ABOUT THE INTERCOLLEGIATE TENNIS ASSOCIATION

As the governing body of collegiate tennis, the Intercollegiate Tennis Association (ITA) promotes both the athletic and academic achievements of the collegiate tennis community. The ITA, which was founded in 1956, is comprised of nearly 1,700 men’s and women’s varsity coaches. These coaches represent over 1,200 institutions. The ITA administers numerous regional and national championships and the Oracle/ITA College Tennis Rankings for over 20,000 college varsity student-athletes at NCAA Divisions I, II and III, NAIA and Junior College levels. The ITA also has a comprehensive awards program for players and coaches to honor excellence in academics, leadership and sportsmanship. The official ITA web site is www.ITAtennis.com.

Comments and suggestions regarding this rulebook are welcome. If you have any feedback, please feel free to submit your feedback in writing to our address below.


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Printed in the United States of America
Produced for the Intercollegiate Tennis Association by Courtney Potkey

Cover photos contributed by:
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FOREWORD

Dear ITA Coaches and Officials:

Personally, and on behalf of the Intercollegiate Tennis Association and all friends of college tennis, let me welcome you to the 2016 season. Please allow me to reiterate what I have shared before: competitive excellence and the highest levels of sportsmanship as coupled with outstanding and highly committed college tennis officials have been instrumental in creating the strong foundation of our sport and will be keys to a thriving future.

As the ITA has been transitioning to our important role of recruiting, training, certifying, evaluating, and retaining college tennis officials, let me express my deep appreciation to the ITA Officials Task Force for their attentive and unselfish hard work on our collective behalf. Through their dedication and thoughtful efforts to this vital project, the future is bright – for our players, coaches, officials, and for our Association.

The ITA is committed to all of us living and working in a community guided by a common purpose – serving college tennis. We all agree that great coaching and competition as well as a high level officiating are all critical components to the success of our mission. The ITA is most appreciative of the faithful service by our coaches and officials to the sport that we all love.

Best wishes to each and all as our journey together continues. Good luck in your many endeavors. Onward and upward!

With gratitude and warm regards,

Timothy Russell, Ph. D.
Chief Executive Officer

Timothy Russell, Ph. D.
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PART 1 — THE CODE

THE PLAYERS’ GUIDE TO FAIR PLAY
AND THE UNWRITTEN RULES OF TENNIS

The Code is not part of the ITA Rules of Tennis. Players shall follow The Code, except to the extent to which an official assumes some of their responsibilities. This edition of The Code is an adaptation of the original.

PREFACE

When a serve hits a player’s partner who is stationed at the net, is it a let, fault, or loss of point? Likewise, what is the ruling when a serve, before touching the ground, hits an opponent who is standing back of the baseline? The answers to these questions are obvious to anyone who knows the fundamentals of tennis, but it is surprising the number of players who don’t know these fundamentals. All players have a responsibility to be familiar with the basic rules and customs of tennis. Further, it can be distressing when a player makes a decision in accordance with a rule and the opponent protests with the remark: “Well, I never heard of that rule before!” Ignorance of the rules constitutes a delinquency on the part of a player and often spoils an otherwise good match.

What is written here constitutes the essentials of The Code, a summary of procedures and unwritten rules that custom and tradition dictate all players should follow. No system of rules will cover every specific problem or situation. If players of goodwill follow the principles of The Code, they should always be able to reach an agreement, while at the same time making tennis more fun and a better game for all. The principles set forth in The Code shall apply in cases not specifically covered by the ITA Rules of Tennis.

Before reading this, the following question may come to mind: Since there is a book that contains all the rules of tennis, is there a need for The Code? Isn’t it sufficient to know and understand all the rules? There are a number of things not specifically set forth in the rules that are covered by custom and tradition only. For example, if there is doubt on a line call, the opponent gets the benefit of the doubt. This result cannot be found in the rules. Further, custom dictates the standard procedures that players will use in reaching decisions. These are the reasons a code is needed.

—Col. Nick Powel

PRINCIPLES

1. Courtesy is expected. Tennis is a game that requires cooperation and courtesy.
2. Points played in good faith are counted. All points played in good faith stand. For example, if after losing a point, a player discovers that the net was four inches too high, the point stands. If a point is played from the wrong court, there is no replay. If during a point, a player realizes that a mistake was made at the beginning (for example, service from the wrong court), the player shall continue playing the point. Corrective action may be taken only after a point has been completed. Shaking hands at the end of a match is an acknowledgment by the players that the match is over.

WARM-UP

3. Warm-up is not practice. A player should provide the opponent a warm-up of five to ten minutes. If a player declines to warm-up the opponent, the player forfeits the right to a warm-up, and the opponent may warm-up with another person. Some players confuse warm-up and practice. Each player should try to hit shots directly to the opponent. (If partners want to warm each other up while their opponents are warming up, they may do so.)

4. Warm-up serves are taken before first serve of match. A player should take all warm-up serves before the first serve of a match. A player who returns serves should return them at a moderate pace in a manner that does not disrupt the server.

MAKING CALLS

5. Player makes calls on own side of net. A player calls all shots landing on, or aimed at, the player’s side of the net.

6. Opponent gets benefit of doubt. A player should always give the opponent the benefit of any doubt. When a match is played without officials, the players are responsible for making decisions, particularly for line calls. There is a subtle difference between player decisions and those of an on-court official. An official impartially resolves a problem involving a call, whereas a player is guided by the principle that any doubt must be resolved in favor of an opponent. A player in attempting to be scrupulously honest on line calls frequently will keep a ball in play that might have been out or that the player discovers too late was out. Even so, the game is much better played this way.

7. Ball touching any part of line is good. If any part of a ball touches a line, the ball is good. A ball 99% out is still 100% good. A player shall not call a ball out unless the player clearly sees space between where the ball hits and a line.

8. Ball that cannot be called out is good. Any ball that cannot be called out is considered to be good. A player may not claim a let on the basis of not seeing a ball. One of tennis’ more infuriating moments occurs after a long hard rally when a player makes a clean placement and an opponent says: “I’m not sure if it was good or out. Let’s play a let.” Remember, it is each player’s responsibility to call all balls landing on, or aimed at, the player’s
side of the net. If a ball cannot be called out with certainty, it is good. When a player says an opponent's shot was really out but offers to replay the point to give the opponent a break, it seems clear that the player actually doubted that the ball was out.

9. Either partner may make calls in doubles. Although either doubles partner may make a call, the call of a player looking down a line is more likely to be accurate than that of a player looking across a line.

10. All points are treated same regardless of their importance. All points in a match should be treated the same. There is no justification for considering a match point differently from a first point.

11. Requesting opponent's help. When an opponent's opinion is requested and the opponent gives a positive opinion, it must be accepted. If neither player has an opinion, the ball is considered good. Aid from an opponent is available only on a call that ends a point.

12. Out calls reversed. A player who calls a ball out shall reverse the call if the player becomes uncertain or realizes that the ball was good. The point goes to the opponent and is not replayed. However, when a receiver reverses a fault call on a serve that hit the net, the server is entitled to two serves.

13. Player calls own shots out. With the exception of the first serve, a player should call out the player's own shots if the player clearly sees the ball out regardless of whether requested to do so by an opponent. The prime objective in making calls is accuracy. All players should cooperate to attain this objective.

14. Partners' disagreement on calls. If one partner calls the ball out and the other partner sees the ball good, the ball is good. It is more important to give opponents the benefit of the doubt than to avoid possibly hurting a partner's feelings. The tactful way to achieve the desired result is to tell a partner quietly of the mistake and then let the partner concede the point. If a call is changed from out to good, the principles of Code § 12 apply.

15. Audible or visible calls. No matter how obvious it is to a player that an opponent's ball is out, the opponent is entitled to a prompt audible or visible out call.

16. Spectators never make calls. A player shall not enlist the aid of a spectator in making a call. No spectator has a part in a match.

17. Prompt calls eliminate two chance option. A player shall make all calls promptly. A call shall be made either before the player's return shot has gone out of play or before an opponent has had an opportunity to play the return shot. Prompt calls will quickly eliminate the “two chances to win the point” option that some players practice. To illustrate, a player is advancing to the net for an easy put away and sees a ball from an adjoining court rolling toward the court. The player continues to advance and hits the
shot, only to have the supposed easy put away fly over the baseline. The player then claims a let. The claim is not valid because the player forfeited the right to call a let by choosing instead to play the ball. The player took a chance to win or lose and is not entitled to a second chance.

18. Let called when ball rolls on court. When a ball from another court enters the playing area, any player on the court affected may call a let as soon as the player becomes aware of the ball. The player loses the right to call a let if the player unreasonably delays in making the call.

19. Touches, hitting ball before it crosses net, invasion of opponent’s court, double hits, and double bounces. A player shall concede the point when:
   • A ball in play touches that player;
   • That player touches the net or opponent’s court while a ball is in play;
   • That player hits a ball before it crosses the net;
   • That player deliberately carries or double hits a ball; or
   • A ball bounces more than once in that player’s court.

   The opponent is not entitled to make these calls. The principle of giving the opponent the benefit of any doubt applies.

20. Balls hit through net or into ground. A player makes the ruling on a ball that the player’s opponent hits:
   • Through the net; or
   • Into the ground before it goes over the net.

21. Making calls on clay courts. If any part of a ball mark touches a line on a clay court, the ball shall be called good. If only part of the mark on a court can be seen, this means that the missing part is on a line or tape. A player should take a careful second look at any point-ending placement that is close to a line on a clay court. Occasionally a ball will strike the tape, jump, and then leave a full mark behind the line. If a player hears the sound of a ball striking the tape and sees a clean spot on the tape near the mark, the player should give the point to the opponent. A player is not required to show an opponent the mark. The opponent shall not pass the net to inspect a mark.

**SERVING**

22. Server’s request for third ball. When a server requests three balls, the receiver shall comply when the third ball is readily available. Distant balls shall be retrieved at the end of a game.

23. Avoid foot faults. Players should not foot fault because it violates the ITF Rules of Tennis. It is a foot fault when a foot just touches the line, even when the player does not follow the serve to the net.

24. Calling foot faults. The receiver or the receiver’s partner may call foot faults only after all reasonable efforts, such as warning the server and attempting
to get an official to the court, have failed and the foot fault is so flagrant as to be clearly perceptible from the receiver’s side.

25. Service calls in doubles. In doubles the receiver’s partner should call the service line, and the receiver should call the sideline and the center service line. Nonetheless, either partner may call a ball that either clearly sees.

26. Service calls by serving team. Neither the server nor server’s partner shall make a fault call on the first service even if they think it is out because the receiver may be giving the server the benefit of the doubt. There is one exception. If the receiver plays a first service that is a fault and does not put the return in play, the server or server’s partner may make the fault call. The server and the server’s partner shall call out any second serve that either clearly sees out.

27. Service let calls. Any player may call a service let. The call shall be made before the return of serve goes out of play or is hit by the server or the server’s partner. If the serve is an apparent or near ace, any let shall be called promptly.

