

Timed Match Procedure

Players should be aware that they are playing a Timed Match when they start. Select a player to be timekeeper (set a phone alarm for 5 minutes before court time ends). Assess the score and play any deciding or sudden death points to determine a winner.

• The player/team that is ahead in the game, wins the game. If the game is tied (15-15; 30-30; Deuce), one more point is played to determine the game winner. This point is a continuation of the game: the same server serves and the deuce-side receiver receives.

• If the set is incomplete at the time check, the player/team that is ahead by one game wins the set.

• If a match tiebreak is incomplete at the time check, the player/team that is ahead by one point, wins the match tiebreak and the match.

• If a match tiebreak is tied, a one point sudden death point will determine the winner of the match tiebreak.

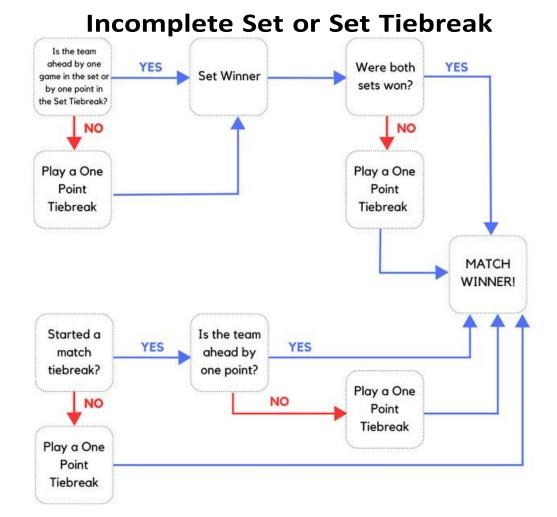
For a "One Point Tiebreak", serving rotation continues:

- Doubles receiving team chooses which player will receive.
- Singles receiving player chooses which side to receive.
- Mixed Doubles the receiver will always be the same gender as the server.

The score is entered exactly as it finished. Choose "Timed Match" and designate a winning team.

Example: If the score is 6-2, 4-4, play a one point tiebreak to decide who wins the game to go up 5-4. That team wins the set. If sets are split, another one point match tiebreaker is played. If the team that won the first set is up 5-4, match is over.

If players are well into a match when it is suspended by weather, players may all agree to apply the TMP to resolve the winner of the match instead of resuming play.



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