



CORRECTING ERRORS

Document Type
Guidelines

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ERROR	WHAT TO DO IF PLAYING A GAME	WHAT TO DO IF PLAYING A TIEBREAK
Player serves from the wrong half of the court	Stop play as soon as the error is realised Server stops serving from the wrong side Players change to the applicable 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	
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.
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.	