28. Obvious faults. A player shall not put into play or hit over the net an obvious fault. To do so constitutes rudeness and may even be a form of gamesmanship. On the other hand, if a player does not call a serve a fault and gives the opponent the benefit of a close call, the server is not entitled to replay the point.

29. Receiver readiness. The receiver shall play to the reasonable pace of the server. The receiver should make no effort to return a serve when the receiver is not ready. If a player attempts to return a serve (even if it is a “quick” serve), then the receiver (or receiving team) is presumed to be ready.

30. Delays during service. When the server’s second service motion is interrupted by a ball coming onto the court, the server is entitled to two serves. When there is a delay between the first and second serves:
   • The server gets one serve if the server was the cause of the delay;
   • The server gets two serves if the delay was caused by the receiver or if there was outside interference.

The time it takes to clear a ball that comes onto the court between the first and second serves is not considered sufficient time to warrant the server receiving two serves unless this time is so prolonged as to constitute an interruption. The receiver is the judge of whether the delay is sufficiently prolonged to justify giving the server two serves.

SCORING

31. Server announces score. The server shall announce the game score before the first point of a game and the point score before each subsequent point of the game.
32. Disputes. Disputes over the score shall be resolved by using one of the following methods, which are listed in the order of preference:
   a. Count all points and games agreed upon by the players and replay only disputed points or games;
   b. If the players do not agree on which side of the court the disputed point occurred, toss a coin to select the court.
   c. If the players do not agree on who served a disputed point in a tiebreak, toss a coin to select the server. (A coin toss may also be needed to determine the side in which the point is played and the end from which the server serves.)
   d. If the players do not agree on who served a disputed game, toss a coin to select the server.
   e. Play from a score mutually agreeable to all players;
   f. Spin a racket or toss a coin.

HINDRANCE ISSUES

33. Claiming a hindrance. A player who claims a hindrance must stop play as soon as possible.

34. Talking when ball is in play.
   • Singles players should not talk during points.
   • Talking between doubles partners when the ball is moving toward them is allowed.
   • Doubles players should not talk when the ball is moving toward their opponent’s court.
   • When talking interferes with an opponent’s ability to play a ball, it is a hindrance.

For example, if a doubles player hits a weak lob and yells “get back” and the yell distracts an opponent who is about to hit the ball, then the opponent may claim the point based on a deliberate hindrance. If the opponent chooses to play the lob and misses it, the opponent loses the point because the opponent did not make a timely claim of hindrance.

For example, if a player yells after an injury or getting stung by a bee, this is an unintentional hindrance that would entitle the opponent to claim a let.

35. Body movement. A player may feint with the body while a ball is in play. A player may change position at any time, including while the server is tossing a ball. Any other movement or any sound that is made solely to distract an opponent, including, but not limited to, waving arms or racket or stamping feet, is not allowed.

36. Let due to unintentional hindrance. A player who is hindered by an opponent’s unintentional act or by something else outside the player’s
control is entitled to a let only if the player could have made the shot had the player not been hindered. A let is not authorized for a hindrance caused by something within a player’s control. For example, a request for a let because a player tripped over the player’s own hat should be denied.

37. Grunting. A player should avoid grunting and making other loud noises. Grunting and other loud noises may bother not only opponents but also players on adjacent courts. In an extreme case, an opponent or a player on an adjacent court may seek the assistance of an official. Grunting and the making of loud noises that affect the outcome of a point are hindrances. Only an official may rule that these actions are hindrances and order that a let be played or a loss of point, depending on whether an official had previously warned the offending player.

38. Injury caused by player. When a player accidentally injures an opponent, the opponent suffers the consequences. Consider the situation where the server’s racket accidentally strikes the receiver and incapacitates the receiver. The receiver is unable to resume play within the time limit. Even though the server caused the injury, the server wins the match by retirement. On the other hand, when a player deliberately injures an opponent and affects the opponent’s ability to play, then the opponent wins the match by default. Hitting a ball or throwing a racket in anger is considered a deliberate act.

WHEN TO CONTACT OFFICIAL

39. Withdrawing from match or tournament. A player who has decided not to play a match or a tournament shall notify the Referee immediately.

40. Stalling. Stalling violates the continuous play principle of the ITF Rules of Tennis. A player who encounters a problem with stalling should contact an official. The following actions constitute stalling:
   • Warming up longer than the allotted time;
   • Playing at about one-third a player’s normal pace;
   • Taking more than 90 seconds on the odd-game changeover or more than 2 minutes on the set break.
   • Taking longer than the time authorized during a rest period;
   • Starting a discussion or argument in order to rest;
   • Clearing a missed first service that doesn’t need to be cleared; or
   • Excessive bouncing of a ball before any serve.
Stalling is subject to penalty under the Point Penalty System.

41. Requesting officials during play. While normally a player may not leave the playing area, the player may contact an official for assistance. Some reasons for contacting an official include:
   • Stalling;
   • Flagrant foot faults;
The Code

• Extreme grunting;
• A medical or bleeding timeout;
• A scoring dispute; or
• A pattern of bad calls.
A player may refuse to play until an official responds.

**BALL ISSUES**

42. Retrieving stray balls. Each player is responsible for removing stray balls and other objects from the player’s end of the court. Whenever a ball is not in play, a player must honor an opponent’s request to remove a ball from the court or from an area outside the court that is reasonably close to the lines. A player shall not go behind an adjacent court to retrieve a ball or ask a player on an adjacent court to return a ball while a point is in play. When a player returns a ball from an adjacent court, the player shall wait until the point is over on the court where the ball is being returned and then return it directly to one of the players, preferably the server.

43. Catching a ball. If a player catches a ball in play before it bounces, the player loses the point regardless of where the player is standing.

44. New balls for third set. When a tournament specifies new balls for a third set, new balls shall be used unless all players agree otherwise.

**MISCELLANEOUS**

45. Clothing and equipment malfunction. If clothing or equipment, other than a racket, becomes unusable through circumstances outside the control of a player, play may be suspended for a reasonable period. A player may leave the court after a point is over to correct the problem. If a racket or string is broken, a player may leave the court to get a replacement, but the player is subject to code violations for delay under the Point Penalty System.

46. Placement of towels. Towels are to be placed on the ground outside the net post or at the back fence. Clothing or towels should never be placed on a net.
I. INDIVIDUAL COMPETITION—SINGLES AND DOUBLES TOURNAMENTS

A. The Code

All college match play will follow the principles set out in “The Code” except where these rules provide otherwise.

B. Calls in Matches with a Solo Chair Umpire or with no Chair Umpire and no Line Umpires

Many college matches are played without the assistance of a Chair Umpire and Line Umpires. Some matches are officiated by a Solo Chair Umpire. In all these matches, the players have the primary responsibility for making the calls. The following principles apply in these matches.

1. **Player makes calls on his side of the court.** Each player shall make all calls on his side of the court. A Solo Chair Umpire or Roving Umpire shall not assist the player in making any call with any kind of verbal or non-verbal signal.

2. **Opponent gets benefit of the doubt.** Whenever a player is in doubt he shall make the call in favor of his opponent. Balls should be called “out” only when there is a space visible between the ball and the line. A player shall never seek aid from a Solo Chair Umpire, spectator, teammate or coach in making a line call.

3. **Disagreement between partners over a call.** A doubles partner is obligated to disagree with his partner if an erroneous “out” call is made. When doubles partners disagree on a call, the point goes to the opposing team. The point is never replayed.

4. **Balls that a player does not see.** There are no “unsighted” calls. If a player does not see his opponent’s shot, he shall call the ball good. A player shall never seek aid from a Solo Chair Umpire, spectator, teammate or coach in making a line call.

5. **Solo Chair Umpire and Roving Umpires shall not give assistance on unsighted balls.** The Solo Chair Umpire and Roving Umpires shall not give assistance on balls that a player does not see.

6. **Out calls must be made immediately.** “Out” calls must be made immediately. The call shall be made before either an opponent has hit the return or the return has gone out of play. If no immediate audible or visible call is made, the ball shall be considered good.
   a. **Clay court procedure.** A player may quickly check a mark before making a call on his side of the net.

7. **Correcting an erroneous “out” call – opponent wins point.** A player shall reverse his “out” call if he realizes that he has made a mistake.
or if he is uncertain of the call. The point goes to the opponent. It is never played over.

8. **Obligation of player to call his own ball “out” if he clearly sees it out.** A player shall call his own ball “out” if he clearly sees that it is out. This rule does not apply to a player’s first serve. See reference in “The Code” C.13.

9. **How to challenge an opponent’s call.** An opponent’s call may be challenged by the query: “Are you sure of your call?” No further discussion or delay is permitted. If the player making the call is uncertain, he loses the point. It is never played over.

10. **Players shall not cross the net to point out a mark or discuss a problem.** A player shall not cross the net to point out a mark or discuss a problem. A player who does shall be penalized under the ITA Point Penalty System.

11. **Touches, invasion of opponent’s court, reaching over the net, and double bounces.** Calls involving a ball touching a player, a player touching the net, a player touching his opponent’s court, hitting an opponent’s return before it has passed the net, and a double bounce must be called by the player committing the infraction. If there is a Solo Chair Umpire, he also may make these calls. A Roving Umpire who observes the incident may make the call if he directly observed the incident with or without an appeal from a player.

12. **Lets.** In Men’s Division I, there are no service lets. If the serve hits the net and goes into the service box, the ball is in play. Either player may call a service let if the player does so at the instant when the let occurs. A Solo Chair Umpire may call service lets. Requests for lets may not be made after a point is ended. A service let call can be appealed and is treated as an overrule if disallowed. The Solo Chair Umpire or the Roving Official may call a let for a ball that is endangering a player or interruption of play.

13. **Only a coach or player may request a Line Umpire or Referee.** Only a coach or the player involved may request the presence of a Line Umpire or Referee. The coach may physically go get the Line Umpire or Referee. Play may be temporarily halted while the coach or the player seeks a Referee or Line Umpire. Nonetheless, play must resume within five minutes, even if attempts are still being made to obtain a Line Umpire.

14. **Foot fault judges.** A player or coach may request a foot fault judge. A player may request that an opponent avoid foot faults. A **player shall not call a foot fault on an opponent. All foot faults must be**
Intercollegiate Tennis Association (ITA) Regulations

called by an Umpire, Referee, or Roving Umpire. A Roving Umpire or Referee need not be stationed on the baseline in order to call foot faults so long as his position gives him a clear view of the fault.

15. Server shall call score before each point. The server shall call the score before each point except when there is a Solo Chair Umpire or scorekeeper assigned to the match.

16. Settling disagreements over the score. If a disagreement over the score occurs, the methods for settling the dispute in order of preference are:
   a. Count all points and games agreed upon by the players, with only the disputed points or games being replayed;
   b. Resume play from a score mutually agreeable to the players;
   c. Use a coin flip.

17. Solo Chair Umpire shall not overrule call unless player immediately appeals for overrule. A Solo Chair Umpire shall not overrule a call unless it is challenged verbally at that moment (not at the end of the point) by the opposing player. The Solo Chair Umpire shall not prompt the request for an appeal.

