmy CHANG

Vice-chairman Mr. Henry CHAN

Advisor

Members: Mr. Richard CHANG
Mr. Mathew Muk Lam CHENG
Mr. Samson CHUI
Dr. Jaime SIN
Mr. Samson SIU
Ms. Amy TSANG
Mr. Frederick WONG

Rules for Super Senior League Competitions

Administration

Rule 1

The Super Senior League competition is organized by the Hong Kong Veterans' Tennis Association and executed by its Veterans' League Management Committee (VLM). The Super Senior League competitions shall be under the general management of the Veterans 'League Management Committee and the Rules of Tennis to be observed shall be those approved by the International Tennis Federation.

Rule 2

- (A) The VLM of the Hong Kong Veterans' Tennis Association (HKVTA) shall comprise a Chairman and not less than 5 Council Members from the HKVTA.
- (B) The VLM shall be responsible for:
- (i) the registration of players and teams,
 - (ii) the grading of individual players, if applicable,
 - (iii) the division of teams, if applicable,
 - (iv) the establishment of League schedules of play, and
 - (v) publishing a League Handbook and posting the results of play on suitable media or on the official web site,
 - (vi) the interpretation of Rules.
- (C) The VLM shall also be responsible for the arbitration of disputes between players/ teams/clubs on League matters and on conduct. The VLM may either upon receipt of a complaint or at its own instigation convene a meeting (which shall regulate its own proceedings and at which a quorum shall be five) to deal with any of the above matters and any other matters relating to the League and shall have power to:-
- (i) suspend players/teams/clubs from the League,
 - (ii) expel players/team/clubs from the League,
 - (iii) refuse entry of a club/team or player to a future League,
 - (iv) take any other action as the Committee thinks fit.
- (D) All matters relating to Rules 2(B) and 2(C) should be referred by the participating Member Clubs/Teams to the VLM through their Tennis Convenors or Team Captain

Entries

Rule 3

- (A) Depending on the numbers of participating teams entering the League, the League may be further divided into Divisions as the VLM thinks practical and appropriate or otherwise shall be considered to have one Division

- (B) Allocation of day for matches;
Open Division: Match play shall be on Monday, starting at 4pm during the league season.

Eligibility of Players

Rule 4

- (A) Either male or female players are eligible to play at the league matches after proper registration according to Rule 6.
- (B) Male players must be aged 60 or above and female players must be aged 50 or above, calculated on their year of birth during that particular league season.
- (C) Players who are graded as A+ by HKTA during the current league season are not eligible for playing the Super Senior League.
- (D) Each player in the League must at the time of his registration be a valid member (either Associate Member, Ordinary Member in 2021 or Life Member) having paid the yearly subscription fee of the Hong Kong Veterans' Tennis Association and shall hold a valid Hong Kong Identity Card.

Eligibility of Teams

Rule 5

No team shall be eligible to play in the Super Senior League unless registered with the VLM prior to the entry closing date stipulated by the VLM and no registration shall be accepted unless accompanied by such sum as shall from time to time be stipulated by the VLM as the League Entry Fee.

Registration of Teams

Rule 6

- (A) Each eligible Team/Club entering a team shall forward an entry form nominating at least **SIX** players to be registered as a nucleus of that team for that season. Tennis Convenors/Team Captains must submit the FULL NAMES of the players in English along with their Hong Kong Identity Card numbers and their HKVTA Membership numbers with expiry dates, if known. Tennis Convenors/Team Captains are responsible for ascertaining the eligibility of players representing their respective clubs/teams.
- (B) Each participating Team/Club shall appoint a Captain for each team entered in the League, and shall insert on the League Entry Form the name, telephone number and email address (where applicable) of each Captain. Team Captain/Tennis Convenors must report any changes of captaincy during the period, (whether temporary or permanent) to the VLM. A person should not be appointed as a Captain for more than one team.
- (C) If a club should enter more than one team during the league season, the players in each team must be clearly specified. No change of players in the teams will be allowed once the draw and fixtures have been published.

- (D) The number of teams that each Club may enter shall depend on the available playing facilities of the Club. (For example, if a Club has 2 courts available for League competition, the VLM shall accept not more than 2 teams.)
- (E) The VLM will only accept applications for additional players within 14 days after commencement of the league season. Teams/Clubs must follow the procedures as stipulated on the League Entry Form when applying for additional players. Any applications received after the league handbook has been printed will be charged an administration fee of HK\$150 or any amount to be determined by the VLM from time to time, for the processing of each change of additional player.

