

If a match is timed out, follow the chart below to determine a winner (supplements 2012 Local League Rules).

Chart 1- Match timed out in 1st Set

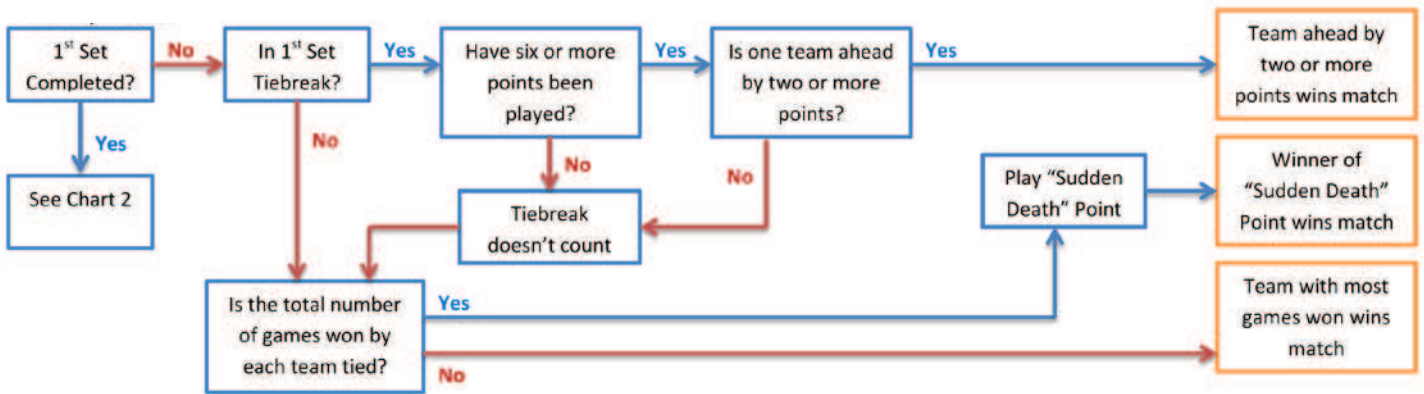


Chart 2- Match timed out in 2nd Set

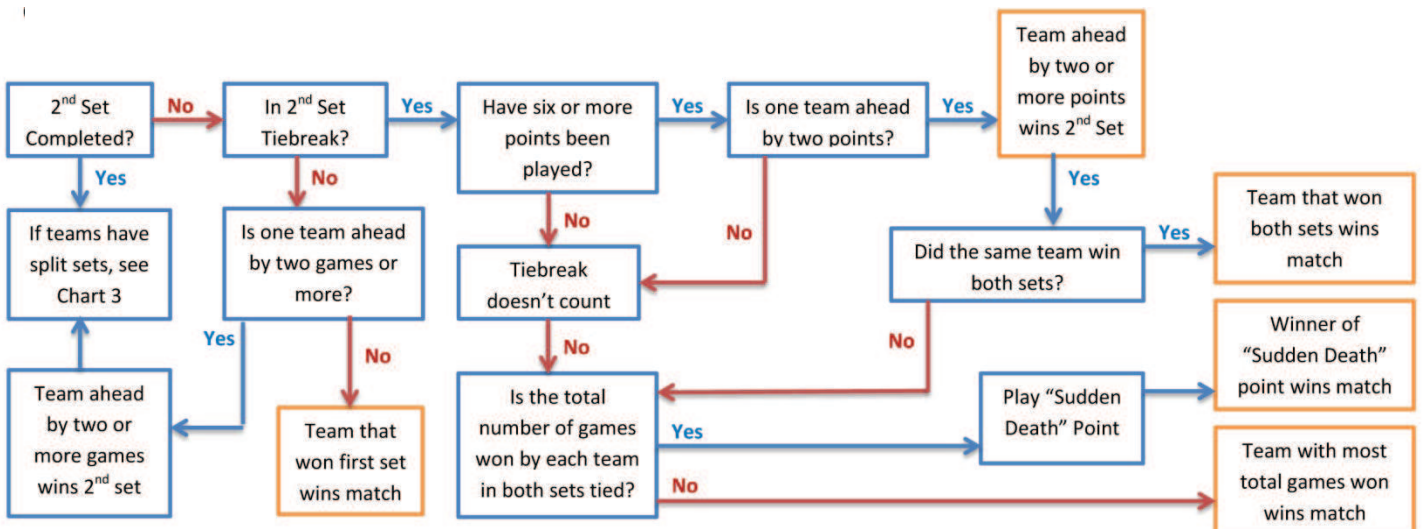
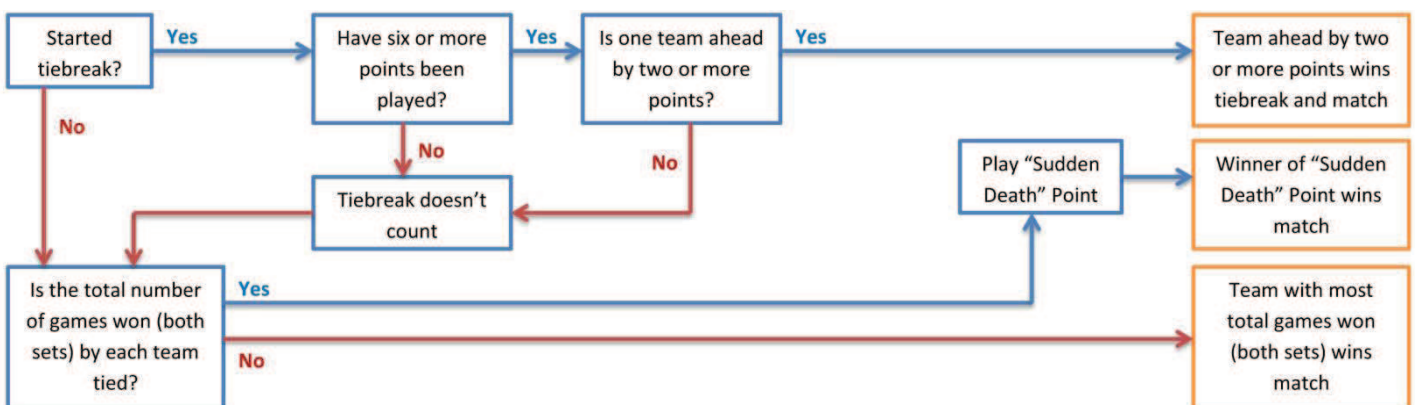


Chart 3- Match timed out after 2nd Set or in 3rd Set Tiebreak



Sudden Death Tiebreak Procedures

If a sudden death tiebreak point needs to be played, the following procedures apply:

- 1) Opponents meet at the net. The home team spins the racket, the visitor team calls up or down. (The Home team is the team listed first in Tennislink.)
- 2) The team that wins the spin can choose any ONE of the following: (1) to be Server; (2) to be Receiver; (3) to choose end of court; or (4) make the opponent select one of the preceding choices.
- 3) **If the winner of the spin chooses to be Server**, the opponent chooses the end of court from which to be receiver, and whether to receive in the deuce or ad side. In doubles, teams choosing to be Server must indicate which member of the doubles team will serve before the Receiving team must declare which member of that team will receive, and in which side.
- 4) **If the winner of the spin chooses to be Receiver**, (s)he declares which side of the court (deuce or ad) in which (s)he will receive, and in doubles which player will be the Receiver; and thereafter the opponent chooses the end of the court from which to serve (and in doubles, which member of the team will make that serve.)
- 5) **If the winner of the spin chooses end of court**, the opponent chooses to be either Server or Receiver, and whichever choice (s) makes, then if playing doubles also which team member will make/receive the serve. Thereafter, team that won the spin makes any remaining choices.
- 6) **If the winner of the spin compels the opponent to make a choice**, then the loser of the spin makes any of the primary choices available in Step #3, #4, or #5, and the other team makes the secondary choices that follow therefrom.
- 7) Selection of choices must be made without delay, and once made cannot be changed.

Matches that end with a sudden death point are entered in Tennislink as follows:

- a. If time expires in the first or second set and a sudden death point is required, add one game to the winning team's score and enter that score, accompanied by the "Timed Match" code;
- b. If time expires in the match tiebreak and a sudden death point is required, the actual scores from the first two sets are entered, followed by 1-0 for the winner of the sudden death point and accompanied by the "Timed Match" code.