18. Overrules by certified Roving Umpires. If appealed to, a certified Roving Umpire may overrule a call if he is on that court or if he directly observed the call.

19. Player who has been overruled twice shall thereafter be penalized under the Point Penalty System. If the Solo Chair Umpire and Roving Umpires have overruled a player or doubles team twice, the Umpire shall penalize each subsequent overrule under the ITA Point Penalty System. The failure to have an appeal upheld is not treated as an overrule.

20. Excessive appeals for the apparent sake of disrupting play. A Solo Chair Umpire shall caution any player making excessive appeals for the apparent sake of disrupting play. Thereafter, if the Solo Chair Umpire determines that the player is making appeals for the apparent sake of disrupting play, he may penalize the player under the ITA Point Penalty System.

21. Hindrance-loud outburst following a perceived winning shot. A Solo Chair Umpire or Roving Umpire (only if standing at the net post) should immediately call a “hindrance – loss of point” when a player(s) makes a loud noise following a perceived winning shot that the opponent(s) has a play on.

C. Service and Service Returns

1. No more than twenty seconds between points. Both the server and receiver must be ready to begin the next point within twenty
seconds of when the ball went out of play. Each player has the right to the full twenty seconds to prepare for the next point.

2. Server’s appeal of a first serve that receiver calls good. The server (or server’s partner in doubles) may make a first volley or half-volley of the return of an out first serve which was played before appealing to the Chair Umpire or Roving Umpire for an overrule. But if the server (and the server’s partner in doubles) remains in the back court, the appeal must be made before hitting the ball.
   a. If the appeal is granted, the server gets a second serve.
   b. If the appeal is not granted, then the point goes to the receiver. A server whose appeal is denied is not subject to penalty under the ITA Point Penalty System by virtue of the failure of his appeal.

3. Feinting, changing position, and intentional distraction. A player may feint with the body while the ball is in play. A player may change position at any time, including while the server is tossing the ball. Any movement or sound that is made solely to distract an opponent, including, but not limited to, waving the arms or racket or stamping the feet, is not allowed. The receiver’s partner shall not stand in the receiver’s service box before or during the serve. If a player does so, he shall be warned that if he does so again he is subject to being penalized under the ITA Point Penalty System.

4. Player should not return obviously out serves. A player should not return a serve that is obviously out even when the return is accompanied by an “out” call. This is a form of rudeness or gamesmanship. A player may return a fast serve that just misses the line inasmuch as the return is often a matter of self-protection.

5. Receiver who corrects his fault call to good loses the point. If the receiver returns a ball and simultaneously calls a fault and then changes his call to good, then the receiver loses the point because of interference of play, even if the return is good.

6. If receiver is ready, then his partner is deemed ready. If the receiver has indicated that he is ready and the server serves an ace, the receiver’s partner cannot claim a let because he was not ready. The receiver’s indication of being ready is tantamount to indicating that his team is ready.

D. ITA Scoring Systems

NCAA Division I: No-ad scoring shall be used in all ITA, national, regional and sanctioned matches. NCAA Divisions II, III, NAIA, and Junior and Community College Matches: Regular scoring shall be used in all the ITA national, regional, and sanctioned matches, unless both coaches agree otherwise.
E. ITA Point Penalty System, Defaults, and Unintentional Time Violations

1. **Unsportsmanlike conduct is punished under ITA Point Penalty System.** Ethical and sportsmanlike conduct of players must be observed at all times. Inappropriate conduct includes but is not limited to:
   a. Visible or audible obscenity or profanity;
   b. Racquet abuse;
   c. Ball abuse;
   d. Verbal or physical abuse of an official or player;
   e. Delay after a timeout, treatment at a changeover, being directed to resume play, or a time violation;
   f. Being overruled more than two times; and
   g. Unsportsmanlike conduct. A player who engages in such conduct commits a code violation and is subject to being penalized under the ITA Point Penalty System.

2. **Referee should advise players and coaches about the ITA Point Penalty System.** The Referee should always issue a general explanation to players and coaches before the match about the ITA Point Penalty System. He should define appropriate court behavior and enumerate specific types of conduct violations and unsportsmanlike conduct in general.

3. **ITA Schedule of Penalties.** The “Warning” is not a part of the ITA Point Penalty System, which consists of the following:
   a. Point Penalty
   b. Game Penalty
   c. Default

4. **Issuing a Code Violation.** *When issuing a Code Violation, the official must do so before there has been an intervening point and must have directly observed or heard the violation.*

5. **Referee has sole power to default players during dual meet matches and ITA sanctioned tournaments.** The Referee has sole power to default players during dual meet matches and ITA sanctioned tournaments. If there is a Chair Umpire or Roving Umpire, they are empowered to assess point and game penalties but must inform the Referee in case a default must be assessed.

6. **ITA Carry-Over Rules.** The following ITA carry-over rules shall be used in national and sanctioned singles and doubles tournaments:
   a. **Penalties assessed during a match do not carry over to next match.** The ITA Point Penalty System is cumulative throughout any individual singles or doubles match, but is also self-contained. All penalties assessed during a match will be erased at the end of the match. The next match (whether singles or doubles) will start with a “clean slate.”
b. *Carry-over of code violations occurring after a match is over to player's next match.* If a player commits a code violation after his singles match is over, the penalty shall be assessed:
   i. At the start of his next singles match (consolation or main draw); but
   ii. If he has been eliminated from all singles competitions, then the penalty will be assessed at the start of his next doubles match.

If a player commits a code violation after his doubles match is over, the penalty shall be assessed:
   iii. At the start of his next doubles match; but
   iv. If the player has been eliminated from the doubles competition, the penalty will be assessed at the start of his next singles match. (Note that in this case the penalty will be assessed against only the player who committed the violation and not against both team members.)

c. *Carry-over penalties are not part of progressive schedule of penalties for next match.* When a penalty is assessed under the carry-over provision, that penalty does not count as part of the progressive schedule of penalties for that match. For example, Player A, who has just lost, commits a code violation after his singles match. Player A is entitled to play in the singles consolation so the penalty will be assessed at the start of his consolation match. He then commits a code violation during the consolation match. He is assessed a point penalty for that violation.

d. *Multiple Offenses.* The Point Penalty System is in effect for carry-over purposes. If more than one violation occurs following a player’s participation, that player may be subject to a game penalty or default to be applied under the carry over provisions.

e. *Loss of toss.* All carry-over code violations resulting in a point or game penalty also include loss of toss.

f. *Singles player who is defaulted may normally play doubles.* A player who is defaulted in singles may play doubles, except when the Referee (or the Referee in consultation with the Games Committee in the case of an ITA national or sanctioned event) determine that extraordinary and extreme circumstances (e.g. see paragraph 9. below) exist which require that he be barred from playing doubles.
g. **Doubles player who is defaulted may normally play singles.** A member of a doubles team that is defaulted may play singles, except when the Referee (or the Referee in consultation with the Games Committee in the case of an ITA national or sanctioned event) determine that extraordinary and extreme circumstances (e.g. see paragraph 9. below) exist which require that he be barred from playing singles.

h. **In doubles, code violations are assessed against the team and not individually.** In doubles, the players are penalized as a team and not as individual players.

7. **Time violations.** Time violations occur when a player takes more than 20 seconds between points or takes more than 90 seconds on change overs. A warning shall be given for the first violation. Subsequent delays shall be penalized by a point loss for each violation, with no accumulation. These violations are not part of the ITA Point Penalty system.

8. **Player who has been overruled twice shall thereafter be penalized under the Point Penalty System.** If the Solo Chair Umpire and Roving Umpires have overruled a player or doubles team twice, the Umpire shall penalize each subsequent overrule under the ITA Point Penalty System. The failure to have an appeal upheld is not treated as an overrule.

9. **Physical contact prohibited.** All physical contact between opposing players, opposing coaches, a player and a coach, a player and an official or a coach and an official is strictly prohibited. The Referee (or the Referee in consultation with the Games Committee in the case of ITA national and sanctioned events) shall immediately default any player who initiates contact.
   a. **Singles player is barred from playing doubles.** If the offense takes place in singles and the offending player is playing doubles, he shall be barred from doubles. Another player may be substituted for the player who has been barred only if the original team has not played a match and if the substitution would not change the seedings.
   b. **Doubles player is barred from playing singles.** If the offense takes place in doubles, the offending player shall be barred from playing singles.

10. **Player outbursts may be penalized.** An official following an appeal, who hears a verbal outburst or grunting that is loud enough to disrupt play on a neighboring court, shall caution the player that subsequent outbursts shall be penalized under the ITA Point Penalty System.
If a loud outburst is in a language that the official does not understand, the official shall caution the player that further foreign language outbursts that are not understood by the official will be penalized as unsportsmanlike conduct under the ITA Point Penalty System.

11. **Referee at ITA national and sanctioned events may disqualify a player after consultation with the Games Committee.** The Referee of ITA national and sanctioned events may disqualify a player after consultation with the Games Committee. The Referee is always a member of the Games Committee at all ITA national and sanctioned events.

12. **Referee shall report defaults to ITA Ethics and Infractions Committee.** In all cases involving a player default, the tournament Referee must write a report of this incident to the ITA Ethics and Infractions Committee. The Committee may contact the Director of Athletics of the player’s school.

13. **Player or coach ejected from match.** A player or coach ejected from a match must leave the tennis venue for the duration of the team match and not be in an area where they are visible, in viewing distance.

14. **Spitting.** Spitting at or in the direction of an opponent or an official will be a code violation and possible default. Spitting on the Court will be cautioned. The player will be asked to spit off the Court or through the fence. If the player continues to spit on the Court, it will be a code violation.

**F. Restrictions on Players and Spectators**

1. **Spectators and other players barred from the court and adjacent court in men's tennis.** In men’s tennis, no players or spectators shall be allowed on the playing court or an adjacent court other than the participants, except to attend to an ill or injured player.

2. **Fellow women’s players may get no closer than the center service line of the adjacent court.** In women’s tennis, players are permitted no closer than the center service line on the adjacent court. The Referee may move the players further away.

3. **Harassment of players prohibited.** Team members and their spectators shall not harass opposing team players. Electronic sound devices shall not be used during play.
   a. **Harassment directed at individual match:**
      i. A warning may be given to the offender and the coach; and
      ii. A point penalty shall be assessed at each following occurrence.
b. Harassment not match specific. If the harassment is not match specific, the following steps shall be taken for continuing infractions:
   i. A warning may be given to the offender and the coach.
   ii. A point penalty shall be assessed immediately against the highest match in progress.
   iii. A point penalty shall be assessed immediately against every match in progress.
   iv. Repeat the third step (iii.) Each time the harassment occurs.

G. Warm-up

1. Five minute warm-up under normal conditions. Players shall have a maximum of five minutes for warm-up before a match, unless the teams were not able to take their thirty minute warm-up before the start of the team match, in which case a ten minute warm-up is permitted. The Chair Umpire or tournament Referee shall time the warm-up. Otherwise the coaches must oversee the warm-up period.