Replacement Players

Rule 7

During the League season should a player who already has played at least two matches in a team become unavailable to continue to play due to:

- a) injury or sickness, or
- b) prolonged absence from Hong Kong,

the club may submit an application for a replacement player on the following conditions -

- (i) the replacement player is eligible to play the League according to Rule 4 and
- (ii) such application is made in writing by the Team Captain/Tennis Convenor of the Club and counter-signed by the outgoing and replacement players for whom the application is made, and
- (iii) such application is substantiated by documentary proof acceptable to the VLM.

Unless a replacement player has played at least two previous matches for his/her team, he/she shall not be permitted to compete in a Playoff Match in a multi-group league season or any of the final two fixture matches in a single-group league season. An administration fee of HK\$150, or any amount to be determined by the VLM from time to time, will be charged for the processing of each replacement player.

(Note: This rule does not apply to default due to injury or sickness sustained by a player during a fixture match for which no replacement is allowed for that match.)

Rule 8

- (A) A player must not play for different teams in the same **Division** of the League competition during the same season.
- (B) A player must not play for different Club in the same **Division** during the same season.
- (C) A player can only be registered for one team in one season. A player may not withdraw his/her registration with one team and apply to be registered with another team after commencement of the League season of the relevant division.

Rule 9

No individual shall represent a Team/Club in any playoff match unless he has played for the team on at least two occasions. Being named as a team member in a walkover match shall not be counted as an occasion for eligibility to represent a club in a play-off match.

Fixture List

Rule 10

- (A) The date and location of every League match to be played shall be fixed by the VLM. The Fixture List shall be drawn up with details of participating Team / Clubs and the names and telephone numbers of each team captain. These particulars shall be made available to each participating Team / Club.
- (B) Should any Team/Club find it impossible to entertain two or more visiting teams simultaneously on the same day, the home team shall be responsible for providing an alternative venue.
- (C) If there are more than 12 teams in one division, it all be divided into 2 Groups.

Tennis Balls

Rule 11

The Home Team shall provide new ball for every scheduled fixture. Such ball may be of any standard make complying with the regulations of the International Tennis Federation.

Rules of Play

Rule 12

- (A) For all League fixtures, the home team shall make the match courts available for warm-up no later than 4:00 p.m. and the first game of the match on each court shall commence at the official starting time of 4:15 p.m. If any pair of players are not ready on court to commence the first round of play within 15 minutes of the official starting time, they shall forfeit the first set to the opposing team, and if the same pair are not ready to play within 45 minutes of the official starting time (i.e. by 5:00p.m.) they shall forfeit the remaining set to the opposing team.
- (B) Any player arriving after the official starting time 4:15 p.m. shall be entitled to only 5 minutes warm up on court.
- (C) The match should be played on the same surface throughout. If a change of surface is necessary during the course of the match, prior agreement of the opposing team Captain must be obtained.
- (D) The Home Team shall provide courts as stated under the list of registered Clubs published in the League Handbook. Home team clubs shall ensure that the courts are fit and safe for play. In the event that one or all of such courts are unavailable, the home team may either arrange to play at another venue, or apply to the VLM to play on fewer courts, subject to the following:
 - (i) The home team must inform the away team and the VLM of any proposed changes (with adequate reason) in writing at least one week in advance.
 - (ii) The VLM will decide whether to accept or reject the request and will notify the two teams of its decision in writing at least four days prior to the fixture date.
 - (iii) In the event that the away team disagrees with a proposed changes and the VLM does not approve the change of courts, then the scheduled match shall be forfeited against

the home team, unless the original courts are made available for play as scheduled

- (E) A Club may apply to the VLM for permission to conduct matches on fewer courts than originally scheduled under circumstances beyond its control. The Club has to submit its application at least one week in advance of the scheduled match and the VLM has full discretion to decide whether or not to grant the permission.
- (F) Notwithstanding Rule 13B, in all officiated matches the team captains are required to submit to the official the names of their players, 10 minutes before the official starting time.
- (G) Teams are obliged to play and complete all scheduled sets at each scheduled match event.

