

Self-Umpiring Rules – Frequently Asked Questions

- All calls on your side of the net are your responsibility (i.e. you cannot ask an opponent for a let because you do not agree with their call). If you have any doubts as to whether a ball is in or out, you must give your opponent the benefit of the doubt and play the ball as good. You should not play a let.
- Any 'out' call must be made instantaneously (i.e. made before either an opponent has hit the return or the return has gone out of play); otherwise the ball continues to be in play.
- The call should be made both verbally and by using a hand signal.
- Do not enlist the aid of spectators, including parents, in making calls.
- If a player incorrectly calls a ball 'out', and then realises the ball was good, the player who called the ball 'out' loses the point.
- To avoid controversy over the score, the server should announce the set score (e. g. 5-4) before starting a game; and the game score (e. g . 30-40) prior to serving each point. Game scores must also be recorded on each end change and at the end of each set. Always use score boards when available.
- You cannot call 'foot fault'. A player could courteously inform their opponent if they appear to be foot faulting repeatedly at change of ends.
- If there is a score dispute, both players should restart play on a previous score they both agree on.
- If a ball hits a permanent fixture (i.e. net post, umpire chair, light post) after the ball has hit the correct court, then the player who hit the shot wins the point. If a ball hits a permanent fixture before the ball has hit the correct court, then the player who hit the shot loses the point.
- If a player hits a shot that lands in the opponent's court but then spins back into their own court or into the net, the player who hits the shot wins the point.
- A player's racquet may pass over the net after hitting the ball on their own side of the net.
- A player instantly loses the point if any part of their racquet, body or clothing touches the net.
- If a ball or external object (i.e. drink bottle, score sheet, bird) interrupts play at whatever stage in a point, each player has the right to call a let. The point will then begin with the server having a first serve.
- Underarm serving is legal, if the ball does not bounce first, and the server does not need to inform their opponent they are going to serve underarm.
- If play is disrupted for any reason (e.g. rain), the match will resume from the exact score as to when the disruption occurred.
- If a server throws up a ball toss, swings, and fails to contact the ball, the serve is deemed a fault.