2. All warm-up serves must be taken before the start of play. All warm-up serves must be taken before the start of play. If the match is umpired, the Umpire should give a warning when two minutes are left in the warm-up.

3. Match starts with warm-up. The official start of a match is marked when the on court warm-up begins between the two opponents (or two doubles teams). It is mandatory to warm-up with the opponent/opposing doubles team.

H. Timeouts, Bathroom Breaks, and Equipment Adjustment

1. Medical timeout. The USTA regulation on medical timeouts, USTA Regulation III.E., applies with the following exceptions (these ITA Medical and Bleeding Timeout procedures are also summarized in the back of the book in ITA Table 7 - Medical and Bleeding Timeouts):
   a. Treatment on changeover or set break. In all divisions, a player may be treated on any changeover or set break. This treatment is not considered a medical timeout.
   b. Bleeding timeouts. In all divisions, bleeding timeouts follow the USTA Regulation for bleeding timeouts.
   c. Women's Division I medical timeouts. In Women’s Division I, a player may have only one medical timeout. (The USTA provision for a medical timeout during the warm-up and a second timeout for the same condition during the match does not apply.) A player who needs an additional medical timeout shall be retired. Once the trainer starts talking to the player or touches the player, the trainer has a maximum of five minutes
for diagnosis and treatment. The maximum amount of time for treatment shall be three minutes.
d. Men’s Division I medical timeouts. In Men’s Division I, a player may have only one medical timeout. (The USTA provision for a medical timeout during the warm-up and a second timeout for the same condition during the match does not apply.) If a player takes a medical timeout, the player shall forfeit one point. The point forfeiture is not part of the Point Penalty System. A player who needs an additional medical timeout shall be retired. Once the trainer starts talking to the player or touches the player, the trainer has a maximum of three minutes for diagnosis and treatment. The maximum amount of time for treatment shall be three minutes.
e. Medical timeouts in all other divisions. In all divisions other than Division I, medical timeouts follow the USTA Regulation for medical timeouts with two exceptions:
   i. The USTA limit on the number of changeovers and set breaks on which a player may be treated does not apply; and
   ii. Once the trainer starts talking to the player or touches the player, the trainer has a maximum of five minutes for diagnosis and treatment. (Note the maximum amount of time for treatment is three minutes.)
f. Coach may assist after obvious injury. When an obvious injury occurs, a coach may assist and touch the player until the trainer arrives to diagnose and treat the injury.
g. Trainer always available. A trainer shall always be available to assist the player.

2. Bathroom breaks. In all divisions, a player must ask an official to use the bathroom. The official may refuse this request if the official determines that the player is resorting to gamesmanship.
a. Division I Women’s. In Division I Women’s, players are allowed one three-minute bathroom break with a:
   i. Changeover (for total of 4 ½ minutes); or
   ii. Set break (for a total of 5 minutes). Additionally a player may use the bathroom during the 90-second changeover or two-minute set break.

   If a player asks to use the bathroom during a time other than a changeover or set break and if that player chooses to use the bathroom, this is treated as the player’s one medical timeout. This medical timeout is limited to three minutes plus the agreed upon travel time. (The coaches and Referee shall
agree on the travel time before the start of the team match.)
Returning late from a bathroom break, changeover, set break,
or medical timeout results in Time Violation penalties. (See
USTA Table 15, Time Violations).

b. Division I Men’s. A player may use the bathroom only during
the 90-second changeover or two-minute set break. There are
no bathroom breaks in Men’s Division I.

If a player asks to use the bathroom during a time other
than a changeover or set break and if that player chooses to
use the bathroom, this is treated as the player’s one medical
timeout and the player using the bathroom shall forfeit one
point. This medical timeout is limited to three minutes plus
the agreed upon travel time. (The coaches and Referee shall
agree on the travel time before the start of the team match.)
Returning late from the changeover, set break, or medical
timeout results in Time Violation penalties (See USTA Table
15, Time Violations).

c. All divisions other than Division I. All divisions other than
Division I follow the USTA Regulation on Toilet Visits.

3. Contact lenses. Loss of a contact lens is considered an equipment
timeout. The Referee or Umpire may give the player up to fifteen
minutes to take care of the problem.

4. Foreign objects in the eye. The Referee or Umpire may give a player
who gets dust, an insect, or a foreign object in his eye a three
minute timeout to take care of the problem.

5. Refusal to give timeout when underlying purpose is gamesmanship.
The Referee or Umpire may refuse to give a player a timeout he
is otherwise entitled to receive if the Referee concludes that the
player is clearly resorting to gamesmanship.

6. Player who defaults from singles consolations normally may not play
doubles later that day. A player who is defaulted or retires from
the consolation singles due to injury or loss of conditioning may
not play in the main draw doubles later the same day. The Games
committee may waive this rule if a doctor or on-site official trainer
confers with the player and provides written documentation of the
injury or loss of condition.

I. Rest Periods, Continuous Play, and Time between Matches

1. No rest periods between second and third sets. There shall be no rest
period between the second and third sets. Extreme Heat: If the
temperature is 90° at the start of the match, the players shall be
offered a 10 minute rest period between the second and third sets.
Extreme heat situations apply to team competition (dual meets).
2. *Ninety seconds allowed for changeovers.* When changing ends a maximum of ninety seconds shall elapse from the moment the ball goes out of play at the end of the game to the time the ball is struck for the first point of the next game. Umpires, if any, should call “Time” after one minute in order to get the players back on the court if they haven’t already left their chairs.

3. *Rests between matches.* After a match that lasts more than one hour, a player may receive a rest period of up to 45 minutes. After a match that lasts more than one and one half hours, a player may receive a rest period of up to one hour. The Games Committee has the discretion to modify these rules.

### J. Coaching

1. *When coaching is allowed.* A coach may coach a player any time during the match so long as the coach does not interfere with play. Coaches shall be designated before the doubles matches and may only be re-designated before the singles matches.

2. *Electronic communication devices.* Use of electronic communication devices such as cell phones, iPads, tablets, etc. is prohibited. However, for Division I matches only, these devices may be used for texting and data purposes only. Speaking, listening or using any voice-activated features on these devices is not permitted.

3. *Penalties when coach interferes with play.* The purpose of coaching is to offer advice to the player. Coaches shall not in any way distract or annoy the opposing player. If a coach in any way interferes with play or distracts an opposing player at any time, he shall receive a direct warning from the Referee or Umpire. For any subsequent violation, his player, on the court where the violation occurred, shall be assessed a point penalty. Penalties for coaching are not treated as part of the ITA Point Penalty System, and they do not accumulate.

4. *Who may coach?* Coaching is permitted by the head coach and two designated coaches, who may be an assistant coach and/or a registered volunteer coach and/or player. All assistant coaches and volunteer coaches must be on the institutional coaching list and registered with their respective school. Two coaches may coach on the same court at one time. In the absence of a head coach, an assistant coach may be designated as the acting head coach.

5. *Where coaches may coach.* A coach may sit or stand near the net post and must stay within the area where the players’ chairs or benches are located or should be provided. The coach’s movement shall be limited so as to not distract the players. A coach may change courts when his movement will not interrupt play. Coaching is permitted outside the fence perimeter. On an empty adjacent
court, the coach may stand at the doubles sideline on the same side as his own player. On the opponent’s side, he must remain at midcourt. Coaches may coach within the lines of the court only during a changeover or set break.

6. **Conversations of coach with opposing player banned.** A coach shall not initiate a conversation with the opposing player or in any way get involved with an on-court problem, except at the request of the Solo Chair Umpire, tournament Referee, or the player or the coach of the player involved. At no time should a player initiate a conversation with an opposing coach. Violation of these provisions by the coach are subject to the Coach’s Code of Conduct, Violations by the player shall result in the application of the Point Penalty System.

7. **On court problems.** If a coach needs to be consulted due to a problem on the court, it is desirable for the opposing coach to be present.

8. **No cheerleading.** Coaches shall not cheerlead. A simple “good shot” or a polite clap is not considered cheerleading.

**K. Coaches’ Code of Conduct**

The conduct of coaches before, during, and after any competition must be exemplary. Any deviation from this standard shall result in the following penalties with the understanding that all coaching penalties are cumulative for the entire coaching staff (Head Coach, Assistant Coach, Volunteer Coach or a player acting as a Coach) and apply to the whole match - singles and doubles):

1. A direct warning from the Referee or Umpire;
2. If the coach’s behavior continues following the warning, the Referee or official shall immediately assess a point penalty against his player (on the court where the behavior occurred); if the behavior occurs off court, the point shall be assessed immediately on the highest match in progress; if the behavior occurs between the doubles and singles matches, then the penalties shall be assessed on the singles match once it begins; if the Referee assesses the penalty, there shall be no appeal; if an official assesses the penalty, the coach may appeal to the Referee, whose decision shall be final;
3. If there are any further behavior problems with the coach, the Referee may bar the coach from continuing to coach for the rest of the event; and
4. If the coach continues to coach, the Referee may declare a default of all the coach’s players and teams whose matches are still in progress. If the Referee bars a coach from further coaching or if he declares a default, then he shall write a report to the coach’s Athletic Director and send a copy to the ITA Ethics and Infractions Committee.
L. Equipment and Attire

1. Tennis Balls
   a. Ball usage. For all ITA Division I national tournaments, three (3) new balls must be used for each set in all singles matches. No new balls shall be given when playing a 10-point match tiebreak in lieu of a third set. In all other Divisions, a minimum of three new yellow tennis balls, ITF-approved, shall be provided for each match. The balls shall be changed at the end of the second set. In all divisions, four (4) new balls must be used in doubles pro sets.
   b. Wilson balls required for ITA national and regional championships and all ITA sanctioned events. The official tennis ball of ITA is the Wilson ball. It must be used in all ITA national and regional championships, and all ITA sanctioned events.
   c. Wilson balls recommended for dual matches. Whenever possible ITA coaches should use the Wilson tennis ball in all dual meet matches.
   d. Replacement of lost or damaged balls. In a Solo Chair Umpired match, the Umpire shall decide when to replace a lost or damaged ball. The Referee shall make this decision in all other situations. If a Referee is not available, then both coaches must agree on this decision. Lost or damaged balls shall be replaced with used balls of comparable wear except when a ball is lost or damaged within two games of when new balls were introduced.

2. Tennis Attire
   a. Whenever possible, all ITA competitors should wear their official team uniform during competition, warm-up, and the awards ceremonies. If official uniforms are not available, wearing apparel with school emblems or initials is recommended.
   b. College players’ use of all athletic equipment and clothing from a manufacturer or commercial enterprise shall adhere strictly to NCAA rules.

M. Seeding—Ratio of 1 to 4

Players may be seeded in a ratio of one seed per four players.

