

Kingston Tennis Club

Tournament Code of Conduct

All players, their supporters, and officials have a duty to encourage and maintain the highest standards of sportsmanship, courtesy and fair play, and are under an obligation to avoid all conduct, acts or practices, which are perceived to be detrimental to the integrity of the Game. Such acts include, but are not limited to the following subsections.

1. Fair Play

Players shall call all balls, double bounces, and foul shots, fairly and honestly as described in the latest edition of the OTA “Rules of the Court” and adhere to the Code for playing without a chair umpire. This includes calling out the score after every point and making out calls loudly or sufficiently visible so one’s opponent is aware of the call, etc.

Line calls must be made so that one does not have a second chance to win the point. That is, the call is to be made before one’s own next shot lands out, bounces twice, goes into the net or hits a permanent fixture.

2. Abuse of Balls

Players shall not violently, dangerously or with anger hit, kick or throw a tennis ball while on the grounds of the tournament site except in the reasonable pursuit of a point during a match (including warm-up). For purposes of this rule, abuse of balls is defined as intentionally or recklessly hitting a ball out of the enclosure of the court, hitting a ball dangerously within the court or hitting a ball with disregard of the consequences.

3. Abuse of Equipment

Players, and their supporters, shall not violently, dangerously or with anger hit, kick or throw a racquet or other equipment within the precincts of the tournament site. For the purposes of this rule, abuse of racquets or equipment is defined as intentionally, dangerously and violently destroying or damaging racquets or equipment or intentionally or violently hitting the net, court, umpire’s chair or other fixture out of anger or frustration.

4. Physical Abuse

Players, and their supporters, shall not at any time physically abuse any official, opponent, spectator or other person within the precincts of the tournament site. For purposes of this rule, physical abuse refers to the unauthorized touching of another person.

5. Verbal Abuse

Players, and their supporters, shall not at any time verbally abuse any official, opponent, spectator or other person within the precincts of the tournament site. Verbal abuse is defined as any statement directed at another person that implies dishonesty or is derogatory, insulting or otherwise abusive.

6. Audible Obscenity

Players, and their supporters, shall not use audible obscenities while on-site. An audible obscenity is defined as the use of words commonly known and understood to be profane and uttered clearly and loudly enough to be heard.

7. Verbal Distractions

A player should avoid shouting and loud grunting. Loud noises and grunting not only bothers opponents but also players on adjacent courts.

8. Visible Obscenity

Players, and their supporters, shall not make obscene gestures while on-site. A visible obscenity is defined as the making of a sign with one's hands and/or racquet or balls that commonly have an obscene meaning.

9. Unreasonable Delays

Continuous Play / Delay of Game. Following the expiration of the warm-up period, play shall be continuous. A player shall not unreasonably delay a match for any cause:

1. A maximum of 25 seconds shall elapse from the moment the ball goes out of play at the end of the point until the Server tosses the ball in the act of serving the next point. If such serve is a fault, then the second serve must be struck by the Server without delay.
2. Changeover. When changing ends, a maximum of 90 seconds shall elapse from the moment the ball goes out of play at the end of the game until the Server tosses the ball in the act of serving the next game. If such serve is a fault, then the second serve must be struck by the Server without delay.
3. Set Break. At the end of a set, a maximum of two minutes shall elapse from the moment the ball goes out of play at the end of the game until the Server tosses the ball in the act of serving the first serve of the next game. If such serve is a fault, then the second serve must be struck by the Server without delay.
4. The Receiver shall play to the reasonable pace of the Server.