



Serve / Shot Clock Procedures for ATP, Grand Slam, ITF and WTA events:

A) Introduction:

1. Once started, a 25 second countdown will be shown on the scoreboard and/or timing boards.
2. The Serve/Shot Clock is only in operation for 1st serves. A Net 1st serve and 2nd serves will not have a Serve/Shot Clock.
3. If the clock reaches “0” before the server starts their service motion then the Chair Umpire shall issue a violation. Violations will be penalized in accordance with the ATP, Grand Slam Tournaments, ITF or WTA rules. If there is no clock on court or the clocks are malfunctioning, the Chair Umpire should give soft-warnings and communicate to players that they are continuously getting close to running out of time.
4. The Receiver is still responsible to play to the reasonable pace of the Server.

As a principle, the Serve/Shot clock will always be started after the Chair Umpire has announced the score. The only exception to this is after an even number of games or points in the tiebreak when the balls need to reach the other end of the court. In these cases, the Serve/Shot clock should start either when the player has obtained sufficient number of balls (minimum of 3) to serve, or when all 6 balls are on the server’s side (whichever occurs first).

In Doubles, Deuce, Deciding Point: The 25 seconds clock should start as soon as the “receiver’s choice” is determined.

B) Procedure for handling the clock if the score is announced in one or more languages:

ONE language:

1. As soon as the point is over, the Chair Umpire should enter the point into the tablet
2. After that, the Chair Umpire should announce the score, taking into consideration the aspects mentioned below, and start the Serve/Shot clock at the same time

TWO languages:

1. As soon as the point is over, the Chair Umpire should enter the point into the tablet
2. After that, the Chair Umpire should announce the FIRST score, taking into consideration the aspects mentioned below, and start the Serve/Shot clock at the same time
3. Then the Chair Umpire should announce the score in the SECOND language

C) Cases:

1. After Even Games, and Odd Points During a Tie-Break/Match Tie-Break

The Chair Umpire should start the clock when the balls reach the server’s end of the court.

The clock should start either when the player has obtained sufficient (minimum 3 balls) number of balls to serve, or when all 6 balls are on the server’s side (whichever occurs first).

2. Crowd noise (if applicable)

The Chair Umpire should use good judgement to delay the score announcement when the crowd engagement is exceeding the generally accepted level of distraction.

3. Short points

If a point has finished quickly (for instance with an Ace, Double Fault or Return Winner), the score would be announced immediately after the point has finished unless there are exceptional circumstances which qualify for a delayed start of the Serve/Shot clock.

4. Long points

The Chair Umpire should consider the length of the point before announcing the score and can therefore



delay the announcement of the score if appropriate.

In case the Chair Umpire has started the Serve/Shot clock and it then becomes obvious that both players need extra time, the Chair Umpire should pause the clock for a few seconds. This should only be applied if BOTH players show clear signs of needing additional time because of the long point.

5. Player finishing the point at the net or within the court

The Chair Umpire should delay the score announcement if the player finishes the point between the baseline and the net (for example in the service box or at the service line) until the player has reached the area of the baseline.

6. Towel boxes not at the preferred location

If the towel boxes/racks are not located at the preferred location (near the baselines), but at the back of the court, the Chair Umpire will announce the score and start the Serve/Shot clock when the player is behind the baseline on the way to the towel (common sense). The tournament Supervisor/Referee will inform the Chair Umpire when this procedure would be applicable based on the towel boxes/racks positions.

7. Doubles

The score should be announced when the serving player has reached the baseline area unless the players start talking to each other in the middle of the court, in which case the score should be called.

8. Use of towels

In addition to the above, no extra time will be allowed to reach the towel box or for the use of the towel itself.

9. Off Court Coaching (when applicable)

No extra time will be allowed. It is not a valid reason to pause the clock.

10. Changeovers and Set-breaks

Generally, the changeover time will start automatically as soon as the last point of the game is entered. If this is not the case, the Chair Umpire should start the changeover time right after you have finished all announcements.

After the Chair Umpire has announced "Time" the Serve/Shot clock will be started when the second player/team has reached the baseline area. If one or both players remain in their seat for an unreasonable period after the Umpire announces "Time", the Chair Umpire should speak to the player(s) and start the clock. If the Player has not started their service motion when the clock reaches ":00" the Chair Umpire shall issue a Time Violation.

11. After the First Game of a Set and When Changing Ends in Tie-Break/Match Tie-Break

The Chair Umpire will start the clock when the second player reaches the baseline.

If the Player has not started their service motion when the clock reaches "0" the Chair Umpire shall issue a Time Violation.

D) Pause/Reset:

1- Anytime the clock is running the Chair Umpire will have the ability to Pause the clock by a single tap on the clock.

2- Once paused, the Chair Umpire will have the ability to either resume the clock (single tap) or reset/restart by double tapping on the clock.

As a clear guideline, the serve clock should not go to ":00" without a violation issued by the Chair Umpire.