

Doubles Rules Summary for Markers and Referees

Based on WSF Doubles Rules effective April 2008 and scoring amendment effective October 2008
(2008 changes are in italics)

TEAMS

Two partners together are called a "Team".

SCORING

Best of 3 games.

PARS to 11 points.

No tiebreak at 10-all.

SERVICE

- *Serving order alternates between teams as A1, B1, A2, B2.*
- *The Marker's call is "Hand out" when the receiving team wins a rally. There is no call of Side out"*
- *Serving order must remain the same throughout a match.*
- *At the beginning of each game and when the service changes from one team to the other, the serving team can serve from either service box, but after winning a rally must serve from the alternate box.*

RECEIVING SERVE

- *Partners must receive from the same side of the court throughout each game, but*
- *Can change at the start of each game - after notifying opponents and officials.*
- *Players can stand anywhere for receiving service, providing there is no interference caused to server or receiver.*
- *If receiver swings and misses, partner cannot return service.*

INTERFERENCE

- *Only the player who encounters interference can appeal (unless both partners are attempting to play the ball).*
- *If both partners appeal, stroke overrules let, and let overrules no let.*
- *If A1 swings at the ball and misses, A2 can hit the ball (except for return of serve).*

To encourage positive play and reduce the number of rallies resulting in lets, a greater obligation to clear is imposed on strikers who hit the ball back close to themselves (as opposed to close to their partners) such that strokes will apply.

This is a strengthening in interpretation of the requirement to make a reasonable effort to avoid interference where a player has sufficient time and space to do so, particularly on the wider court.

Interpretation of these changes should not encourage players to expect to be awarded strokes in situations where they are able to play on, even after encountering some degree of interference. It is considered that part of the excitement of the Doubles game comes from players who choose to play through interference rather than stopping, and this should continue to be encouraged positively.

Whether a striker **hits an opponent with the ball** or **refrains from hitting the ball**:

Strokes will be awarded if:

- The outgoing opponent has played the ball back close to the body and then does not make a **reasonable** effort to avoid interference, particularly for direct access to the ball and preventing a reasonable swing; or
- The outgoing opponent has played the ball close to the partner's body and the partner does not make **any** effort to avoid interference.

No Lets will be awarded if:

- Not every effort is made to get to and play the ball.
- Interference is caused only by the striker's partner (same-team obstruction)

CONDUCT PENALTY

A **Conduct Penalty** **must** be given against the striker's team if the referee decides a striker's action is dangerous.

TURNING

Turning and hitting an opponent **or** turning and refraining from hitting the ball.

Let is allowed:

- If fear of hitting an opponent, and
- If would have been a good return

BLEEDING

- Bleeding must be stopped before the player can continue. A player is allowed 30 minutes to attend to a blood situation.
- If the bleeding was caused solely by an opponent's action, the injured player's team wins the match.
- If bleeding recurs, no further delay is allowed except that the team can concede one game and use the 90-second interval to stop the bleeding. If unable to stop it, the team must concede the match.

INJURY

- **Self-inflicted** (includes injury caused by partner). Injured player is allowed 3 minutes to recover and must then play on, or concede one game and use the 90-second interval between games to recover.
- **Contributed** by the player and one of the opposing team. Injured player is allowed one hour to recover.
- **Totally caused by an opponent**. Injured player's team wins the match if any recovery time is needed.

ILLNESS

E.g. cramps, feeling nauseous, breathlessness (including asthma).

- A player must either play on or take the 90-second interval to recover.
- If a player vomits on court, the opposing team wins the match.

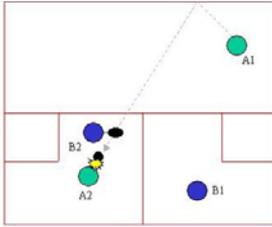
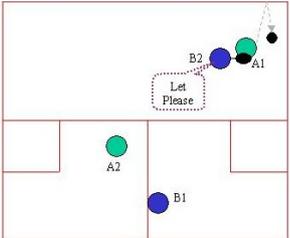
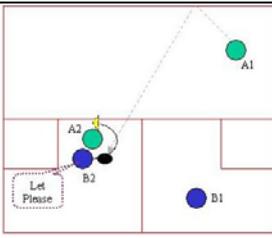
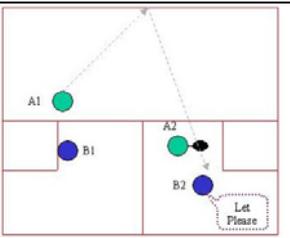
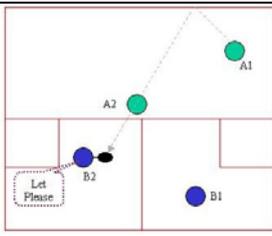
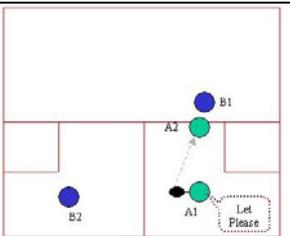
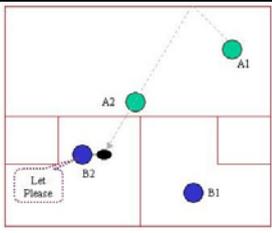
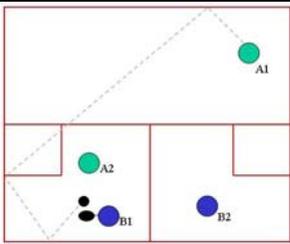
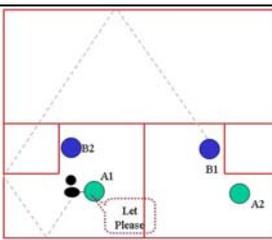
FALLEN OBJECT

