

Rover Instructions
USTA National Level 6

Match Format:

All Divisions: Singles matches will be the Best of three tiebreak sets regular scoring with a 10-pt Match Tiebreak in lieu of a 3rd set.

All Divisions: Doubles matches will play an 8-game pro set; 7-point tiebreak at 8 all. Ad or no ad scoring may be used. Please ask the referee which format is being used.

Warm up/ Coin Toss: Five-minute warm-up. Flip coin on as many matches as you can. Spin the racket otherwise. Pre-match discussion should be concise. Start as many matches as you can.

Scoring Devices: Tell players to keep up with their scores on the scoring device and to bring in the balls and report scores after the end of their match.

Rest Periods: 3-minute mandatory rest period on court for All matches that split sets.

3-Minute Rest Period: Treat the break as a set break that is three minutes long, with the exception that coaching is permitted on court. Players should immediately inform the Umpire if there is a need for a toilet/change of attire break and be encouraged to take it after the 3-minute coaching break. There is no coaching allowed during the toilet/change of attire break. No coaching is allowed after the 3-minute Rest Period (even if player is waiting for opponent to return from bathroom).

On Court: Go on court if requested by player for watching lines, to resolve disputes such as scoring, to issue code/time violations, etc. If requested to go to court by parents, check the court for problems. If there is a problem, then go on court. Go on court anytime you feel it necessary, invitation not needed. **Be cognizant of your movement to not disturb play** when moving on or around the courts.

If called to court, notify Referee, the first time stay for two complete games, the second time stay for the remainder of the match **if possible**.

Code Violations: If Code Violation is given, record name, offense (as detailed as possible) and umpire giving code. Use preventive officiating – caution (if you can) before issuing a Code Violation. If a Code Violation is given, record name, offense (as detailed as possible), penalty and umpire giving code. Notify Referee asap.

MTO: Start clock immediately and **notify Referee and Trainer**.

Trainer: There is NO trainer for this tournament. When there is a medical timeout, please radio in **Court # and nature of injury and supplies needed**. The Referee will come to court to assist with players, evaluation, and treatment. Supplies must be at court **BEFORE** treatment begins. One player support person (usually a parent) may treat.

Court Availability: Radio in immediately when a court becomes available.

Court Prep: After every match has ended, prep the court for the next match (clear court all debris, etc. and reset the scoring device to zeros). Measure net if time permits.

Weather conditions: Make certain players are okay when conditions are extreme...notify Referee if you suspect that a player is suffering from the elements.

Be alert, listen, and watch the loser of the point. Many times, early indicators in a match will foretell how the match proceeds in an hour.

When addressing a certain court, start with the court number, then proceed. To do otherwise, may distract neighboring courts.

Overrules: Only overrule from outside the court when you are in **VERY CLEAR sight** of the line. If you do overrule, then stay nearby.

Be active, if a break is needed, then take it in a discreet area.

MOST IMPORTANT: KEEP CONVERSATIONS WITH SPECTATORS, PARENTS AND OTHER UMPIRES TO A MINIMUM. ALL ISSUES SHOULD BE REPORTED TO THE REFEREE IMMEDIATELY.