



PLAYING WITHOUT A CHAIR UMPIRE – SUMMARY

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Guidelines

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This summary is based on Tennis Australia's – [Procedures for matches played without a chair umpire](#)

Line Calls & Fair Play

- Each player is responsible for line calls on their side; a Court Supervisor can amend incorrect calls, either whilst located within the court or from outside the court.
- All players should give their opponents the benefit of doubt on line calls if unsure.
- All "out" or "fault" calls must be made promptly and audibly, after the ball has bounced.
- If a player incorrectly calls a ball "out" and realises the mistake, 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.

Lets, Nets & Hindrances

- Either player may call a "Let", "Net", "Not-Up" or "Foul Shot", in a timely manner.
- A service "Let" may be called by either player/team.
- A "let" should be called if a ball interrupts play or enters the court during a point. Where this is between a 1st and 2nd serve, a second serve only should be played.
- When a player has created an involuntary hindrance (ball falling out of pocket, hat falling off, etc.), the first time is the "let", subsequent ones result in a loss of point.

Serve, Score & Balls

- Servers must announce the game score before starting and the point score before serving, loud enough for opponents.
- A ball on a court at the start of a point is considered part of it; its movement doesn't count as hindrance.
- Players are responsible for returning balls on their side to the server.
- Players can request opponents to remove balls from the court before a point starts.
- The receiver should not return the first service if it is an obvious fault – let it go by or ground it.
- Court supervisors can request corrections on foot faults, but no penalties apply; receivers cannot call foot faults.

Porous (En-tout-cas) Court Procedures

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

- Players must only check ball marks on point-ending shots or when play is stopped.
- Checking ball marks on the opponent's side is prohibited unless invited.
- Interfering with or erasing a ball mark concedes the call.
- Disagreements over ball marks can be settled by the Referee or Court Supervisor, but repeated incorrect calls may result in a Code Violation.
- A player calling a ball "out" should typically be able to show the correct mark.
- If a player realizes an "out" call was incorrect, they lose the point.

Players are responsible for their own line calls, score and fair play.

Disputes & Scoring

- If players realise a scoring mistake after leaving the court, the match result stands; recognized before leaving, the correct format should be used to finalise the match. If this is not possible (if the match has progressed beyond the point where the correct scoring format can be implemented), then the score based on the incorrect format stands.
- If players cannot agree on the score, they should calmly discuss the points/games that are disputed. All points or games which the players agree on stand, and only those in dispute should be replayed i.e. two players cannot agree on whether the score is 40-30 or 30-40 and disagree only on who won the first game point. The game shall continue from 30-30, since both players agree they have won two points each.
- When the game score is in dispute the same principles apply i.e. two players cannot agree on 4-3 or 3-4, and disagree only on who won the second game. The match shall continue from 3-3, since both players agree that they won three games each.
- The player who received in the last game played, will serve in the next game.