- If any object falls to the floor, play must stop.
- Player's rackets and eye guards are classed as "objects" for doubles.
- Eye guards will be treated as "fallen" if they move from their correct position over the eyes.
- If equipment falls as a result of a collision, the Referee may allow a let or award a stroke, depending whether the player has hit a winning return.

CLOTHING

- Teams must wear the same colour shirt and preferably the same colour shorts/skirts. The colour must be demonstrably different from the opponents' shirt. If both teams are wearing the same colour clothing, the first listed team must change.
- If players change shirts during a match they must change to the same colour shirts they were originally wearing.

DOUBLES INTERFERENCE EXAMPLES

<p>1. A1 drives the ball through the middle of the court towards B2 and A2. B2 shapes to play the ball but then lets it pass, and the ball hits A2 who is standing behind B2. B2 could have made a good return. The ball was unexpected and A2 had no time to make an effort to avoid being hit.</p> <p>Decision: Point to Team B</p>		<p>6. A1 attempts to hit a straight drop shot on his forehand but hits a poor shot and backs away from the ball. His clearance movement is directly into the path and swing of B2 who is ready to make a good return.</p> <p>Decision: Stroke to Team B</p>	
<p>2. A1 drives the ball through the middle of the court. A2 is in B2's swing and B2 asks for a let. The ball was most unexpected and A2 although making an effort to clear, was unable to do so due to the position of B2.</p> <p>Decision: Yes let.</p>		<p>7. It is Team B's turn to hit the ball. B2 could have made a good return but A2 starts to swing at the ball, then realises his mistake and pulls his racket back.</p> <p>Decision: Stroke to Team B</p>	
<p>3. A1 drives the ball through the middle of the court. A2 manages to just slightly swerve his head to the side. B2 is able to hit the ball and asks for a let.</p> <p>Decision: Yes let.</p>		<p>8. A1 is ready to hit the ball but A2 is in his way and A1 does not want to hit him.</p> <p>Decision: No let. (same-team obstruction)</p>	
<p>4. A1 drives the ball through the middle of the court close to A2 who jumps the ball with B2 behind ready to hit the ball.</p> <p>Decision: Yes let.</p>		<p>9. A1 hits the ball high cross-court and it touches the side wall then the back wall and rebounds towards the centre of the court. A2 has had time to know where the ball was going and appears to make a move towards the half court line but this movement takes A2 into the line where B1 is about to play the ball directly to the front wall.</p> <p>Decision: Stroke to Team B</p>	
<p>5. B1 hits the ball across court. A1 refrains from playing the ball off the back wall. A1 could make a good return direct to the front wall. B2 made no effort to get out of the way.</p> <p>Decision: Stroke to Team A.</p>			

PROCEDURE FOR STARTING A DOUBLES MATCH

1. Marker to officiating position.
2. Prior to start, Referee (only) to go to both Teams and ask the Teams:
 - To spin a racket to decide which Team warms up first.
 - To spin again - winner to serve first.
 - Who will serve first for each Team.
 - Which partner will receive from which side (for first game at least).
(Remind them if they wish to change receiving sides at the start of any other game, they must let officials and opponents know)
3. Referees must check players' clothing.
4. Team A warms up.
5. After 2½ minutes Referee calls "Time".
6. Team B warms up.
7. After 2½ minutes Referee calls "Time".
8. All players on court.
9. Marker introduces match: e.g.
*Quarter-final match between:
Martin Knight and Campbell Grayson of New Zealand, and
James Willstrop and Nick Matthew of England.
New Zealand to serve, England to receive.
Best of 3 games.
Love-all.*