

MTA TOURNAMENT RULES AND REGULATIONS

I. MTA STANDARD RULES OF MATCH PLAY

1. The rules of tennis as set forth by the United States Tennis Association and all other rules and regulations of the USTA, STA and MTA shall govern individual and organizational members during MTA sanctioned tournaments.

2. No player shall be permitted to play a first-round match unless he or she has a valid USTA membership. If the player cannot be located in the TDM membership, he/she must apply electronically or by calling the toll free USTA membership number (1-800-990-8782) before playing their first match. For seeding purposes a player should submit any pertinent information to the Tournament Committee.

3. Players are solely responsible for obtaining their own starting times. A player should check online draws or contact the tournament director or referee to obtain their playing times.

4. All matches will be the best of three sets except for Junior doubles matches, which may be an 8 game pro-set format, and one-day tournaments, which can be pro sets or short scoring. In lieu of a third set, a Match Tiebreak (first to 10 by a margin of 2) may be played to determine the winner of the match; however, if this option is selected, it must be published as such. This applies to all tournaments except the Mississippi Junior Qualifier Championship. In all circumstances, the Set Tiebreak (first to 7 by a margin of 2) will be used at 6-6 in a set. This includes sets where No-Ad scoring is in effect. See Section II.14 for options to use in case of inclement weather.

5. Warm-up time shall be limited strictly to a maximum of five minutes, unless otherwise decided by the event organizers. The spin of the racket must be taken before warm-up so that the players can warm-up on the same side from which they play their first game.

6. After the first game of each set and during a tie-break, play shall be continuous and the players shall change ends without a rest period. At the conclusion of each set, there shall be a set break of a maximum of 120 seconds (2 minutes). Between 2nd and 3rd sets without match tie-break there will be a rest period of 10 minutes, except for 18 year-olds, Men's Open, Men's 25's and 30's.

7. Appropriate tennis attire is requested for all match play.

8. Players should report to the tournament director or referee 30 minutes prior to their scheduled starting time.

II. MTA TOURNAMENT REGULATIONS FOR TOURNAMENT OFFICIALS

PLEASE NOTE: Failure to comply with any of these regulations could lead to loss of the tournament's sanction.

1. All individual and organizational members of the USTA, STA and MTA are subject, during the sanctioned event, to the Constitution, By-Laws and Rules of USTA Tournament Regulations.

2. In the event that any MTA tournament regulations conflict with the USTA regulations, then the MTA regulations will supersede and be applicable to all MTA sanctioned tournaments.

3. Each sanctioned tournament must commit as to the surface on which each event will be played.

4. Inclement weather gives the tournament referee or committee the prerogative to change surfaces to stay on schedule.

5. All junior state championships must use a Feed-in Consolation through Quarter Finals in singles and First Match Loser Consolation in doubles unless using an 8 game pro-set format. Feed-in consolations require (1) play off for third and fourth positions and (2) trophies for the top five finishers in each category.

6. In all circumstances where a first loss match consolation (FMLC) is used, a second round loss preceded by a first round bye or default will move the player into the consolations. However, it is not mandatory that a player move to the consolations where a third round loss is preceded by a first and second round bye or default. In this situation the player may request that the referee include him in the consolation. The referee shall base his decision on available openings and the strength of the player.

7. See **Table 2** for Junior scheduling guidelines and **Table 3** for Adult, Senior and Wheelchair scheduling guidelines. These can be found in **Section III** of this document.

8. If a player enters more than one division, the above mentioned guidelines apply separately to each division. Juniors may not play in more than one (1) division in singles or (1) division in doubles in the same tournament.

9. Adult players participating in multiple singles or doubles events should be allowed to play his/her age division first, i.e., play the older division for seniors first.

10. The Tournament Committee **may not** let ANYONE enter more events

than what the sanction form states as the maximum number one may enter.