N. Penalties for Lateness at Start of Match

1. Default after 15 minutes. In all ITA events (singles, doubles & team), the Referee, after consultation with the Games Committee, may default a player or team for being 15 minutes late for the starting time of the match.
2. Game penalties for lateness. If a court is available, the Referee may penalize the late player or team one game for each 5 minutes or
fraction thereof of lateness. The late player or team also loses the toss. No more than three games shall be assessed for lateness.

O. Post-Match Interviews
In all ITA national championship events, the players shall make themselves available upon request for media interviews within 10 minutes of the completion of their matches. Failure to do so may result in the Men's or Women's ITA National Tournament Committee disqualifying the player from the tournament or from the next ITA Collegiate Rankings.

P. Eligibility for Collegiate Competition
Only players who are considered eligible for intercollegiate competition at the time of entry:

• By their school; their conference (if any); AND
• By their National governing body (e.g. NCAA or NAIA)
shall be eligible to participate in ITA sanctioned events and regional and national collegiate championships.

Junior players not yet matriculating at a college level and professional players not in school shall not compete in these intercollegiate events.

II. TEAM COMPETITION — DUAL MEET MATCHES AND TEAM TOURNAMENTS
A. Formats for Team Play
1. Six Singles followed by Three Doubles with Nine Team Points (6-3 Format). This specific format is six best-of-three set singles matches followed by three eight game pro set doubles matches with a tiebreak at eight games all.
2. Three Doubles followed by Six Singles (3-6 Format). The format is three eight game pro set doubles matches with a 7 point tiebreak at eight games all (except for Division I—See ITA Regulation II.A.5.) followed by six best-of-three set singles matches.
3. Team Point formats. Team points are awarded in one of two ways.
   a. Seven team points. Each singles match is worth one point. The team that wins two or more of the three doubles matches receives one point. Four or more points are required to win the team match.
   b. Nine team points. Each singles and doubles match is worth one point for a total of nine points. Five or more points are required to win the team match.
4. All Divisions EXCEPT Division I matches: All matches shall be played to completion. Once the outcome of the team match has been decided, a shortened format shall be played unless both coaches agree otherwise. Matches still in the second set shall play a 10-point tiebreak for the third set. Any match already in the third set shall
be played to completion. A match that has not started shall be the best of three sets with a 10-point tiebreak for the third set.

5. **Men’s and Women’s Division I matches (3-6).** The Men’s and Women’s Division I format is 3-6 with seven team points. No-ad scoring will be used in all matches, both doubles and singles. In Doubles, the format is three six game pro set doubles matches with a 7 point tiebreak at 6 games all, followed by six best-of-three set singles matches. After the doubles point has been decided, any remaining doubles match shall be abandoned. Once the outcome of the team match has been decided, a shortened format shall be played unless both coaches agree otherwise or conference rules supersede. Matches still in the second set shall play a 10-point tiebreak for the third set. Any match already in the third set shall be played to completion. A match that has not started shall be the best of three sets with a 10-point tiebreak for the third set. Players are given a 5 minute break after their doubles matches. Should there be a last minute change in the singles line-up, the opposing coach may continue to meet with his players for up to an additional 5 minutes after the notification of the lineup change is made by the Referee.

6. **Other authorized Division I formats.** In Division I, other formats may be used as long as at least six individual players per team are involved, both coaches agree on the format, and the format used is not in conflict with conference rules. See also ITA Regulation II.K.6. Removing players from team lineup.

7. **Men’s and Women’s Division II (3-6).** The format in Division II is 3-6 with nine team points.

8. **Men’s and Women’s Division III (3-6).** The format for Men’s and Women’s Division III is 3-6 with nine team points. Players are given a 5 minute break after their doubles matches.

9. **Men’s and Women’s NAIA (3-6).** The recommended format in Men’s and Women’s NAIA is 3-6 with nine team points. Each conference determines the format to be used.

10. **Men’s and Women’s Junior and Community College (6-3).** The format in Men’s and Women’s Junior and Community College matches is 6-3 with nine team points.

**B. General Rules**

1. **Rules for individual competition apply unless stated otherwise.** The rules for individual competition shall apply for team competition unless specifically stated otherwise.

2. **Conference rules.** Conference rules shall supersede ITA rules when matches are played between two teams within the same conference.
3. **Matches between schools from different conferences.** If a dual meet match is played between teams from different conferences, then ITA rules shall be followed.

4. **Written contracts.** Competing schools should sign written contracts for dual matches. These contracts should be initiated by the home team and should include all specified agreements or arrangements, such as practice times and courts, starting time of match, use of indoor facilities, scoring system, match format, balls, etc. The failure of a team to honor the contract shall result in a default. In situations in which there is no contract but there is clear and incontrovertible evidence that a team match has been agreed to, and one team does not participate, said match will result in a default.

5. **Limits on number of players who may play.** There is no limit on the number of players who may play in a dual meet match, unless limitations are agreed to in the written contract signed by both schools or unless conference rules provide otherwise. There may be a limit placed on the number of players allowed to play in other sanctioned team competitions. The ITA National Team Indoor Championships limits each team to eight players eligible to participate. For Division I only, nine players are eligible to compete.

6. **Bona fide institutional representative.** Each team should be accompanied by a bona fide institutional representative at all matches.

7. **Home coach is responsible for spectator conduct.** The home coach shall make sure that the behavior of the spectators remains fair and non-abusive. Failure of the coach to ensure proper behavior shall result in the application of the ITA Point Penalty System against the home team and in extreme cases, forfeiture of the match.

8. **Constitution of a team match for Small Colleges for ITA Ranking Purposes.** In small college tennis, a collegiate team match must consist of six singles and three doubles to be considered for ITA team ranking.

9. **Order of play on fewer than six courts.** If fewer than six courts are being used, start the singles with the number one match and continue starting matches in numerical order.

10. **Match length:** All singles matches in a team meet shall be best of three sets. All doubles matches in a team meet shall be an eight game pro set except Division I dual doubles matches, which consist of one six game pro set.

11. **Unfinished matches do not count.** Unfinished individual singles and doubles matches shall not count in any way toward the final team
scores. Unplaced matches in ITA sanctioned tournaments do not count towards a player’s win/loss record or for rankings.

12. **Determining the winner of a team meet.** Except in men’s and women’s Division I tennis, the winner of a team meet is the team that wins the majority of the individual matches (e.g. 5 out of 9 matches).

   In men’s and women’s Division I tennis, (3-6 format), the winner shall be the team that wins four points.

13. **Inclement weather.** Collegiate tennis is an outdoor sport. All matches shall be played outdoors unless weather or court conditions threaten the health and safety of student athletes or if contracted otherwise for winter month competition. In the event of inclement weather, if a team match has not yet begun, it must be played indoors if at least three courts are available at a varsity quality tennis facility. (See ITA Rule II.C.1. for a definition of varsity quality tennis facility.) If the team match is already in progress but has not yet been completed and two or fewer matches remain, these matches must be continued until the completion of the team match, even if fewer than three courts are available.

   a. **Determining playable outdoor weather conditions.** Matches shall be played outdoors unless the projected weather forecast, for a minimum of two hours out of a four-hour time period from the start of the match, according to www.weather.com is:

      i. A high of less than 50°; or
      ii. Sustained winds (not including wind gusts) of more than 20 miles per hour.
      iii. If the outdoor conditions have changed by the end of the doubles play, it is understood that both coaches and the Referee may agree to move the match indoors. If play is suspended at any other point during the match due to weather, play must resume outdoors within one hour of the delay. If this is not possible, matches must be moved indoors.
      iv. When no indoor back-up is available, the match must be played outdoors. If play is suspended due to weather conditions, it is suggested that play resume within two hours of the delay.

   b. **Decision to move indoors shall be made up to one hour before start of match.** The decision to move indoors shall be made up to one hour before the start of the match if the weather conditions are forecasted not to improve.
c. **Matches played indoors.** If a match is moved indoors due to inclement weather, the indoor facility or covered courts must meet the playable outdoor weather conditions stated in ITA Regulation II.B.13.a.

d. **Match moved indoors stays indoors.** If the match is moved indoors due to inclement weather or darkness, it shall stay indoors until the completion of the match.

e. **Games Committee may modify inclement weather rules.** In a sanctioned team tournament, the Games Committee may modify the inclement weather rule, if absolutely necessary.

f. **Inclement weather procedures.** The procedure to follow in the event of darkness, inclement weather, or lack of acceptable indoor facilities shall be reached between coaches before the start of a match, preferably in the original match contract. If a postponed match can be scheduled within a 48 hour period, the match shall resume at the point of interruption. Otherwise, the match is not replayed or continued at a later date unless both coaches agree to do so or unless conference rules dictate otherwise.

14. **Teams withdrawing.** In a dual team meet, a team shall not cancel a match due to ill or injured players. Unless the match can be postponed to a later date, it will result in a team default for ITA Rankings purposes. In the ITA National Indoor Team Championships or a sanctioned team tournament, any team withdrawing from the event once a written commitment has been made, may only do so because of injuries or academic probation affecting a minimum of three of the starting eight players. The injuries and probation must be attested to by the team doctor and Athletic Director in writing. For the ITA National Team Indoor Championship only, the team withdrawing will be penalized with three defaults for ITA Ranking purposes.

15. **Failing to play after a dual team tournament has started.** Once a team tournament has started, failure to play a team match shall result in a default. This loss and any subsequent consolation match losses shall count as ranking losses.

16. **Consequences of failing to follow ITA rules.** Failure to follow ITA rules in any ITA sanctioned team tournament will cause the forfeiture of the ITA sanction, and the results from such an event will not be considered for ITA ranking purposes.

17. **Matches between schools from different divisions.** If a dual match is played between teams from different divisions, the format of the
home team's division shall be played, unless otherwise specified by written contract.

C. Facilities and Equipment

1. **Varsity quality tennis facility.** A varsity quality tennis facility is one used exclusively for tennis. The playing surface shall be of hard court construction, designed specifically for tennis, and coated with a recognized tennis surface. The only lines on the playing surface shall be standard tennis court lines, including USTA approved 36' and 60' (Quick Start Tennis format) lines within the same color family as the interior court. A multi-purpose recreational facility is not acceptable.

   The playing surface shall extend from the backdrop to the backdrop. Each backdrop shall be located at least 18 feet behind the baseline of the court. To ensure proper ball visibility, it is imperative to have adequate contrast between the backdrop, the rear of the court, and the tennis ball. Therefore, solid backdrop curtains shall be provided at a reasonable height behind the court. Spectator seating behind the court should not be provided where the movement of spectators would distract the players on court.

   The clear height of the finished ceiling shall be at least 18 feet above the court surface at the backdrop curtain, at least 21 feet at the court baselines, and at least 35 feet at the net line.

   The distance between the doubles lines of adjacent courts shall be at least 10 feet, provided there is no divider netting between the adjacent courts. The minimum distance from the doubles sideline of a court to a divider net shall be nine (9) feet.