Format of Play

Rule 13

- (A) Each team shall field two pairs of players, but with the limitation of no more than 2 female players during each fixture match. The combinations of partners may either be:
 - (i) Men's double;
 - (ii) Ladies' double;
 - (iii) Mixed double.
- (B) Prior to commencement of a fixture match, each captain shall complete a league score sheet form separately. Then the FULL NAMES of the players along with their HKID Card Nos. or HKVTA Membership Nos. of the players will be copied onto a blank league score sheet. For the first round, pair A of the home team will play against pair A of the away team, pair B of the home team will play against pair B of the away team. For the second round, home team players change the court and pair A of the home team will play against pair B of the away team, pair B of the home team will play against the pair A of the away team.
- (C) Player substitutions after declaration may be made, subject to agreement by the opposing team Captain and on the understanding that any sets played by a substituted player shall be deemed forfeited. Particulars of all substituted players must be clearly indicated on the League score sheet.
- (D) Declared players in all League fixture matches are required to produce photo-bearing identity documents for verification by the Captain (or his/her delegate) of the opposing team and/or a VLM/HKVTA official. Failure to produce such photo-bearing document(s) when requested shall render the player(s) ineligible for the tie and result in disqualification.

Scoring

Rule 14

- (A) No Ad games will be played in each set, and a 7 point tie-break will be played at 8 games all. Each pair shall play one tie-break pro-set (8 games) against each and every pair of the opposing team. No ad deuce (sudden death) will be played when a game reaches 40:40.

- (B) The team winning at least 3 sets in a match shall win the league match and be awarded TWO League points, and ONE league point for both teams if the match score is two sets all. No league point will be awarded to the losing team.
- (C) Any ineligible or unregistered players fielded must be declared on the League Score Sheet and agreed to by the opposing Team Captain, failing which the whole fixture match shall be forfeited 0-4 to the opposition. The offending captain and/or player may render himself/ herself liable to suspension or disciplined in any manner decided by the VLM. Any set played by an ineligible or unregistered player shall be deemed forfeited.

Score-sheet

Rule 15

- (A) The captain of the winning team shall submit a signed score sheet to the HKVTA within 3 days of each match completed.
- (B) Unreported or late submission of scores may not be entered in the results register and may result in forfeiture of matches/league point(s) either won or finished in a drawn match.
- (C) Score sheets must include all players' full names and alphabet with first 4 digits of Hong Kong Identity Card Nos. and HKVTA Membership Nos. The VLM reserves the right not to process any incomplete League score sheet.

Continuity of Play

Rule 16

- (A) Play shall be continuous from the first point of each set until the set is concluded. Play shall never be suspended, delayed, or interfered with for the purpose of enabling a player to recover his/her strength or his/her wind. When changing sides, a maximum of one and half minutes shall elapse from the cessation of the previous game to the beginning of the next game, the exception being that there will be no break at the end of the first game of each set. After the first game of each set, the players will change ends but will not rest, which is similar to the change of ends in a Tie-break. No coaching of any player by any person is allowed when a match is in progress, but discussion among declared players of the same team is permitted during game breaks and set breaks.
- (B) Play may be suspended once in every set due to injury. A one-time three (3) minutes injury time shall be allowed for that condition. Inability to resume play after 3 minutes shall result in forfeiture of the set.
- (C) Players shall not concede a Walkover set without valid reasons. Failure to observe this rule may render a player liable to disciplinary action by the VLM and may result in forfeiture of all the sets won by the players in that fixture match.

- (D) Subject to Rule 12 (E), the Home Team shall be responsible for providing two courts in accordance with the provisions of Rule 12(A) and to enable uninterrupted match play until the fixture is completed. If any courts shall become unavailable for match play after commencement of a fixture match, the unfinished set and all subsequent sets to be played on those courts shall be forfeited to the Away Team. This rule shall apply unless the Home Team subsequently submits to the VLM through the Tennis Convenor/Captain that the cause of unavailability is due to unexpected circumstances beyond the control of the Home Team and such submission is accepted by the VLM.