11. Players must be given a minimum rest period of 30 minutes between matches. In matches which are the best of three sets Juniors are entitled to 60 minutes between singles and 30 minutes between doubles. Adult age divisions 35, 40, and 45 entitled to 60 minutes, and adults 50 and over 90 minutes between matches. NTRP entitled to 60 minutes between singles and 30 minutes between doubles. In other formats, such as match tiebreak for third set, the minimum rest period for all divisions is 30 minutes. The referee may authorize additional rest when he concludes that the length of the match, heat, humidity, or other conditions justify an extension.

12. Juniors playing in the 10's, 12's and 14's divisions must be allowed a minimum of twelve hours from the end of their last match on a given day until the beginning of their first match on the following day. This is recommended for all ages and divisions.

13. Players should never be required to begin matches before 7 A.M. or later than 10 P.M. In the 10's, 12's and 14's divisions no match should start nor should a suspended match be resumed after 8 p.m.

14. Inclement weather may force the to Referee take steps to keep the tournament on schedule including:

- a. Switch to No-Ad scoring.
- b. Switch to Match Tiebreak.
- c. Switch to 8 game pro-sets as a last resort in Adult and NTRP tournaments. Pro-sets are not allowed in Junior singles matches where any format change in Southern level 1, 2 and 3 tournaments require approval by Southern and level 3's and 4's must be approved by the MTA.
- d. Strictly enforce pre-match warm-up time and breaks between sets.
- e. Tighten court usage. Use "to be followed by" scheduling and have players waiting at courtside as soon as matches finish.
- f. Cancel matches. If some matches must be canceled, start with consolation rounds. Cancel main draw singles last. However, Southern Tennis Association requirements for Bullfrog Designateds and Southern Level 3 tournaments are that you do not cancel consolations unless you also cancel the main draw.

If there is no practical way to finish an event, the Committee shall declare the tournament concluded. Matches not played should be entered in TDM as "unplayed".

15. It is required that each sanctioned tournament have a certified roving umpire, dressed in official apparel, at each site of the tournament. It is recommended there be one roving umpire per 8 courts for all tournaments.

In addition, for the purpose of keeping score and mediating line calls at Junior tournaments, monitors should be provided at the ratio of 1 for every 4 courts.

16. Point penalties, as authorized by the USTA, will be in effect in all

17. Players must not be forced to play on courts that do not meet USTA Specifications.

18. If a tournament is not held, all money must be refunded to players. No money may be kept regardless of expenses incurred by tournament.

19. If at all possible, do not put on Senior singles matches, i.e., Women 40 and Men 45 and older, between the hours of 11:00 A.M. and 3:00 P.M. during the months of June, July and August.

20. If two or more people enter a tournament, the division must be held. The tournament director must call the entrants, explaining that the division will be held for ranking purposes. If the tournament has consolation, players will play two out of three matches to determine the winner. If the tournament is single elimination, and only two enter a division, the two entrants will play only 1 match for the title. If one chooses not to play and the other agrees to play, the latter can be listed on the form: ENTRIES IN EVENTS WHICH DID NOT MAKE. Each entrant should be allowed to make an independent choice without prior knowledge of what the other has opted to do. Entrant must pay entry fee to be considered as counting toward the requirement for ranking.

21. In cases where there are four or less entries in a division, a round robin **must** be played. A round robin **may** be played when there are eight or fewer entries. The player who wins the most matches is the winner of the round robin. In the event two players are tied, then the winner of their head-to-head match is the winner. If three or more players are tied, the Referee shall use the following steps in the order listed to break all ties. **The Referee shall break as many ties as possible using a given step before using the next step.** These steps are:

- the head-to-head win-loss record in matches involving just the tied players;
- the player with the highest percentage of sets won of all sets completed;
- the head-to-head win-loss record in matches involving the players who remain tied;
- the player with the highest percentage of games won of all games completed;
- the head-to-head win-loss record in matches involving the players who remain tied;
- the player with the highest percentage of sets won of sets completed among players in the group under consideration;

- the head-to-head win-loss record in matches involving the players who remain tied;
- the player with the highest percentage of games won of games completed among the players under consideration;
- the head-to-head win-loss record in matches involving the players who remain tied;

If the Referee has applied all the steps and a tie still cannot be broken, the Referee shall use a random drawing among the remaining tied players to determine their order of finish.

