



CORRECTING ERRORS

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ERROR	WHAT TO DO IF PLAYING A GAME OR TIEBREAK	
Player serves from the wrong half of the court	- Stop play as soon as the error is realised; - Players change to the appropriate side of the court (according to the score); - Server continues their serve from the correct half of the court; All points played in this game stand; Fault (1) served prior to the error's discovery - remains in effect.	
Players are at the wrong end of the court	- Stop play as soon as the error is realised; - Players change court ends; - Server continues their serve from the correct end; All points played in this game stand; Fault (1) served prior to the error's discovery - does not count.	
Error in receiving (doubles)	For the remainder of the game - players continue to receive in their incorrect half of the court. Next receiving game - players resume their original receiving position.	
Tiebreak Set being played instead of Match Tiebreak	- If only (1) point played – discontinue the set and score, and commence Match Tiebreak. - If the error is realised after second point in play, the set continues. - At 2 games all a Match Tiebreak is to be played. - A Player/Team that wins 3/1 or 3/0, wins the set and match. - If the error is discovered after the second point of the fifth game has started, the set continues as a regular set, with Set Tiebreak at 6/6.	
ERROR	IF PLAYING A GAME	IF PLAYING A TIEBREAK
Player serves out of turn	Game not completed: - the player who was originally due to serve shall serve as soon as the error is realised - regardless of the score. Game completed: - the "new" order of service remains and continues as altered. Service fault in singles: Fault (1) served prior to the error's discovery - does not count. Service fault in doubles: - Fault (1) served by partner prior to the error's discovery - remains in effect. - Fault (1) served by opponent - does not count.	Error realised at even number of points: - play stops and the correct player serves the next point, score played is retained. Error realised at odd number of points: - continue playing and the order remains as altered. Service fault in singles: Fault (1) served prior to the error's discovery - does not count. Service fault in doubles: - Fault (1) served by partner prior to the error's discovery - remains in effect. - Fault (1) served by opponent - does not count.