Inclement Weather

Rule 17

- (A) In the case of inclement weather before a match starts and no agreement has been reached between the captains of both teams to postpone the match, all scheduled players from both teams will have to attend the venue and wait to see if the match can be held. A match can only commence if the Captains of both teams agree to do so. On the contrary, the majority opinion of all players on court shall decide either to proceed or postpone the match. If the match cannot so commence within 30 minutes of the starting time, the match shall be postponed.
- (B) The following shall apply to any match in which play has commenced but is subsequently suspended because of inclement weather making the courts unfit for play:
- (i) No match shall be suspended, or recommence after suspension unless agreed by the Captains of both teams provided that if there is no agreement between the Captains but a majority of all players participating in the match are of the opinion that the match should be suspended, or recommence as the case may be, then the match shall be so suspended or recommence. If the match cannot recommence within 30 minutes from the time of suspension, the match shall subject to sub-clause B (ii)(a) be postponed.
 - (ii) If a match is so postponed, the following rules shall apply:
 - (a) At the time of stoppage of play, the team winning at least 3 sets shall be declared the winner and two League points shall be awarded to the winning team. The final result of the respective set won by the teams shall be counted in the calculation for a playoff or position in the Group.
 - (b) If neither team has won 3 sets when play is suspended, the match shall be treated as unfinished and the match be replayed as if being postponed. The postponed match may be played on any time and any day of the week, provided that both team captains mutually agree with the special arrangement and to notify the VLM.
 - (iii) Except as provided in Rule 17, any teams unilaterally failing to continue a match will be forfeited the entire match and two League points shall be awarded to the opposing team.

Postponements

Rule 18

- (A) Participating teams should try their best to complete their League matches on scheduled dates in accordance with the fixtures dates stipulated in the League Handbook. However, if it is not possible for one or both teams to play a match on the scheduled date, a postponement may be arranged by the two teams if both Team Captains agree to the postponement.
- (B) When the courts on which the match is to be played are, in the opinion of the Home Team Captain unfit for play, the Home Team Captain should immediately notify in writing to the Away Team Captain and the VLM of such unavailability. However if the Away Team Captain contests this decision, a written complaint can be lodged with the VLM who shall then conduct an inquiry. After the inquiry, if the VLM is of the opinion that the Home Team has misrepresented the reason(s) for postponement, the Home Team will then be deemed to be in breach of this postponement rule and a Walkover Match shall be awarded to the Away Team.
- (C) The Captains of both teams shall inform the VLM within 48 hours if a match has been postponed or cannot take place for whatever reason, as well as when a new match date has been mutually agreed by both Captains.
- (D) The Captains should arrange to play all postponed matches within 2 weeks from the original fixture dates, but in any case not later than one week after the last fixture match of their Group of the League. All matches played after the deadline will be disregarded for the purposes of counting League points.
- (E) The Home Team Captain should notify the VLM immediately if he/she fails to agree to reschedule a postponed match with the Away Team Captain within the VLM stipulated in postponement period. The VLM shall then fix a date for this rescheduled match by giving to both Teams not less than one week's prior written notice, whereupon the Home Team Club shall host this match on the rescheduled date. Failure of either team to compete on the rescheduled date will result in forfeiture of the fixture match to the other team. If both teams fail to compete on the rescheduled date, no League point shall be awarded to either team.
- (F) In the event that a fixture match is not played within 2 weeks from its original fixture date, or that the match is not played within one week after the last fixture match of the League season, or that both team Captains have failed to inform the VLM within 48 hours of the original fixture date of the match's postponement status, then the VLM shall regard both teams to have forfeited the match and no League point shall be awarded to either team.

Walkover Matches & Walkover Sets

Rule 19

- (A) The VLM discourages walkovers. Teams entered for the League season are expected to play each and every match in accordance with the schedule stipulated in the League Handbook. Captains must ensure that all team members are informed of this commitment. The VLM also discourages a team from conceding the remaining un-played sets after it has won or lost 3 sets in a match.
- (B) A Walkover Match may be claimed by a team when:
 - (i) the team is informed in writing by the opposing team that it will not be playing the match

