

EVSTL IMPLEMENTATION OF FOOT FAULTING RULE
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1.0 RULE 18. FOOT FAULT

During the service motion, the server shall not:

- Change position by walking or running, although **SLIGHT MOVEMENTS OF THE FEET** are permitted; or
- Touch the baseline or the court with either foot; or
- Touch the area outside the imaginary extension of the sideline with either foot; or
- Touch the imaginary extension of the center line with either foot.

If the server breaks this rule, it is a Fault.

Note: regarding the first point, a server who takes more than one step with either foot after the **at rest** position to start the serve, is at risk of being called for a foot fault. The serve becomes a Foot Fault when the player has **MATERIALLY CHANGED POSITION** before or during any racket or arm motion.

2.0 SERVICE MOTION

The service motion is defined as;

- Immediately before the service motion, the server shall stand at rest with both feet behind the baseline and within the imaginary extensions of the center mark and the sideline.
- The server shall then release the ball by hand in any direction and hit the ball with the racket before the ball hits the ground. The service motion is completed at the moment that the player's racket hits or misses the ball. A player who is able to use only one arm may use the racket for the release of the ball.

Note: the delivery of the serve begins with any arm or racket motion.

3.0 USTA COMMENTS

USTA Comment 18.3

When does a foot fault occur? A player commits a foot fault if after the player's feet are at rest but before the player strikes the ball, either foot touches:

- the court, including the baseline;
- any part of the imaginary extension of the center mark;
- or beyond the imaginary extension of the outside of the doubles sideline in doubles.

(If a player is touching the court or is outside the imaginary extensions while at the **at rest** position, a Foot Fault can be called as soon as the player starts the service motion. It is recommended the call be made immediately after the ball is struck.)

USTA Comment 18.4

Is it a foot fault if the server's foot touches the baseline and the server catches the tossed ball instead of trying to hit it? This is not a foot fault as long as the server makes no attempt to strike the ball. (Player tosses the ball for the serve and then decides to catch the ball and is so doing steps into the court)

Note: the call of a foot fault shall be made immediately after the server has struck the ball or missed in their attempt to strike the ball.

USTA Comment 18.6

When may the receiver or the receiver's partner call foot faults?

- In a non-officiated match, the receiver or the receiver's partner may call foot faults after all efforts (warning the server and attempting to locate an official) have failed and the foot faulting is **SO FLAGRANT AS TO BE CLEARLY PERCEPTIBLE** from the receiver's side.

4.0 THE CODE

The USTA rule book also includes a section called The Code which is meant to be a guide for unofficiated matches.

Code Item 24, Foot Faults

A player may warn an opponent that the opponent has committed a flagrant foot fault. If the foot faulting continues, the player may attempt to locate an official. If no official is available, the player may call flagrant foot faults. Compliance with the foot fault rule is very much a function of a player's personal honor system. The plea that a server should not be penalized because the server only just touched the line and did not rush the net is not acceptable. Habitual foot faulting, whether intentional or careless, is just as surely cheating as is deliberately making a bad line call.

5.0 EVSTL IMPLEMENTATION

1. In January of 2015, all parks playing in the EVSTL will start calling foot faults during league matches.
2. Each Park will decide if they will have an Official that can be called on by the players in a match.
3. Every Park will communicate to their players the rules and procedures to be used in calling Foot Faults.

6.0 FOOT FAULT CALLING PROCEDURE

1. The first time that a Receiver notices a Foot Fault, the Server will be warned.
2. The second time that a Receiver notices a Foot Fault, the Server will be warned.
3. The third time that a Receiver notices a Foot Fault, the Receiver shall ask for an Official.
4. If there is no Official available, then the Receiver shall call **flagrant** Foot Faults from that point forward.
5. If an Official is available, the Official will come onto the court and will call any **flagrant** Foot Faults in the match.
6. The Foot Fault call shall be made immediately after the ball is struck or after the Server misses the ball during the service motion.
7. The Server has the right to ask how they Foot Faulted. The Official or the Receiver shall tell the Server how they Foot Faulted.
8. Play shall be continuous during a match except as provided for in the rules and the code.
9. If a player, called for foot faulting, refuses to resume play within the times allowed under the rules for a reason other than which is allowed, then the player has defaulted and the match shall be awarded to the opposing team.

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