   Lighting for indoor tennis shall be glare free and provide visibility of the ball for players and spectators from the time it is tossed in the air by the server along every path it follows, as long as the ball is in play. The average maintained light intensity shall be 75 foot-candles within the Primary Playing Area (PPA), with individual light fixtures placed in locations as specified by USTA guidelines for indoor courts. The uniformity ratio (max./min.) of lighting levels within the PPA of the court shall be between 1.5 to 2.0. All fixtures shall be located outside the doubles sidelines of the tennis courts.

   Where they exist, support columns and other fixed objects in the building shall be padded with shock absorbing material. Any fixed object within two (2) feet of an opaque curtain should be padded. The padding should extend from the court surface vertically for a minimum of seven (7) feet.* Please note that although facilities designed before January 1, 2012 are not required to adhere to these guidelines, a best effort should be made to meet these guidelines.
Any matches played at an indoor facility not meeting these standards must be agreed to in writing by both coaches before the start of the match.

2. The host school shall provide for each match:
   a. Center net straps;
   b. Singles sticks and net measuring sticks (N.B. Singles sticks shall be used in all matches where singles will be played on a doubles court);
   c. Scoreboards to display the running score for each court;
   d. Team scoreboards;
   e. ITF-approved championship tennis balls;
   f. Water and first aid supplies; and
   g. Dressing facilities, if requested by the visiting team (The visiting team is usually responsible for its own towels).

3. When possible the host school shall provide:
   a. Scorekeepers who shall act in an impartial and non-partisan manner;
   b. Umpires;
   c. Trainer services; and
   d. Conference rule book (if any).

D. Practice Courts

1. Practice the day before or the morning before the match. Upon request, the host school, at its expense, shall make a minimum of two practice courts available to the visiting team. The practice courts shall be the same courts that will be used in the match or if not possible due to extenuating circumstances, courts of similar quality and surface shall be secured. Practice courts must be made available:
   a. For a minimum of two hours the day before the scheduled match; and
   b. For a minimum of one hour on the morning of the match. The visiting coach must request these arrangements in writing at least one week before his team's arrival. The only exception is if circumstances governing varsity court usage renders compliance impossible. This must be confirmed in writing by the Director of Athletics of the host school. If the visiting school requests to practice two days prior to the match date, the expense will be the responsibility of the visiting team.

2. Practice immediately before start of match. In all cases, the visiting team must be permitted to hit on three of the match courts for a minimum of 30 minutes immediately before the start of the team match.
E. Officials

1. Home coach is responsible for providing officials. The home coach shall have available qualified persons to serve as officials. In order for an official to be considered "qualified," he/she must hold a 2016 USTA & ITA certification. To avoid a possible conflict of interest, an employee of the college/university should not officiate school matches.

2. Two officials required for Division I Matches. In order to be considered for ITA Rankings in Division I, the host school shall provide a minimum of two USTA & ITA certified officials for each dual meet match. The only exceptions shall be when USTA & ITA officials are not available or when the coaches shall agree in writing before the start of the match that two USTA & ITA officials are not required.

3. Neutral qualified Referee and Roving Official. It is strongly recommended that the home team provide two neutral qualified officials for every team match. These officials must be certified by the USTA & ITA. Whenever more than one official is present, one official shall be designated as the Referee. The other official may act as a Roving Umpire assisting the Referee.

   Any Division I team wishing to be ranked by the ITA shall provide a certified official who shall act as the Referee and one other official who shall act as a Roving Official. Failure to do so should be reported immediately to the ITA National Tournament Committee.

4. Requests for officials. If a coach or player requests assistance from an official, the Referee shall make the assignment. Play may be suspended for a maximum of five minutes while an official is sought.

5. Referee may serve as Solo Chair Umpire. If no one else is available, the Referee may serve as Solo Chair Umpire. The Referee continues to serve as Referee to the best of his ability.

6. When Referee has only one match under his jurisdiction. Once the Referee has only one match under his specific jurisdiction, if requested, he must go into the chair or stand near the net post in order to have a better view of the match.

F. Trainer

1. Host school shall provide trainer. The host school shall provide the services of a qualified trainer, preferably at the match site or at a training facility within a five-minute walk of the match site. The NAIA recommends, but does not require, a home team trainer at all home matches.

2. Referee has discretion to determine time allowed to locate trainer. The Referee shall use his discretion in determining the time allotted
to locate a trainer if one cannot be found or is not available within five minutes of the injury.

G. ITA Scoring Systems in Team Matches:
   a. NCAA Division I: No-ad scoring shall be used in all matches.
   b. NCAA Divisions II, III, NAIA, and Junior and Community College matches: Regular scoring shall be used in all ITA national, regional, and sanctioned matches, unless both coaches agree otherwise.

H. ITA Point Penalty System and Defaults
   1. Only Referee, Solo Chair Umpire, and Roving Umpires may assess code violations in team matches. In team matches, only the Referee, Solo Chair Umpire, and Roving Umpires may implement the ITA Point Penalty System, unless both coaches agree otherwise. In a non-Division I match if there is no official, both coaches must confer and agree before assessing a code violation, unless a coach is coding his own players.
   2. Default. The designated Referee has the sole power to default players during dual meet matches and ITA sanctioned tournaments. Before defaulting a player in a dual meet, the Referee shall confer with both coaches and any other officials. Coaches shall have the opportunity to offer an explanation of the situation to the designated Referee. If two officials are supervising the match (see ITA Rule II.E.1.-2.), they both must agree to the default.

   In team tournaments, the coaches shall have the right to appeal the default to the Tournament Committee. The player shall be defaulted if there is no appeal or if the appeal is denied.

   A Chair Umpire or Roving Umpire may give point and game penalties. The Chair Umpire and Roving Umpire shall inform the Referee so that he can stand by in case a default must be given.

   3. Carry-over of code violations after a match is over in team competitions. The following carry-over rules apply in team competitions:

   a. Team matches where doubles is played first, followed by singles. If a player commits a code violation after his/her doubles match is complete, the penalty shall be assessed to the highest remaining doubles team still in progress at the start of the next game or immediately in a tiebreak. (For 7-point team format: the penalty is assessed provided the doubles point has not yet been decided. If the doubles point has been decided, the carry-over penalty shall be assessed at the start of that player’s singles match). If that player is not playing in
the singles, the carry-over penalty shall be assessed to the number 1 singles player from that team. If a player commits a code violation after his/her singles match is complete, the penalty shall be assessed to the highest remaining singles player still on the court at the start of the next game or immediately in a tiebreak.

There are five separate time segments when a player can commit a code violation:

i. During his/her first match (doubles) of the dual meet;
ii. After his/her first match (doubles) of the dual meet but before the doubles point has been decided.
iii. After his/her first match (doubles) of the dual meet but after the doubles point has been decided. (Applies only to 7-point team format).
iv. During his/her second match (singles) of the dual meet;
v. After his/her second match (singles) of the dual meet.

b. *Team matches where singles is played first, followed by doubles.*

If a player commits a code violation after his/her singles match is complete, the penalty shall be assessed to the highest remaining singles player still on the court at the start of the next game or immediately in a tiebreak. If the singles matches have been completed, the carry-over penalty shall be assessed at the start of that player’s next match. If that player is not playing in doubles, the penalty shall be assessed to the number 1 doubles team. If a player commits a code violation after his/her doubles match is complete, the penalty shall be assessed to the highest remaining doubles team still in progress at the start of the next game or immediately in a tiebreak.

There are four separate time segments when a player can commit a code violation:

i. During his/her first match (singles) of the dual meet;
ii. After his/her first match of the dual meet but where singles matches remain in progress;
iii. During his/her second match (doubles) of the dual meet;
iv. After his/her second match (doubles) of the dual meet but where doubles matches remain in progress.

For the purpose of imposing Carry-over penalties after a doubles match, the two doubles players remain a team until one or both of them have left the court.
4. **Penalties for physical contact between teams.**
   a. *Singles player is barred from playing doubles.* If the offense takes place in singles and the offending player is playing doubles, he shall be barred from doubles and another player may be substituted in his place.
   b. *Doubles player is barred from playing singles.* If the offense takes place during or immediately following doubles, the offending player shall be barred from playing singles. All other players shall move up a position, and a player may be substituted at the bottom of the line-up. If the offending player is not in the singles line-up, that player shall be barred from playing doubles in the team’s next dual match.
   c. *Physical contact after the completion of a dual match.* ITA carry-over rules do not apply when the physical contact offense occurs following the completion of a team dual match.

I. **Starting Time**
   1. *Starting time.* All matches should begin promptly at the specified starting time. The Referee shall make sure that the start of the team match conforms to the time established in the contract unless a different time is agreed upon by both coaches. By mutual agreement of the coaches, individual matches may be delayed by a predetermined period of time to accommodate a player late for a legitimate reason.
   2. *Team penalty for being late.* Unless both coaches have agreed to start a match at a later time, the following penalties should be applied to teams that arrive late: A team not ready to begin the match within 15 minutes of the specified starting time will lose the doubles point(s). A team is not ready to begin within 1 hour of the specified start time will forfeit the remaining singles matches. However, under any and all circumstances, if a team is not ready to begin its team match at the specified starting time, each player on the starting lineup in singles shall begin one game down and shall be deemed to have lost the toss.

J. **Warm-up**
   *For all Division I team matches and team tournaments, there is no match warm-up. For all other team matches and team tournaments, the length of the warm-up shall not exceed five minutes, except when the visiting team has not had a minimum of 30 minutes warm-up directly before the start of the team match. In this case, a ten minute warm-up will be permitted.*
K. Team Line-ups

1. **Exchange of line-ups and scorebooks.** One hour before the start of the match, the coaches shall simultaneously exchange their complete singles and doubles line-ups. The ITA Scorebooks shall show all team results throughout the year up to that day. If a coach does not have his scorebook, the Referee shall send a letter to the ITA Ethics and Infractions Committee.

2. **Only physically able players shall be listed in the line-up.** Coaches shall list players in the line-up only if they are able to play.

3. **Players must play in order of ability.** The line-up shall always be based on order of ability. “Matching up” is prohibited. In singles, players must compete in order of ability with the best player on the team playing at the No. 1 position, the second best at No. 2, and so on through all positions. In case of injury or sickness, all players must move up. This rule shall also apply to doubles play with the strongest doubles team at No. 1, etc.
   
   a. A player who has established a winning record at a team position in six team matches and whose results show that he clearly is stronger than the players below him may not be moved down. The line-up must stay in order of ability.
   
   b. If a top-six player (or team) clearly is stronger than the player immediately above him, then the player must be moved up a position.
   
   c. Players of equal ability and equal record may alternate between two adjacent positions so long as the alternating is not done for the purpose of “matching up.”
   
   d. A player shall not be moved down in the line-up because of:
      
      i. An injury that has lasted and forced the player out of the lineup for less than three weeks;
      
      ii. Disciplinary measures; or
      
      iii. Challenge matches after six team matches have been played after January 1st of a school year.

4. **Line-up changes in back-to-back dual matches.** In back-to-back dual meet matches (two consecutive dual meet matches played regardless of time between matches), the team line-up (as played) may be changed. A player may move up or down one position in this situation. The line-up must still stay in order of ability.

