

MTA TOURNAMENT RULES AND REGULATIONS

TABLE 4
(Table 15 in Friend At Court)

Time Violations

Delay between points or after warm-up	First Offense: Warning Each Additional Violation: One Point
Violation of the 90 second changeover or 120 second Set Break rules	
Violation of the 3 minute rest period	

TABLE 5
(Table 16 in Friend At Court)

Penalties for Lateness

Lateness for Start of Match or Resumption of Suspended Match	
TIME LATE	PENALTY ASSESSED
5:00 Minutes or less	Loss of Toss* plus 1 Game
5:01 – 10:00 Minutes	Loss of Toss plus 2 Games
10:01 – 15:00 Minutes	Loss of Toss plus 3 Games
More than 15:00 Minutes	DEFAULT
Both Players equally late up to 15 Minutes	No Penalty
Both players late, but arrive at different times	Penalty accrues on the arrival of first player (A). The opponent (B) loses the toss and 1, 2, or 3 games depending on the time lapsed between A and B's arrival.
Both players are more than 15 minutes late	The Referee may default both players or the Referee may reinstate the match using the principle in effect when both players are late, but arrive at different times.
The Referee shall start the lateness penalty clock when the scheduled match time has arrived, any court is available, and a player has not arrived. The Referee is not required to keep a court open while awaiting a player.	
A player is not deemed to have arrived until the player checks in at the designated check-in.	
Except for a default, the Referee shall never assess more than a 3-game penalty for lateness.	
*There is no loss of toss when penalty is due to lateness for Resumption of Suspended Match.	
Lateness After 10-Minute Rest Period	
TIME LATE	PENALTY ASSESSED
5:00 Minutes or less	Loss of 1 Game
More than 5:00 Minutes	DEFAULT
Both players equally late up to 5:00 Minutes	No Penalty
Both players are late, but arrive at different times	The penalty accrues on the arrival of the first player (A). The opponent (B) loses 1 game unless B arrives more than 5 minutes later than A, in which case B is defaulted.
Both players lateness exceeds 5 Minutes	The Referee may: <ul style="list-style-type: none"> • Default both players; • Allow the match to continue without penalty; or • Allow the match to continue and penalize last player to arrive 1 game unless the difference in arrivals times is more than 5 minutes, in which case the last player to arrive is defaulted.