

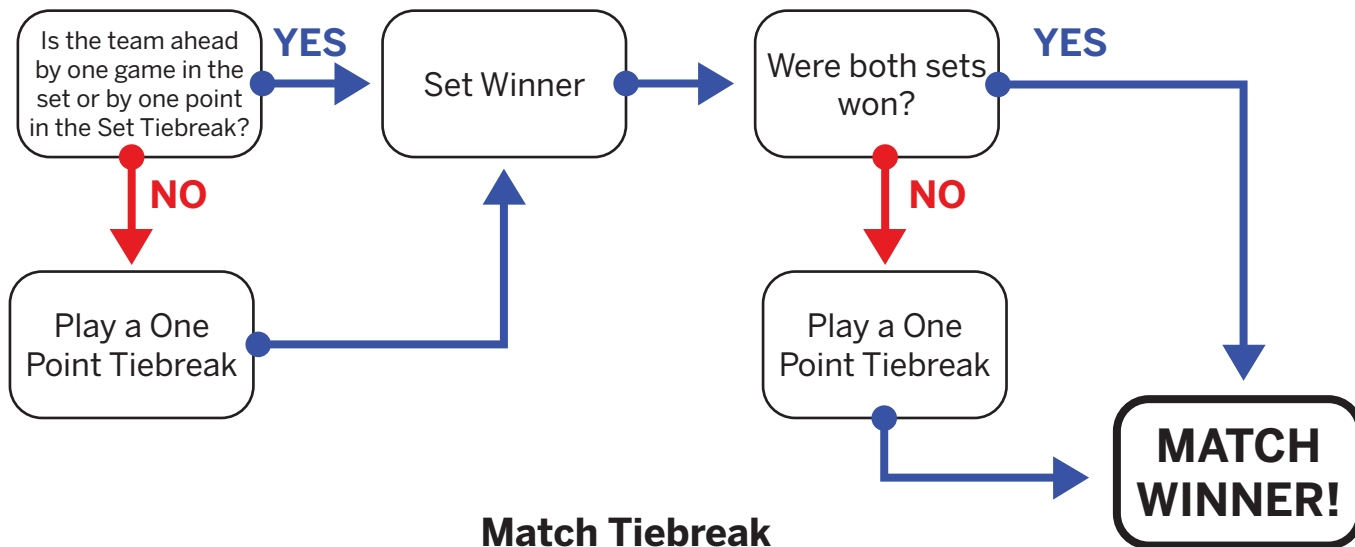


Timed Match Procedure

- Play until end of match time limit (try to finish any game in progress).
 - If the game cannot be finished, the player/team that is ahead in the game, wins the game.
 - If the set cannot be finished, the player/team that is ahead by one game, wins the set.
 - If a match tiebreak cannot be finished, the player/team that is ahead by one point, wins the match tiebreak and the match .
- If it's even, a "One Point Tiebreak" is played to decide the winner of the game, set or 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:
 - A Match Tiebreak score is entered as 1-0.
 - A Set Tiebreak score is entered as 7-6 or 6-7.



Incomplete Set or Set Tiebreak



Match Tiebreak