NOTE:

* A tiebreak played in lieu of the third set counts as one set when counting sets and one game when counting games.

22. No individual or organizational member can cancel a scheduled sanctioned tournament except for insufficient entries or catastrophic events that render the playing site(s) unplayable. During such time, the tournament committee, with approval of the Sanction/Schedule Committee, shall reschedule the tournament at a suitable time within the remaining tournament calendar year. If necessary, the venue may be changed; however, the sanction fee is non-refundable. The MTA reserves the right to levy appropriate penalties including, but not limited to, the cost of notification of said cancellation, and the right to deny future sanction to any individual or organizational member violating this rule.

23. A draw sheet fee shall be collected together with the tournament sanction fee when application for a sanctioned tournament is made. The draw sheet fee shall be refunded to individuals or organizations who ran scheduled tournaments if results are properly reported on the internet immediately following the completion of the tournament and head tax is received by the MTA within 5 days.

24. All tournament Directors, Umpires and Referees must be certified at the MTA sponsored workshops in order to hold their tournament. An Officials' Association is available to host organizations that need officials as roving umpires or referees. This, of course, is at the expense of the tournament.

III. SCHEDULING GUIDELINES

<p>TABLE 2 Scheduling Guidelines for Junior Divisions: Maximum Number of Matches Per Day</p>

Match Format	10s & 12s Divisions	14s, 16s & 18s Divisions
All Matches: Best of 3 tiebreak sets	2 singles	2 singles + 1 doubles
	1 singles + 2 doubles	1 singles + 2 doubles
	3 doubles	3 doubles
All Matches: Tiebreak in lieu of 3 rd set or Short Sets	3 singles	3 singles + 1 doubles
	2 singles + 1 doubles	2 singles + 2 doubles
	3 doubles	1 singles + 3 doubles
		4 doubles
Main Draw Singles: Best of 3 Tiebreak Sets Doubles and/or Consolation Singles: 8-game Pro Sets	2 main draw singles	2 main draw singles + 2 doubles and/or consolation singles
	1 main draw singles + 3 doubles and/or Consolation singles	1 main draw single + 3 doubles and/or Consolation singles
	4 doubles and/or Consolation singles	4 doubles and/or Consolation singles
Main Draw Singles: Tiebreak in lieu of 3 rd Set or Short Sets	3 main draw singles	3 main draw singles + 2 doubles and/or Consolation singles
Doubles and/or Consolation Singles	2 main draw singles + 2 doubles and/or Consolation singles	2 main draw singles + 3 doubles and/or Consolation singles
	1 main draw singles + 3 doubles and/or Consolation singles	1 main draw singles + 4 doubles and/or Consolation singles
	4 doubles and/or Consolation singles	5 doubles and/or Consolation singles

Combination of singles, Doubles, and consolation Singles not shown above	117 games, no more than 88 of which should be singles	117 games, no more than 115 of which should be singles
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TABLE 3			
Scheduling Guidelines for Adult, Senior, and Wheelchair Divisions: Maximum Number of Matches per Day			
Divisions	Any Format	Best of 3 Tiebreak Sets	Match Tiebreak in lieu of 3rd set
25 through 60	3 matches, no more than two of which should be singles		
65 through 80	2 matches		
85 & 90	2 matches, only one of which may be singles		
Wheelchair		3 matches, no more than 2 of which should be singles	4 matches, no more than 3 of which should be singles
All other divisions		No more than 2 singles no guideline for doubles	No more than 3 singles; no guideline for doubles
If a player enters more than one division, these guidelines apply separately to each division.			

