

## CORRECTING ERRORS



ERROR	RULE	GAME	RULE	TIE-BREAK
Player serves from wrong half of the Court.	9	Point stands. Correct immediately.	27	Point stands. Correct immediately.
Player serves from wrong half of the Court. One Fault.	11	Correct immediately. Second serve.	11	Correct immediately. Second serve.
Player serves out of turn.	15 37	Point stands. Correct immediately. A fault served shall not count. In doubles if partner serves out of turn a fault served shall count. If game completed order remains as altered.	27 c.3	Point stands. Correct immediately. A fault served shall not count. In doubles if partner serves out of a fault served shall count. If turn of service completed order remains as altered
Error in order of receiving doubles	38	Remains as altered until the end of the game. Resume original order of receiving for next game of that set.	38	Remains as altered until the end of game.
Mistake when changing ends	16	Point stands. Correct immediately		
Tie-break game/Advantage Game	27 c,1 c,2	If error discovered before second point, point stands, correct immediately. If error discovered after second point remains as altered.		
Ball change	32	If mistake, it shall be corrected when player/team is next due to serve. No ball change at beginning of tie-break game.		