5. **Line-up changes once a match has begun.** In a team match, the official start of the doubles play of the match is marked when the on-court warm-up begins between any of the three doubles teams and in singles, when the warm-up begins between any one of the six singles matches. In NCAA Division I and II, once the warm-up
begins in any match (on any number of courts), substitutions are not permitted. In all other Divisions: if playing on less than 6 courts, the players not on the court may still be substituted before the start of their warm-up. (E.g. if playing on 4 courts and the No. 5 player gets sick/injured while the No. 1-No. 4 are warming up, you may move your No. 6 up to No. 5 and slide the remaining players up.) Matches must be started in accordance to ITA Regulation II.B.9.

6. **Removing players from team line-up.** For dual-meet competition, the coach shall submit a list of all players available to play. For doubles, see ITA Regulation K.6. If a singles player is not listed, the player may not be inserted into the lineup at any time. The coach may remove a singles player or players from the initial list after the doubles has been completed. Each player listed below the removed player and among the top 6 shall be moved up the appropriate number of spots. If individual matches have begun, and this prevents players from moving up, then the withdrawn player forfeits that match. In the case of dual-meet competition in which singles is played first, a player removed from the singles line-up may play doubles. (See also ITA Regulation II.A.5. Men’s and Women’s Division I (3-6).)

7. **Removing players from the doubles line-up.** A coach may remove any player from the doubles line-up by making a direct line substitution. The doubles line-up must still be played in order of ability. Players removed from the doubles line-up may play in singles. Once the match has officially begun, two players may be substituted for any doubles team (only if the match begins with singles). The lineup must remain in order of ability. If a team has 6 or fewer healthy players and a player in the doubles line-up is injured/sick prior to the start of the match, they may take a player from another doubles team to join the healthy player. One of the healthy doubles teams must stay intact. The teams must still play in order of ability and will default at the No. 3 position.

8. **Team that is short on players.** A team appearing with an insufficient number of players shall default matches at the bottom of the lineup (i.e., the six-man team appearing with five players must default at the No. 6 singles position and in doubles, at the No. 3 position). If the No. 1 player is not available to compete all players must move up one position. The No. 1 singles match cannot be forfeited. The minimum number of players for a dual-meet match is four physically able players. A team that does not meet this minimum for any reason must forfeit the match.
9. **Protests concerning unfair line-ups.**
   a. **Protests by coaches participating in match.** If a coach feels that the opponent’s line-up as presented is unfair, he should notify the designated Referee and opposing coach of the protest. Any coach who wishes to submit a match protest (after the completion of the match) must first inform the opposing coach in writing (by fax or e-mail), with a copy sent at the same time to the ITA office. This is necessary even when the opposing coach and designated Referee were informed of the protest at the time of the match. This written protest must be made within 48 hours of the start of the match. If a match is between two schools from the same conference, the protest must be handled by the conference. Once a protest has been filed with the ITA Office, it will be sent to an ITA Regional Ranking Committee if it involves teams from the same region, or to the ITA National Ranking Committee if it involves teams from different regions. A protest may also be sent separately to the ITA Ethics and Infractions Committee, if the case warrants it. An ITA Ranking and/or Operating Committee has the right to make a ruling on a protest and, if appropriate, reverse or overturn a result for ITA Ranking purposes. The ITA will then recommend that the NCAA, NAIA, or NJCAA committees consider this ruling for postseason selection/seeding. A coach has the right to appeal a protest ruling made by an ITA Ranking Committee to the National Ranking Committee (for rulings made by Regional Ranking Committees). There are no appeals permitted to rulings made by the National Ranking Committee.

   b. **Third Party Protests.** Coaches will be allowed to protest a violation of the ITA “1 position move” rule (ITA Regulation II.K.4), even if the coach is not directly involved with the match. This means that if a coach is not competing against a team whose line up is in violation, this coach can report this infraction to the ITA (For additional information on this procedure, see the ITA website).

10. **Moving matches to other courts.** Once the dual meet match has begun, a match shall remain on the same court until its conclusion, unless both coaches agree to move it to another court. In an ITA national or sanctioned event, the Referee or Games Committee may move matches, if necessary. The match is considered to have started when the players begin warming up together on the court.
11. Starting time for second round of matches.
   a. *Men's & Women's Division I (3-6 format).* In Division I, the singles players must be ready to play within 5 minutes of completing their doubles matches. Should there be a last minute change in the singles line-up, the opposing coach may continue to meet with his players for up to an additional 5 minutes after the notification of the lineup change is made by the Referee.
   b. *All other matches (if singles is played first).* Each player shall be ready to play doubles within 15 minutes after the completion of his singles match, unless both coaches agree otherwise. A coach may request from the official an additional 15 minutes (for a total of thirty minutes) if extenuating circumstances exist (i.e. length of match, trainer accessibility, etc.). Once all four players are available to begin one of the doubles matches, that match shall be played as soon as possible on whatever court is available, unless both coaches agree to wait until the end of the remaining singles matches.

12. Placement of injured or ill players in line-up. If a player is injured or ill and cannot play for three weeks or longer, the coach should use his discretion in determining where to place the player in the team line-up. If the player has played the majority of his matches at one position, he must be placed within two positions up or down to be within a “range.” This rule does not apply to the NCAA Championships at the end of the year.

13. Submission of line-ups at men’s ITA sanctioned or national team events. In a men’s ITA sanctioned or national team event, all team line-ups must be submitted to the Games Committee the day before the start of the tournament at a time to be decided by the Tournament Chair. Once team line-ups have been submitted and approved, no changes shall be made in the order of the singles or doubles line-up during the team event.

L. Post-Match Considerations
   1. *Departure from court within 5 minutes.* After a dual meet match, players have 5 minutes to gather their equipment from the court and leave the immediate playing area.
   2. *Appeal of a Referee’s decision.* If a coach feels that a decision by the Referee was incorrect and affected the result of the team match and involves a team match played out of conference, he should file a written protest with the ITA National Tournament Committee and send copies to the opposing coach, both Athletic Directors, the Referee and, when appropriate, to the conference commissioner. The decision of the ITA Ranking Committee on the
appeal shall be binding concerning ITA rankings. The decision shall be communicated to the athletic directors and NCAA Chairs for their consideration.

3. Protests to ITA National Tournament Committee. If a coach believes a match was played unfairly, or that the opposing coach did not follow ITA rules, the coach should protest in writing to the ITA National Tournament Committee. (See R.7 Appeals concerning unfair lineups.)

4. Home coach shall report scores to local media. The home coach shall report the scores of the team match to the local media.

5. Grievances about officials. Any grievance related to inappropriate conduct by an official involving out of conference schools at a dual match or ITA sanctioned tournament (excluding the NCAA, NAIA, NJCAA and CCCAA Championships) should be sent directly to the ITA. (For additional information on this procedure, see the ITA website). Any grievance of an official in a match between two conference teams, should be sent to the conference office.

**PART 3 — ADDITIONAL EXCERPTS FROM ITA**

Familiarity with the following excerpts may be helpful to the official in performing his duties.

**III. ITA TOURNAMENTS—Rules, Regulations and Procedures**

**A. General**

1. **National and Regional Collegiate Championships**
   National and regional collegiate championships, are by definition, only those tournaments exclusively organized and administered by the Intercollegiate Tennis Association, the NCAA, the NCAA Conferences, the NAIA or the National Junior College Athletic Association (NJCAA).

2. **ITA Regional Championships**
   The ITA Regional Championships are administered by ITA throughout the country from September through November.

3. **ITA Sanctioned Events**
   a. A tournament must be sanctioned by the ITA in order for its results to count for ranking purposes.
   
   b. A tournament may be sanctioned on any USTA-approved court surface that is used exclusively for tennis.
   
   c. The Tournament Director is responsible for obtaining the ITA sanction, paying sanction fees, ensuring that participants’ coaches are current ITA members, and filing results with the ITA office within five days of completion of the tournament.
d. All ITA sanctioned events must use the official ball of the ITA (Wilson).

e. Complete typed results must be filed with the ITA office within one week of the tournament completion.

f. The ITA office will notify all regional chairs of tournaments sanctioned in their designated regions and of any infractions which make the tournament results null and void for ITA Ranking purposes.

g. It is the responsibility of the coach to file his team's and individual player's results with the appropriate regional and national ranking coordinator within the deadline for reporting dates in order for his team and players to be eligible for ITA Ranking consideration. Results from all ITA sanctioned tournaments should also be recorded in the ITA Scorebook.

4. The Draw
In all ITA national and sanctioned events—singles, doubles, and team—it is obligatory, unless impossible to separate players (and teams) within geographical regions in all first-round matches, and also to separate players from the same team in opposite halves, quarters, etc.

Byes, if any, are determined by lot.

5. ITA Tournament Policy—“Sunday Policy”
Participants (team, singles player, or doubles team) entered in an ITA national, regional, or sanctioned tournament, will be expected to compete on all days of the event, including Saturday and Sunday. There will be no exceptions made for this rule.

B. ITA Games Committee
The Games Committee is comprised of the following individuals at any specific ITA national or sanctioned event:
1. Tournament Director
2. Tournament Chair
3. Head Referee
4. Staff on-site
5. Members of the ITA National Tournament Committee who are present at the event
6. Others designated by the Tournament Chair.

The primary function of the Games Committee is to oversee the running of the tournament event.
IV. ITA NATIONAL AND REGIONAL CHAMPIONSHIPS

A. Entry into and Withdrawal from ITA National Championships.

1. A player must not accept entry into the qualifying or main draw of an event if injured and not sure if he/she can compete in this event except with the written approval of the ITA office. In this case, if approval is granted, the coach must notify the ITA office by phone, e-mail and/or fax no later than seven (7) days before the start of the event, if the player is still injured and not fully recovered at that point.

2. Once a player (or doubles team) accepts an invitation into the qualifying or main draw of an event, he/she cannot withdraw within seven (7)* days prior to the start of the event in which that player is competing. All withdrawals within this time frame will be subject to any applicable entry fees. In addition, a withdrawal must be deemed ‘excusable’ by the ITA office in order to avoid penalty. Late withdrawals will only be excused for one of the following reasons:
   a. Extreme academic circumstances beyond the player’s control and attested to by the Dean’s office (in this case the ITA office shall be notified in writing by the Dean’s office within 24 hours).
   b. Physical injury or sickness that occurs after the withdrawal deadline; any such medical withdrawal must be made with written documentation from a physician and the athletic department, which must be provided to the ITA office within 24 hours of injury.

*For the pre-qualifying rounds of an ITA National Championship only, a player (or doubles team) cannot be withdrawn within 10 days of the start of the pre-qualifying event.

3. All inexcusable withdrawals will result in:
   a. A letter of reprimand to the head coach with a copy sent to the school’s Athletic Director; and
   b. A fine to the head coach in the amount of $500.

4. If a player is withdrawn for any reason once the tournament has begun, the player will receive an unranked loss and the opponent will not receive a win unless the warm-up has started.