IV. POINT PENALTY SYSTEM

1. *Mandatory use in any sanctioned tournament.* The System applies to violations occurring during the warm-up and the match in any sanctioned tournament.
2. *Purposes of the System.* The purposes of the System are to:
 - a. deter unsportsmanlike conduct;
 - b. ensure compliance with the continuous-play rule; and
 - c. ensure on-time appearance for matches.The objective of the Point Penalty System is not to punish, but to secure compliance with the Rules of Tennis and USTA Regulations.
3. *Code Violations for misconduct.* Misconduct shall be penalized pursuant to **Table 6**.
4. *Time Violations.* Time Violations shall be penalized pursuant to **Table 7**.
5. *Delay between points.* When practical in tournaments using a certified official in direct observation of the match, the time which shall elapse from the moment the ball goes out of play at the end of the point to the time the ball is struck shall not exceed 20 seconds.
6. *Officials authorized to impose penalties.* The imposition of penalties is primarily a function of the Chair Umpire, but the referee may impose penalties in any umpired or non-umpired match on the basis of the Referee's observations or those of the Referee's designated assistants. If a Line Umpire observes a conduct violation or is the object of unsportsmanlike conduct by a player, the Line Umpire shall as soon as possible, without disrupting play in progress, inform the Chair Umpire. The Chair Umpire shall then make a decision under the Point Penalty System.
7. *Flagrant violations.* While the imposition of penalties normally follows **Table 6**, any flagrantly unsportsmanlike act may result in immediate Default. If an umpire imposes the Default, the player may appeal to the Referee. If the Referee imposes the Default, the player may appeal to the Tournament Appeals Committee.
8. *Appeal of penalty to Referee.* A player's appeal of any penalty is limited to questions of law. See **Appendix V, ITF Rules of Tennis** in the *Friend At Court*
9. *Penalties to be imposed on a doubles team.* A penalty on a member of a doubles team is considered to have been imposed on the team.
10. *Penalties treated as if points actually played.* All penalties under the Point Penalty System are treated as though the points or games actually had been played so far as serving order, court occupancy and ball change are concerned. One exception, as **Table 8** indicates, is that a player penalized for lateness also shall be deemed to have lost the toss provided for in **Rule 9**. The penalized player is allowed to choose an option but only after his opponent has chosen. The first ball change shall be calculated from the first game played. The choice to serve or receive shall apply to the first game played.
11. *Time delays when each side is responsible.* If both players or teams are equally responsible for delay during a match, any penalty will be imposed upon the Server.
12. *Penalties after medical condition develops.* Except during the warm-up, a player suffering from a medical condition may buy time with a penalty.
13. *Penalties imposed between games or before a match.* A penalty imposed between games or before the start of a match shall apply to the first point of the next game scheduled to be played.
14. *Point penalties.* A point penalty is scored as though the player had played and lost what would have been the next point.
15. *Player may not decline penalty.* A player who is the beneficiary of a penalty imposed upon the opponent may not decline to accept it. A player who disobeys the instructions of an official in such a case is himself liable to being defaulted.
16. *Reporting penalties to referee.* When feasible, a Roving Umpire should promptly notify the Referee that a Code Violation has been assessed. After the match, officials shall report to the Referee each Code Violation imposed.
17. *Other disciplinary action.* Nothing in the Point Penalty System rules out a subsequent imposition of monetary fines, suspensions or other disciplinary actions by whatever governing body has

jurisdiction.

18. *Announcing score after penalty.* After a point or game penalty, the new score should be announced. After assessing a Default, announcing the final score should be delayed until it is determined whether the defaulted player wishes to appeal.
19. *Lateness.* Lateness for a match and for resumption of a suspended match shall be penalized pursuant to **Table 8**. Lateness after a rest period shall be penalized pursuant to **Table 9**.
20. *Default for failure to arrive on time.*
 - a. *Discretion of Referee.* The Referee, in the Referee's sole discretion, after consideration of all relevant circumstances, may elect not to Default a player or to reverse a prior declaration of a default for failure to arrive within 15 minutes of the time when the match was scheduled and called.
 - b. *Appeal of Default.* If the Referee defaults a player for failure to arrive within 15 minutes of the time when the match was scheduled and called, the player may appeal the Default to the Tournament Appeals Committee. The Committee may reverse the Default in its sole discretion after consideration of all relevant circumstances. If the Committee reverses the Default and if an alternate already has been placed in the draw, the Committee may not reinstate the defaulted player in the main draw or add the player to the consolation unless an opening becomes available.
 - c. *Penalties assessed before Default.* If the Referee elects not to declare a Default, or if a declared Default is reversed by either the Referee or the Tournament Appeals Committee, any penalties for lateness assessed before the Default shall stand unless the lateness was caused by an error of a tournament official. For example, if player A, after having been assessed a penalty of loss of toss plus 3 games, is defaulted for failure to arrive within 15 minutes of the time when the match was scheduled and called, and the Default is subsequently reversed, the penalty of loss of toss plus 3 games stands, and player A begins play with the score 0-3. The player who received the benefit of the Default shall have no right to appeal the reversal of the Default.

