

1 WERE YOU HINDERED?

Important!

All answers must be YES ✓

- **Did it prevent YOU from playing the point?**
- **Could you have made the shot otherwise?**
If your opponent hit a winner, you weren't hindered
- **Did you immediately call a hindrance?**
You must call it before your shot is in/out

2 WHAT WAS THE CAUSE?

You or your equipment

- You trip over your own feet or shoelaces
- Your shoe comes off, a string breaks or your racquet comes out of your hand

✗

Your partner

- Falls, yells, drops racquet, gets stung by a bee

✗

Your opponent

- Feigns movement
- Drops racquet, shoe comes off
- Grunts (*after warned by an official*)
- Discards ball after serve (*after warning*)
- Throws racquet
- Talks, yells, or phone rings when ball is moving towards your court
- Hits you on purpose
- Moves in order to distract you
- Yells due to an injury
- Sunglasses or hat comes off
- Falls

✗

✓
INTENTIONAL

✓
UNINTENTIONAL

A player on a different court

- Falls, yells or makes noise
- Gets in your way (on their court)
- Gets in your way on your or between courts

✗

✓

A spectator

- Yells or makes a call
- Jumps onto your court

✗

✓

Something already on the court when the point started

- A ball retriever, garbage can, leaf or spectator cup
- A squirrel, or a rolling ball

✗

Something not on the court when the point started

- A squirrel, or a rolling ball
- You slip on a leaf or a cup that someone threw

✓

Something startling and unexpected

- You hear a train horn at a nearby track, thunder, construction sounds
- You get stung by a bee or hit by something flying into the court

✓

The ball in play

- Hits you
- Hits ceiling or scoring device
- Gets hit from an outside ball or a bird
- Breaks

✗

✓

3 WHAT SHOULD HAPPEN?

If the event was...

A hindrance -----> **Replay the point**

An *unintentional* hindrance by your opponent -----> **Replay the point**

An *intentional* hindrance by your opponent -----> **You get the point**

You can't finish match due to...

Injury -----> **You forfeit**

Injury caused by your opponent -----> **Opponent defaults**