Central League Match Play

Safety Guidelines

Tennis can be a low risk, safe sport for all involved if these guidelines are met by all players involved in the match. Each player should evaluate their own personal risk of playing tennis and only play if they feel comfortable. Please review these guidelines and do everything you can to keep yourself, your teammates and your opponents safe.

- Adhere to all facility requirements and be courteous of all onsite staff
- Stay 6 feet apart at all times
- Bring your own water
- Do not share towels, water, or equipment (other than the tennis balls)
- Captains/acting captains should use their own pen/paper to write down lineups exchange verbally six feet apart or consider texting lineups at the court.
- Wear/bring a mask for when you are off the courts
- Do not use on-court scorekeepers. Call the match score out at the start of each game and the server should also announce the score each time before serving, clearly and loud enough for all to hear.
- At changeovers, space at least 6 feet apart from match teammates, including players on neighboring courts
- Doubles strategy/conversations should still maintain 6 feet social distancing
- Do not touch/pick up balls on neighboring courts, instead knock them back with your racquet
- Use racquet/foot to pick up balls; avoid using hands
- Use hand sanitizer during and after play
- Avoid touching your face
- Spectators should be not be closer than 6ft at any time. Consider no spectators and follow facility guidelines.
- Wash your hands before and after each match
- Do not play if you feel sick or have any of these symptoms: fever, cough, sore throat, or difficulty breathing
- Do not play if you know you have been exposed to COVID-19
- Do not come to a facility until 10 minutes prior to match start time.
- No congregating before or after match play
- Home team provides the match tennis balls however, if someone prefers to open and use their own new can of balls, they can do that
- End the match with a racquet tap or thumbs up