Table 6

POINT PENALTY SYSTEM TABLE OF VIOLATIONS AND PENALTIES

Code Violations:

Penalties:

Delay:

- Not resuming play within **30** seconds after a Medical Time-Out
- Delay caused by obvious cramping (but only if the player has already received a Medical Time Out for cramping)
- Receipt of evaluation or treatment for one condition on more than two changeovers or Set Breaks
- Taking more than two Medical Time-Outs during one stoppage of play.
- Not resuming play within **30** seconds after treatment on a changeover or Set Break.
- Not playing within **20** seconds of having Been directed to resume play.
- Passage of **20** seconds after any Time Violation
- Leaving the playing area for an unauthorized reason.

Violations shall be

Penalized as follows:

First Offense.....Point
Second Offense.....Game
Third Offense.....Default

Conduct:

- Visible or audible profanity or obscenity.
- Abuse of racket, balls or equipment.
- Verbal or physical abuse of a player or official.
- Receipt of coaching.
- Abusive conduct by a player or a person associated with a player. (**USTA Regulation IV.C10.** refers to this situation.)
- Retaliatory calls (obviously bad calls made in retaliation for the opponent's calls).
- Unsportsmanlike conduct (any other conduct that is abusive or detrimental to the sport).
- Violation of any USTA Tournament Regulation (**USTA Regulation IV.C21.**)

A single flagrant unsportsmanlike act may be penalized by defaulting the player. See **USTA Regulation IV.D.7.**

A GAME PENALTY ASSESSED DURING A Set Tiebreak results in loss of the set. If assessed during a 10-Point Match Tiebreak this results in the loss of the match.

Table 7

Time Violations:

- Delay between points or after warm-up.
- Violation of the 90-second changeover or 120-second Set Break rules.

Penalties:

First Offense-----Warning
 Each Additional violation-----One Point Penalty

Table 8

Lateness for Match or for Resumption of Suspended Match

- | | |
|--|---|
| * Both players equally late up to 15 minutes | No Penalty |
| * Both players late but arrive at different times. | The penalty accrues on the arrival of the first player (A). The opponent (B) loses the toss and one, two, or three games depending on the time elapsed between A's arrival and B's arrival. |
| • Both players are more than 15 minutes late | The Referee may default both players or the Referee may reinstate the match using the principle in effect when both players are late but arrive at different times. |

Penalties

- | | |
|----------------------------|----------------------------|
| • 5:00 minutes or less: | Loss of toss plus 1 game |
| • 5:01 - 10:00 minutes: | Loss of toss plus 2 games. |
| • 10:01 - 15:00 minutes: | Loss of toss plus 3 games. |
| • More than 15:00 minutes: | Default |
- Except for a Default, the Referee shall never assess more than a 3-game penalty for lateness.

_A player is not deemed to have arrived until the player checks in at the place designated for checking in and is properly clothed, equipped, and ready to play.

The Referee shall start the lateness penalty clock when the scheduled match time has arrived, any court is available, and a player has not arrived. The Referee is not required to keep a court open while awaiting a player.

Table 9

Lateness After a Rest Period

- Lateness of one player up to 5 Minutes. Game Penalty.
- Lateness of one player for more than 5 minutes Default
- Both players equally late up to 5 minutes. No penalty
- Both players late but arrive at different times. The penalty accrues on the arrival of the first player (A). The opponent (B) loses 1 game unless B arrives more than 5 minutes later than A, in which case B is defaulted.
- Both players exceed 5 minutes. The Referee may default both players. The Referee may reinstate the match without penalties when both players are equally late. The Referee may reinstate the match and impose the penalties described above when both players are late but arrive at different times.

