



Correcting Errors

Error	Rule	Game	Tie-Break
Player Serves from wrong half of court	27 (a)		Point stands – Correct immediately Service fault stands
Players are at wrong end of court	27 (b)		Point stands – Correct immediately Service fault does not stand
Player serves out of turn	27 (c) (d)	<ul style="list-style-type: none"> • Game not complete: Correct immediately • Games completed: Order remains as altered & ball change one game later than agreed • Service fault in singles: Does not count • Service fault in doubles: Counts if partner serves out of turn, does not count if team serves out of turn 	<ul style="list-style-type: none"> • Even number of points: Correct immediately • Odd number of points: Order remains as altered • Service fault in singles: Does not count • Service fault in doubles: Counts if partner serves out of turn, does not count if team serves out of turn
Error in receiving (doubles)	27 (e)		Remains as altered until end of the game Resume original order for next game in which partners are receivers
Tie-Break Set instead of Match Tie-Break	27 (h)		If only one (1) point played – Correct immediately After second point in play – Player/Team that wins three (3) games wins match Score reaches 2-all – Match Tie-Break is played If second point of fifth game in play – set continues as Tie-Break Set
Ball Change	32		Correct when player/team is next due to serve. No ball change at beginning of tie-break game or Match Tie-Break