



MATCH FORMAT & SCORING

Division	Ball	Match Format	# of Players	Scoring
10U Intermediate	Orange	<u>Round 1:</u> 1 court of singles & 1 court of doubles <u>Round 2:</u> 1 court of singles & 1 court of doubles	3-6	Short set to 6 games; no ad. At 5-all a 7-point tiebreaker, win by 1. Total # of games won determines match winner.
12U Beginner	Green	<u>Round 1:</u> 1 court of singles & 1 court of doubles <u>Round 2:</u> 1 court of singles & 1 court of doubles	3-6	Short set to 6 games; no ad. At 5-all a 7-point tiebreaker, win by 1. Total # of games won determines match winner.
12U Advanced	Yellow	<u>Round 1:</u> 1 court of singles & 1 court of doubles <u>Round 2:</u> 1 court of singles & 1 court of doubles	3-6	Short set to 6 games; no ad. At 5-all a 7-point tiebreaker, win by 1. Total # of games won determines match winner.
14U Intermediate	Yellow	<u>Round 1:</u> 1 court of singles & 1 court of doubles <u>Round 2:</u> 1 court of singles & 1 court of doubles	3-6	Short set to 6 games; no ad. At 5-all a 7-point tiebreaker, win by 1. Total # of games won determines match winner.
18U Intermediate	Yellow	<u>Round 1:</u> 1 court of singles & 1 court of doubles <u>Round 2:</u> 1 court of singles & 1 court of doubles	3-6	Short set to 6 games; no ad. At 5-all a 7-point tiebreaker, win by 1. Total # of games won determines match winner.

Each match will consist of two rounds – Each round will include one court (or “line”) of singles and one court (or “line”) of doubles. The total number of games won determines the match winner. A match may be played with as few as three players, or as many as six. For example, if only three players are available (A, B, & C) then in Round 1, Player A can play singles while Players B & C play doubles. In Round 2, either Player B or C can play singles and Player A would play doubles with the remaining player. A player may play 1 singles court and 1 doubles court per match, or a player may play both courts of doubles per match. However, a player *may not* play both courts of singles.

SCORING A TIEBREAKER

Players will play a short set to 6 games with no-ad scoring. If the game score reaches 5-5, a 7-point tiebreaker will be played to determine the winner. JTT uses the traditional tiebreak method with a winning margin of 1 point (not the Coman used in adult play). Tiebreaker points are scored numerically, "0", "1", "2", "3" and so on, instead of "love", "15", "30" and "40". The player or team that just served to even the set at 5-5 will **receive** the first serve in the tiebreaker. To counter the advantage of serving, the player who serves first in the tiebreaker will serve only one point from the right (deuce) side of the court. One player of the opposing team will serve the next two points starting on the left side (ad) of the court. Players will then take turns serving two points (starting on the left (ad) side of the court) until the end of the tiebreaker. The same order of service rotation played throughout the set should be maintained during the tiebreaker. At 6 points total, or any multiple of 6 points total (e.g. 0-6, 1-5, 2-4, 3-3), teams will switch sides of the court. The first team to win 7 points (by a margin of 1 point) wins the tiebreaker and the set. A tiebreaker is treated like a game, meaning the final set score would be reported as 6-5 (6 games to 5 games won).