



## **PLAYER NOTICE**

### **MATCHES PLAYED WITHOUT A CHAIR UMPIRE**

At various tournaments, 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 realises 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 (or assistant).

For matches played on clay courts, there are some additional procedures that all players should follow:

- A ball mark can be checked on a point ending shot, or when play is stopped (a reflex return is allowed).
- If a player is unsure of his/her opponent’s call, he/she can ask his/her opponent to show the mark. The player can then cross the net to look at the mark.
- If a player erases the mark, he/she is conceding the point.
- If there is a disagreement over a ball mark, the Referee (or assistant) can be called to make a final decision.
- If a player incorrectly calls a ball “out” and then realises that the ball was good, the player who called “out” loses the point.

Players who do not fairly follow these procedures could be subject to the Hindrance Rule and the Unsportsmanlike Conduct provision of the ITF Code of Conduct.

Any questions on these procedures should be referred to the Supervisor/Referee.