B. Entry into and Withdrawal from ITA Regional Championships

1. A player must not accept entry into the qualifying or main draw of an event if injured and not sure if he/she can compete in this event except with the written approval of the ITA Regional Committee. In this case, if approval is granted, the coach must notify the Region Chair and copy the ITA office by phone, e-mail and/or fax no later than seven (7) days before the start of the main draw event, if the player is still injured and not fully recovered at that point.
2. Once a player (or doubles team) accepts an invitation into the qualifying or main draw of an event, he/she cannot withdraw within seven (7) days prior to the start of the draw in which that player is competing. All withdrawals within this time frame will be subject to any applicable entry fees, regardless of the reason for withdrawal.

3. If a player is withdrawn for any reason once the tournament has begun, he/she will receive an unranked loss (his/her opponent will not receive a win unless the warm-up has started).

V. TOURNAMENT MANAGEMENT

A. Meetings

The host institution is responsible for making arrangements for and scheduling the following meetings, and for notifying the participants in an advance mailing. All meetings should include the chair of the ITA National Tournament Committee, the Tournament Director and the head Referee, whenever possible.

1. ITA Coaches Meeting. A mandatory ITA coaches meeting must be held on the eve of all ITA National Championship events to review the tournament format, procedures and any other pertinent information, as well as general ITA business. Attendance will be taken at this meeting and a $50.00 (fifty dollar) fine payable to the ITA will be assessed to those institutions with no representative (either coach, assistant coach or other bona fide institution representative) present. Failure to comply with the fine will result in disqualification from participation at future ITA Grand Slam and national events.

2. Officials. A meeting with the officials should be scheduled to review procedures, scoring system, handling of appeals, etc.

B. Ball Change in ITA Division I National Tournaments

For all ITA Division I national tournaments, three (3) new balls must be used for each set in all singles matches and four (4) new balls must be used in doubles pro sets. No new balls shall be given when playing a 10-point match tiebreak in lieu of a third set.
### ITA TABLE 1: DUAL MATCH FORMATS

*Note: NCAA, NAIA, NJCAA or Conference rules will supersede ITA rules where applicable*

| NCAA Division I | Match: 3 doubles followed by 6 singles; 7 team points. Team winning 2 of 3 doubles matches will receive 1 point; each singles match counts as 1 point.  
**Doubles:** No warm-up time; 6-game pro set with No-Ad scoring; first team to win 6 games by 2 games with a 7-point tiebreak played at 6 games all. Once the doubles point has been clinched, any remaining doubles play will be abandoned.  
**Singles:** No warm-up time; Best of 3 tiebreak sets with No-Ad scoring; 7-point tiebreak played at 6 games all. Once the outcome of the team match has been decided, a shortened format shall be played unless both coaches agree otherwise. Any remaining singles matches that have NOT started a 3rd set should play a 10-point tiebreak in lieu of a third set. |
| NCAA Division II & III NAIA | Match: 3 doubles followed by 6 singles; 9 team points. Each match (doubles and singles) counts as 1 point.  
**Doubles:** 5 minute warm-up; 8 game pro set with regular scoring; 7-point tiebreak played at 8 games all.  
**Singles:** 5 minute warm-up; Best of 3 tiebreak sets with regular scoring; 7-point tiebreak played at six games all. Once a team reaches 5 overall points, any remaining singles matches that have NOT started a 3rd set should play a 10-point tiebreak in lieu of a third set. |
| Junior & Community College | Match: 6 singles followed by 3 doubles; 9 team points. Each match (singles and doubles) counts as 1 point.  
**Doubles:** 5 minute warm-up; 8 game pro set with regular scoring; 7-point tiebreak played at 8 games all.  
**Singles:** 5 minute warm-up; best of 3 tiebreak sets with regular scoring; 7-point tiebreak played at 6 games all. Once a team reaches 5 overall points, any remaining singles matches that have NOT started a 3rd set should play a 10-point tiebreak in lieu of a third set. |
### ITA TABLE 2: 
#### TIME BETWEEN DOUBLES & SINGLES (DUAL MATCH)

<table>
<thead>
<tr>
<th>Division</th>
<th>Time Allowed</th>
</tr>
</thead>
<tbody>
<tr>
<td>NCAA Division I &amp; III</td>
<td>5 minutes</td>
</tr>
<tr>
<td>NCAA Division II &amp; NAIA</td>
<td>10 minutes</td>
</tr>
<tr>
<td>Junior/Community College</td>
<td>15 minutes between singles and doubles</td>
</tr>
</tbody>
</table>

### ITA TABLE 3: 
#### POINT PENALTY SYSTEM

<table>
<thead>
<tr>
<th>Offense</th>
<th>Penalty Assessed</th>
</tr>
</thead>
<tbody>
<tr>
<td>First</td>
<td>Point Penalty</td>
</tr>
<tr>
<td>Second</td>
<td>Game Penalty</td>
</tr>
<tr>
<td>Third</td>
<td>Default*</td>
</tr>
</tbody>
</table>

*May only be issued by Referee.

### ITA TABLE 4: 
#### DUAL MATCH CARRY-OVER CODE PENALTIES

<table>
<thead>
<tr>
<th>When code occurs</th>
<th>When Penalty Is Assessed</th>
</tr>
</thead>
<tbody>
<tr>
<td>During Doubles Play</td>
<td>If there is another doubles match in progress, assess at the start of the next game or immediately in a tiebreak. If doubles play is complete, carry-over penalty shall be assessed at the start of that player's singles match. If that player is not playing singles, the carry-over penalty shall be assessed to the Number 1 singles player for that team.</td>
</tr>
<tr>
<td>During Singles Play</td>
<td>The penalty shall be assessed to the highest remaining singles match still in progress at the start of the next game or immediately in a tiebreak.</td>
</tr>
</tbody>
</table>

In matches where singles is played first, followed by doubles: Codes committed after a singles match shall be assessed to the highest remaining singles match still in progress at the start of the next game or immediately in a tiebreak. If singles matches are completed, carry-over shall be assessed at the start of that player's doubles match. If that player is not playing doubles, penalty shall be assessed to the Number 1 doubles match.
### ITA TABLE 5: TIME VIOLATIONS

*Time allowed in ALL divisions:*
120 seconds allowed during a set break;
90 seconds allowed during a changeover;
20 seconds allowed between points (server AND receiver are both allowed this time; there is no “server’s pace”)

<table>
<thead>
<tr>
<th>Violation</th>
<th>Penalty Assessed</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Offense</td>
<td>Warning</td>
</tr>
<tr>
<td>Second Offense</td>
<td>Point Penalty</td>
</tr>
<tr>
<td>Each Additional Offense*</td>
<td>Point Penalty</td>
</tr>
</tbody>
</table>

*Player(s) may not receive back-to-back time violations during play. A second consecutive time violation issued without an intervening point being played shall result in a code violation, delay of game. For time violations returning late from a bathroom break, please refer to Table 6: Bathroom Breaks.*

### ITA TABLE 6: BATHROOM BREAKS

<table>
<thead>
<tr>
<th>Division</th>
<th>Time Allowed</th>
</tr>
</thead>
<tbody>
<tr>
<td>NCAA Division I Women*</td>
<td>Players are allowed 1 extended, 3-minute bathroom break (taken on changeover: total of 4½ minutes allowed; taken on set break: total of 5 minutes allowed). If a player requests a bathroom break during another time, this is treated as the player’s one medical timeout (limited to three minutes plus the agreed upon travel time).</td>
</tr>
<tr>
<td>NCAA Division I Men*</td>
<td>Players may only use the bathroom during the 90-second changeover or two-minute set break. If a player requests a bathroom break during another time, this is treated as the player’s one medical timeout (limited to three minutes plus the agreed upon travel time). <strong>Because this is treated as their one medical timeout, the player must forfeit a point.</strong></td>
</tr>
<tr>
<td>All Other Divisions</td>
<td>Reasonable time.</td>
</tr>
</tbody>
</table>

*If a player returns late from an authorized visit to the bathroom (whether extended, used as a medical, or taken on a changeover or set break), consecutive time violations shall be assessed until the player returns.*
## ITA TABLE 7: MEDICAL & BLEEDING TIMEOUTS

### MEDICAL TIMEOUTS: NCAA DIVISION I

<table>
<thead>
<tr>
<th>Men</th>
<th>Women</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Player may only receive 1 medical timeout for the entire match (USTA provision for one MTO during the warm-up and one MTO during the match does not apply).</td>
<td>• Player may only receive 1 medical timeout for the entire match (USTA provision for one MTO during the warm-up and one MTO during the match does not apply).</td>
</tr>
<tr>
<td>• <strong>Player must forfeit a point for receiving an MTO</strong> (not part of the progressive PPS).</td>
<td>• Once the trainer reaches the player and begins talking/treatment, the trainer has a maximum of 5 minutes for treatment and diagnosis. The maximum amount of treatment time shall be 3 minutes.</td>
</tr>
<tr>
<td>• Once the trainer reaches the player and begins talking/treatment, the trainer has a maximum of 3 minutes for treatment and diagnosis.</td>
<td>• A player who needs an additional MTO shall be retired.</td>
</tr>
<tr>
<td>• A player who needs an additional MTO shall be retired.</td>
<td>• A player who needs an additional MTO shall be retired.</td>
</tr>
<tr>
<td>• A player may receive treatment on any changeover (no limit).</td>
<td>• A player may receive treatment on any changeover (no limit).</td>
</tr>
</tbody>
</table>

### MEDICAL TIMEOUTS: ALL OTHER DIVISIONS

• Player may receive 1 MTO per medical condition during the warm-up; player may receive 1 MTO per medical condition during the match.

• Once the trainer reaches the player and begins talking/treatment, the trainer has a maximum of 5 minutes for treatment and diagnosis. The maximum amount of treatment time shall be 3 minutes.

• A player may receive treatment on any changeover (no limit).

### BLEEDING TIMEOUTS: ALL DIVISIONS

• Treatment time begins when player notifies official or acknowledges that there is bleeding.

• Treatment time ends when bleeding has stopped, playing area has been cleaned up and someone has disposed of contaminated items.

• Maximum amount of treatment time is 15 minutes.

• If maximum total time is exceeded and the bleeding has not stopped, player must retire.

• If maximum total time is exceeded and the bleeding has stopped but the playing area is not cleaned up, the Referee may move the match or continue cleaning up the court.
ABOUT THE INTERCOLLEGIATE TENNIS ASSOCIATION

As the governing body of collegiate tennis, the Intercollegiate Tennis Association (ITA) promotes both the athletic and academic achievements of the collegiate tennis community. The ITA, which was founded in 1956, is comprised of nearly 1,700 men’s and women’s varsity coaches. These coaches represent over 1,200 institutions. The ITA administers numerous regional and national championships and the Oracle/ITA College Tennis Rankings for over 20,000 college varsity student-athletes at NCAA Divisions I, II and III, NAIA and Junior College levels. The ITA also has a comprehensive awards program for players and coaches to honor excellence in academics, leadership and sportsmanship. The official ITA web site is www.ITAtennis.com.