

BALLS

COLOUR	white or yellow	
NUMBER IN PLAY	2,3,4 or 6	
BROKEN vs SOFT	broken = no compression or ball surface badly damaged <ul style="list-style-type: none"> take out of play and replace replay the point only if the ball broke or became damaged during the point 	soft = less compression than normal <ul style="list-style-type: none"> take out of play and replace do not replay the point
WHEN TO REPLACE	<ul style="list-style-type: none"> as soon as it is practical to do it <ul style="list-style-type: none"> best not to stop play if needed wait until the changeover/set break 	<ul style="list-style-type: none"> play may be stopped to replace a ball(s) if there is/are only <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> during the warm-up and before the 1st point of the match was played within 2 games after a ball change, i.e., before the 1st point of the 3rd game after a ball change was played 	used ball of similar wear <ul style="list-style-type: none"> after of the 1st point of the match was played and until the 1st ball change after 1st point of the 3rd game after a ball change was played, i.e., when the balls were used for more than 2 games
BALL CHANGE	after an agreed odd number of games <ul style="list-style-type: none"> 7/9 or 9/11 or 11/13 or ...17/19 example: 7/9 = balls are changed after the first 7 games are played, then every 9 games for the rest of the match. The warm-up counts as 2 games	at the start of a set <ul style="list-style-type: none"> regardless of who the server is
FORGOTTEN BALL CHANGE	<ul style="list-style-type: none"> change the balls when the player/team who should have served with new balls is next due to serve in a standard game <ul style="list-style-type: none"> including a ball change at the beginning of the set, e.g., 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/MTB 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	
BALL CHANGE TOO EARLY	discovered <u>before</u> the start of the game <ul style="list-style-type: none"> put original balls back in play change the balls after the agreed odd number of games 	discovered <u>during</u> the game <ul style="list-style-type: none"> finish the game with the new balls
	player/team <u>due</u> to serve next with new balls got them early <ul style="list-style-type: none"> balls stay in play for the agreed number of games 	player/team <u>not due</u> to serve next with new balls got them early <ul style="list-style-type: none"> change the balls again when the player/team that should have served with new balls serves again in a standard game thereafter change the balls after the agreed number of games
TIE-BREAKS	ball change due at the start of the tie-break <ul style="list-style-type: none"> do not change the balls before starting a tie-break change the balls after the 1st game of the following set 	<ul style="list-style-type: none"> the tie-break counts as 1 game
RE-WARM-UP	match <u>hasn't</u> started <ul style="list-style-type: none"> do not use the balls used for the previous warm-up re-warm-up with new balls play the match with these balls 	match <u>has</u> started <ul style="list-style-type: none"> re-warm-up with <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> the match balls if at least 1 point was played with these balls new balls if a ball change is due when play resumes