

RULE 15 ON CONDUCT

- 15.1** Players must comply with any tournament regulations additional to these Rules.
- 15.2** Players may not place any object within the court.
- 15.3** Players may not leave the court during a game without the permission of the Referee.
- 15.4** Players may not request a change of any Official.
- 15.5** Players must not behave in a manner that is unfair, dangerous, abusive, offensive, or in any way detrimental to the sport.
- 15.6** If a player's conduct is unacceptable, the Referee must penalise the player, stopping play if necessary. Unacceptable behaviour includes, but is not limited to:
- 15.6.1 audible or visible obscenity;
 - 15.6.2 verbal, physical or any other form of abuse;
 - 15.6.3 unnecessary physical contact, which includes pushing off the opponent;
 - 15.6.4 dangerous play, including an excessive racket swing;
 - 15.6.5 dissent to an Official;
 - 15.6.6 abuse of equipment or court;
 - 15.6.7 unfair warm-up;
 - 15.6.8 delaying play, including being late back on court;
 - 15.6.9 deliberate distraction;
 - 15.6.10 receiving coaching during play.
- 15.7** A player guilty of an offence may be given a Conduct Warning or penalised with a Conduct Stroke, a Conduct Game, or a Conduct Match, depending on the severity of the offence.
- 15.8** The Referee may impose more than one warning, stroke or game to a player for a subsequent similar offence, providing any such penalty may not be less severe than the previous penalty for the same offence.
- 15.9** A warning or a penalty may be imposed by the Referee at any time, including during the warm-up and following the conclusion of the match.
- 15.10** If the Referee:
- 15.10.1 stops play to issue a Conduct Warning, a let is allowed;
 - 15.10.2 stops play to award a Conduct Stroke, that Conduct Stroke becomes the result of the rally;
 - 15.10.3 awards a Conduct Stroke after a rally has finished, the result of the rally stands, and the Conduct Stroke is added to the score with no change of service-box;
 - 15.10.4 awards a Conduct Game, that game is the one in progress or the next one if a game is not in progress. In the latter case an additional interval of 90 seconds does not apply;
 - 15.10.5 awards a Conduct Game or a Conduct Match, the offending player retains all points or games already won;
 - 15.10.6 When a Conduct Penalty has been imposed, the Referee must complete any required documentation.