

The CODE

by Colonel Nicolas Powel 1981

A GUIDELINE FOR UNOFFICIATED TENNIS MATCHES (condensed)

COURTESY: Tennis is a game that requires cooperation and courtesy from all participants.

WARM-UP:

1. **Warm-up is not practice.** a player should provide an opponent a 10 minute warm-up
2. During warm-up a player should try to hit the ball directly to the opponent.
3. **Take all warm-up serves before match starts.**

CALLS:

1. Players must make calls on their own side of the net.
2. The opponent gets the benefit of the doubt on calls that may be questionable.
3. A ball touching any part of the line is **GOOD.**
4. A ball that cannot be called out is **GOOD.**
5. A player shall make **ALL** calls **PROMPTLY.**
6. If a player truly doubts a call by an opponent, the player may ask, "Are you sure of your call?" The opponent's reply must be accepted.

TOUCHES: **Players must call infractions they commit. Failure to do so is "CHEATING."**

1. Touching the net while ball is in play.
2. Striking the ball before it crosses the net.
3. Touching a ball that goes errant.
4. Allowing a ball to bounce more than once in their court.

SERVING:

1. Compliance with the foot fault rule is very much a function of a player's **personal honor system.** **Habitual foot faults,** intentional or careless, is **"CHEATING."**
2. Neither player on the serving team may make a "fault" call on the first serve, but may do so if they believe the second serve is "out."
3. Any player may call a service let.
4. A player shall not put, nor keep in play, an obvious fault.
5. **The server shall announce the point score before each serve.**