

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 tiebreakers necessary 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.
- If the set cannot be finished, the player/team that is ahead by one game, wins the set.
- If a match tiebreak is in progress but cannot be finished, the player/team that is ahead by one point, wins the match tiebreak and the match. If a game, set or match tiebreak score is even, a “One Point Tiebreak” is played to decide the winner.

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

I.e. 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.

Incomplete Set or Set Tiebreak

