

## The 12 Point Tiebreaker

The tiebreaker is a scoring device used to prevent marathon sets and matches. Normally the tiebreaker goes into effect when the set score reaches 6-all, but at the option of the Tournament Committee, it may take effect at 8-all in one or more complete rounds. Also, the Tournament Committee has the option that the tiebreaker will not be used in the identifiable final set of a match.

### Singles:

1. A player who first wins seven points shall win the game and the set provided they lead by a margin of two points. If the score reaches six points all, the game shall be extended until this margin has been achieved. Numerical scoring shall be used throughout the tiebreaker.
2. The player whose turn it is to serve shall be the server for the first point, which is delivered from the right (deuce) court. The opponent shall be the server for the second and third points (delivered from the left (ad) court, the right court), and thereafter each player shall serve alternately for two consecutive points (left court, right court) until the winner of the game has been decided.
3. Players shall change ends after every six points and at the conclusion of the tiebreaker. Note that after any change of ends the server will be serving their second serving point.
4. The player who served first in the set that ended in a tiebreaker shall receive service in the first game of the following set.

### Doubles:

5. In doubles, the procedure for singles shall apply. The player whose turn it is to serve shall be the server for the first point. Thereafter, each player shall serve in rotation for two points, in the same order as previously in that set, until the winners of the game and set have been decided.
6. Players change ends after every six points and at the conclusion of the tiebreaker.
7. The team that served first in the set that ended in a tiebreaker shall receive service in the first game of the following set.

## USTA on Court Rules

1. If you have any doubt as to whether a ball is out or good, you must give your opponent the benefit of the doubt and play the ball as good. You should not play a let.
2. It is your obligation to call balls on your side, to help your opponent make calls when the opponent requests it, and to call against yourself (with the exception of a first service) any ball that you clearly see out on your opponent's side of the net.
3. Any "out" or "let" call must be made instantaneously (i.e. made before either an opponent has hit the return or the return has gone out of play); otherwise, the ball continues in play.
4. Do not enlist the help of spectators in making line calls.
5. If you call a ball out and then realize it was good, you should correct your call.
6. To avoid controversy over the score, the server should announce the set score (e.g., 5-4) before starting a game and the game score (e.g., thirty-forty) prior to serving each point.
7. If players cannot agree on the score, they may go back to the last score on which there is agreement and resume play from that point, or they may spin a racket.
8. Foot faults are not allowed. If an opponent persists in foot faulting after being warned not to do so, the Site Director should be informed.
9. Do not sulk, complain, or practice gamesmanship.
10. Wait until a point is completed before retrieving or asking for your ball back.

# USTA Code of Conduct

1. Once you have entered a match, honor your commitment to play. Exceptions should occur only in cases of serious illness, injury, or personal emergency.
2. From the beginning of the match, play must be continuous. Attempts to stall or extend rest periods for the purpose of recovering from a loss of physical condition (such as cramps or shortness of breath) or clearly illegal.
3. Intentional distractions that interfere with your opponent's concentration or effort to play the ball are against the rules.
4. Spectators, including parents and friends, are welcome to watch and enjoy matches. Their role is restricted to a passive observer with no involvement of any kind during the match.
5. Players are expected to put forth a full and honest effort regardless of the score or anticipated outcome.
6. Players are expected to maintain full control over their emotions and behavior during play. If you begin to lose composure during play, try the following:
  - a. Take several deep breaths, exhale as slowly as possible and feel your muscles relax.
  - b. Concentrate on your own game and behavior while ignoring distractions from your opponent or surroundings.
  - c. Be your own best friend – enjoy your good shots and forget your poor ones.