V. Guidelines for Assessing Penalties - Table 10

	Action	Always Penalize	Generally Penalize	Sometimes Penalize
Racket Abuse				
	• throwing a racket that even inadvertently strikes a person	X		
	• throwing a racket into the fence or net		X	

	<ul style="list-style-type: none"> throwing a racket in anger or in any manner that could or does endanger any person or that damages any part of the court surface or equipment 		X	
	<ul style="list-style-type: none"> breaking a racket 		X	
	<ul style="list-style-type: none"> tossing a racket into the air 			X
	<ul style="list-style-type: none"> tossing a racket at the player's bag 			X
	<ul style="list-style-type: none"> bouncing a racket on the court 			X
Ball Abuse	<ul style="list-style-type: none"> deliberately hitting, throwing , or kicking a ball that is not in play that hits a person 	X		
	<ul style="list-style-type: none"> deliberately hitting, throwing, or kicking a ball that is not in play that leaves the playing area 		X	
	<ul style="list-style-type: none"> deliberately hitting, throwing or kicking a ball that is not in play that comes close to hitting a person 		X	
	<ul style="list-style-type: none"> deliberately hitting, throwing or kicking a ball that is not in play in a manner that could casue damage or harm 		X	
	A player who hits the opponent while legitimately trying to return a ball to the opponent should not be penalized.			
Audible or Visible Obscenity or Profanity	<ul style="list-style-type: none"> words and gestures that are considered patently offensive to court personnel, players, or spectators 	X		
	<ul style="list-style-type: none"> references to sexual functioning 	X		
	<ul style="list-style-type: none"> references to deities when associated with curses 	X		
Verbal or Physical Abuse	<ul style="list-style-type: none"> physical attacks even if no one is hurt 	X		
	<ul style="list-style-type: none"> traditional fighting words 	X		
	<ul style="list-style-type: none"> ethnic or racial slurs 	X		
	<ul style="list-style-type: none"> references to sexual orientation 	X		
	<ul style="list-style-type: none"> attacks on the competence of an official 		X	
	<ul style="list-style-type: none"> taunting 		X	
	<ul style="list-style-type: none"> insulting or abusive words and gestures that are directed at a person 		X	
	<ul style="list-style-type: none"> words and gestures that are disrespectful, disruptive, or intimidating such as a loud "Come on" or "Okay" after the opponent double faults or makes an error on an easy shot 		X	
<ul style="list-style-type: none"> words and gestures that are in the face of a person such as a strong pumped fist directed at close range to an opponent 		X		

Coaching	<ul style="list-style-type: none"> receipt of coaching 	X		
Unsportsmanlike Conduct	<ul style="list-style-type: none"> Retaliatory calls 	X		
	<ul style="list-style-type: none"> Other unsportsmanlike conduct 	X		
<p>An official may immediately default a player for a single flagrant unsportsmanlike act. Examples of acts that may justify a penalty of immediate default include: physical attacks; injury to an official or player through a act of racket or ball abuse; spitting, and racial, religious, and sexual orientation slurs.</p>				