- and/or will concede a Walkover Match, or
- (ii) after the team has refused to agree to a request for postponement by the opposing team and the opposing team has failed to turn up for the match, or
 - (iii) with full team present on court at the scheduled official starting time, less than 2 players from the opposing team are on court and ready to commence the match within 45 minutes after the scheduled Official Starting Time (i.e. by 5:00p.m.) (Refer to Rule 12A).
 - (iv) the opposing team has failed to provide proof of identity of its declared players (Refer to Rule 13D).
- (C) Subject to Rule 12(A), a Walkover Set may be claimed by a team when any opponent in the set has failed to produce his identity proof, or is a declared ineligible player (refer to Rule 13(B), 13(C)and 13(D)).
- (D) A team wishing to claim any Walkover Sets or a Walkover Match must lodge a written claim to the VLM and to the opposing team Captain within 48 hours from the scheduled starting time of the Walk-over match, citing reasons for the claim. In the case of only one team being present on court after 45 minutes of the scheduled Official Starting Time (refer to Rule 15 (A)),a written claim by the claiming team must cite reasons for the claim and put the full names of the players along with their signatures and Hong Kong Identity Card Nos./ HKVTA Membership Nos. onto a blank League score sheet. To contest this claim, the Captain of the opposing team must inform the VLM in writing within 7 days of the Walkover match stating full reasons for not conceding the Walkover.
- (E) All Walkover claims must be approved by the VLM. The VLM shall consider each claim and make appropriate rulings to award entire matches or sets thereof on a case by case basis.
- (F) Once a Walkover Match is awarded by the VLM, two League point will be awarded to the claiming team.
- (G) Once a Walkover Set is awarded by the VLM, the claiming team will be deemed to have won that set against its opponents.
- (H) Any team conceding more than one Walkover Match with no valid reasons during the League season will be liable to disciplinary action by the VLM. This action may include suspension of every registered member of that team from HKVTA League competitions for one full season within a 12-month period following the end of the current League season.

Rule 20

The Champion, 1st runner-up and the ranking positions shall be decided as follows:

- (A) The Champion is the team that has won the most league points. If there are more than one team having the same number of league points, then ALL of them will be declared as Joint Champions.
- (B) If there is ONLY ONE champion, then the 1st runner-up will be decided according to the same procedures as mentioned in (A). (There will be no 1st runner-up if there is more than one Champion.) Same principle applies in deciding the ranking position.

If there are two Groups, there will be a cross playoff. The winner of Group I will play the runner-up of Group 2 and vice-versa.

Tie in League points between two teams: consider their head to head score.

Tie in League points among three teams: First consider head to head. If still indecisive, the team ranking will be considered by the total number of sets in the two matches among them. Second, if there is a tie in the total number of sets won, the ranking will be decided by the total number of games in the two matches among them.

The winners of these semi-final playoff matches will then play in the final to determine the Divisional Champion. There will be no playoff for third and fourth places.

Rule 21

Tennis Convenors and Team Captains of Teams/Clubs should familiarize themselves with the eligibility rules for players, the completion requirements of the League score sheets, the report of match results and arrangement of postponed matches. The VLM may invoke Rule 4, 14(C), 15(B), (C), 18(E) and (F) without giving prior warning.

Rule 22

The VLM reserves the right to amend the above Rules at any time without giving prior notice.

IMPORTANT NOTICE

SCORE SHEET

Score sheets should be submitted by the winning teams to reach the VLM within 3 days of each completed match by **Fax: 3582 4923** or **e-mail to hkvta1@gmail.com.hk**

Additional Information

CLUB RULES CONCERNING MOBILE PHONES

Mobile phones may not, under any circumstances, be used by visiting players or spectators in a club where the use of mobile phone is prohibited. According to the rules of certain clubs, any person, a member or non-member, may be immediately asked to leave. If, during a match, a visiting player infringes the regulations regarding the use of mobile phones and is asked to leave, this player will be deemed to forfeit all remaining games in a set and all of his other un-played sets.

The VLM expects all players to observe the rules of host clubs. Conveners and captains should ensure that their players are fully aware of the points made above.

CODE OF BEHAVIOUR FOR UNOFFICIATED MATCHES

The code is not part of the Official ITF Rules of Tennis. It is a guide for unofficiated 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 VLM.

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.
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. **Obvious faults.** A player shall not put into play or hit over the net an obvious fault. To do so constitutes rudeness and may even be a form of gamesmanship.
25. **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.

26. **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.
27. **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;
28. **Retrieving stray balls.** Each player is responsible for removing stray balls and other objects from the player's end of the court.
29. **Catching a ball.** If a player catches a ball before it bounces, the player loses the point regardless of where the player is standing.
30. **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.
31. **Placement of towels.** Towels should be placed 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, marking shoes, gym shoes, dress shirts, or any other inappropriate attire should not be worn during a match.