TENNIS BALLS

COLOUR	**White or Yellow**	
NUMBER IN PLAY	2,3,4 or 6	
BROKEN vs SOFT	Broken = No compression or ball surface badly damaged * take out of play and replace with ball of similar condition * replay the point only if the ball broke or became damaged during the point	Soft = Less compression than normal * take out of play and replace with ball of similar condition * do not replay the point
WHEN TO REPLACE	* as soon as it is practical to do it * best not to stop play * if needed wait until the changeover/set break	* play may be stopped to replace a ball(s) if there is/are only: * 1 ball in play when using 2 balls * 2 balls in play when using 3 or 4 balls * 3 balls in play when using 6 balls

REPLACE WITH	**New Ball**
	* during the warm-up and before the start of the 1st point of the match
	* within 2 games after a ball change, i.e. before the start of the 1st point of
	  the 3rd game after a bal change
		Used Ball of Similar Wear
		* after the start of the 1st point of the match and until the 1st ball change
		* after the start of the 3rd game after a ball change, i.e. when the balls
		  were used for more than 2 games

	* the warm up counts as 2 games	
BALL CHANGE	**After an Agreed odd number of games** * 7/9 or 9/11 or 11/13 or …..17/19	**At the start of a set** * regardless of who the server is
	Example: 7/9 = balls are changed after the first 7 games are played, then every 9 games for the rest fo the match. The warm-up counts as 2 games	
FORGOTTEN BALL CHANGE	* change the balls when the player/team who should have served with the new balls is next due to serve in a standard game * including a ball change at the beginning of the set, eg. Final set only ball change * thereafter change the balls after the agreed odd number of games * never change the balls during a game, before the start or during a tie-break or a match tie-break	
	Example: 7/9 ball change forgotten at 4-3 1st set. The error is corrected at 5-4 1st set. The next ball change should take place 9 games after the balls were actually changed i.e. after 18 games have been played in the match	

	Discovered before the start of the game	Discovered during the game (complete the game with the new balls)	

BALL CHANGE TOO EARLY	**Discovered before the start of the game**
	
	* put original balls back in play
	* change the balls after the agreed odd
	  number of games
		Player/team due to serve next with the new balls got them early
		
		* balls stay in play for agreed number
		  of games
			Player/team not due to serve next with new balls got them early
			
			* change the balls when the player/team
			  that should have served with new balls
			  serves again in a standard game
			* thereafter change the balls after the
			  ageed number of games

TIE-BREAK AND MATCH TIE-BREAK	**Ball change due at the start of a tie-break or match tie-break** * do not change the balls before starting a tie-break or a match tie-break * change the balls after the 1st game of the following set in case of a tie-break that doesn't decide the match * the tie-break counts as 1 game for ball change calculations		
RE-WARM-UP	**Match hasn't started** * do not use the balls used for the previous warm-up * re-warm-up with new balls * play the match with these balls	**Match has started** Re-warm-up with: * new balls if a ball change is due when the match/play resumes * new balls within 2 games after a ball change * used balls of similar wear after the start of the 3rd game after a ball change **Resume the match with:** * the match balls if at least 1 point was played with these balls * new balls if a ball change is due wen play resumes	