VI. Draw Sheet Terminology and Procedures - Table 11

A. Definitions		
Actions Initiated by Player or an Adult on behalf of a Junior	Withdrawal	A Withdrawal occurs when a player decides not to play all matches in an event. A withdrawal occurs only before (or during the warm-up for) a player's first match in an event. If the Withdrawal occurs before entries close, the Withdrawal may be for any reason. If the Withdrawal occurs after entries close (regardless of whether the draw has been made), it must be for injury, illness, or personal emergency. A Withdrawal also may occur as a result of a tournament administration error. Refusal to play for any other reason is treated as a Default.
	Walkover	A Walkover occurs when there has been an administrative error or when a player decides not to play a match in an event because of injury, illness, or personal emergency. Refusal to play for any other reason is treated as a Default. When a player decides not to play the player's first match but is allowed to play in the consolation. the first match is treated as a Walkover
	Retirement	A retirement occurs when a player is unable to continue playing a match or resume a suspended match because of injury, illness, personal emergency, or Adult Decision. Refusal to play for any other reason is treated as a Default.
	Injury, Illness, Of Personal Emergency	<p>These terms should be understood in their everyday sense. The terms also include situations when an Adult decides that a Junior will not play because of injury, illness, or personal emergency.</p> <p>Bona-fide reasons for not playing other than illness or injury shall be treated as personal emergencies. Wanting to get home earlier or to play in another sporting event is not considered a personal emergency.</p> <p>A Referee should give a player the benefit of the doubt when deciding whether the player's reason for not playing is bona-fide. For example, a young female player may be too embarrassed to reveal her real reason for not wanting to play or not being able to continue playing. Other examples of bona-fide reasons for not playing could include being emotionally distressed over the break up of a relationship or over the death of a relative or friend</p>

	Adult Decision	An Adult Decision occurs when a parent, coach or other person responsible for a Junior <i>disciplines</i> the Junior by not allowing the Junior to start or finish a match. Adult Decisions are treated as Defaults if the match has not started and as Retirements if the match has started. There is no such thing as a Withdrawal or Walkover because of an Adult Decision.
Actions Official Initiated	Default	A Default occurs when the Referee does not allow a player to begin or continue a match. Examples of this kind of Default include a player who does not show up, a player who is defaulted for lateness, and a player who is defaulted under the Point Penalty System.
	Default for Refusal to play	A Default also occurs when a player refuses to play or continue to play for reasons other than injury, illness, or personal emergency. Examples of this type of default include refusing to play in order to get home sooner or in order to participate in another sporting event.
	Abandoned Match	An Abandoned Match refers to a match that has started, but the Referee has decided that the match will not be completed. There is no winner or loser of the match.
	Unplayed Match	An Unplayed Match refers to a match that the Referee decides will not be started for any reason other than a Withdrawal, Walkover, Default, or Retirement. There is no winner or loser of the match.
	Disqualification	A Disqualification occurs when the Referee removes a player from an event because the player was not eligible for the event.

B. After Entries Close But Before Draw is Made

Withdrawal because Of injury, illness, or personal emergency	Withdrawals because of injury, illness, or personal emergency normally do not need to be reported but should be documented in tournament records.
Refusal to play for other reasons.	<p>A player who withdraws for a reason other than illness, injury, or personal emergency must be reported (USTA Regulation V.A.3.) The withdrawal will not be shown on the draw sheet and will need to be reported separately.</p> <p>Withdrawals in order to play in another tournament or because the player was entered in two over lapping tournaments must be reported unless both tournaments agreed to the arrangement.</p>

C. After the Draw Was Made But Before Play Begins

	What Happened	TDM Code
Defaults	Disqualification	Def (dq)
	Misconduct before first match	Def (cond)
	Refusal to start match for reason other than injury, illness, personal Emergency, or Adult Decision	Def (ref)
	Adult Decision for a Junior to not start a match for disciplinary reasons	Def (ad)
Withdrawal	Tournament administrative error (e.g., tournament entered player in wrong Division).	Wd (tae)
	Injury	Wd (inj)
	Illness	Wd (ill)
	Personal emergency	Wd (em)
	Double Withdrawal	Wd/Wd

Note: In a tournament without any alternate available to play, the Referee may allow a player who does not play a first match in the main draw because of injury, illness, or personal emergency to play

in the consolation draw. In this case the first match in the main draw is treated as a Walkover instead of a Withdrawal.

Note: If an alternate is placed in the draw, the Default or Withdrawal will not be shown on the draw. The Default or the Withdrawal must be reported separately if the action would result in assessment of Suspension Points under the USTA Suspension Point System or penalties by any of its District or Sectional Associations.

For information concerning tournament sanctions go to www.mstennis.com under Tournament Directors/Officials and click on Sanction Packet or contact:

Mississippi Tennis Association
P. O. Box 5388
Jackson, MS 39296
601-981-4421 or 1-800-349-1683