USTA SOUTHERN CALIFORNIA

Timed Match Procedure

Players should be aware that they are playing a Timed Match when they start. One player from the home team on each court will be selected to be the timekeeper and will set a phone alarm for 5 minutes before court time ends. If the timer goes off during a point, that point is immediately stopped. Players should assess the score and play any deciding points 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. This point is a continuation of the game: the same server serves and the deuce-side receiver receives.
- If the set is incomplete at the time check, the player/team that is ahead by one game wins the set. If the set is tied, one more point is played to determine the winner of the set. This point follows the same service rotation as the rest of the set.
- If a match tiebreak is incomplete at the time check, the player/team that is ahead by one point wins the match tiebreak and the match.
- If a match tiebreak is tied, a deciding point will determine the winner of the match tiebreak. This point follows the same service rotation as the rest of the tiebreak.

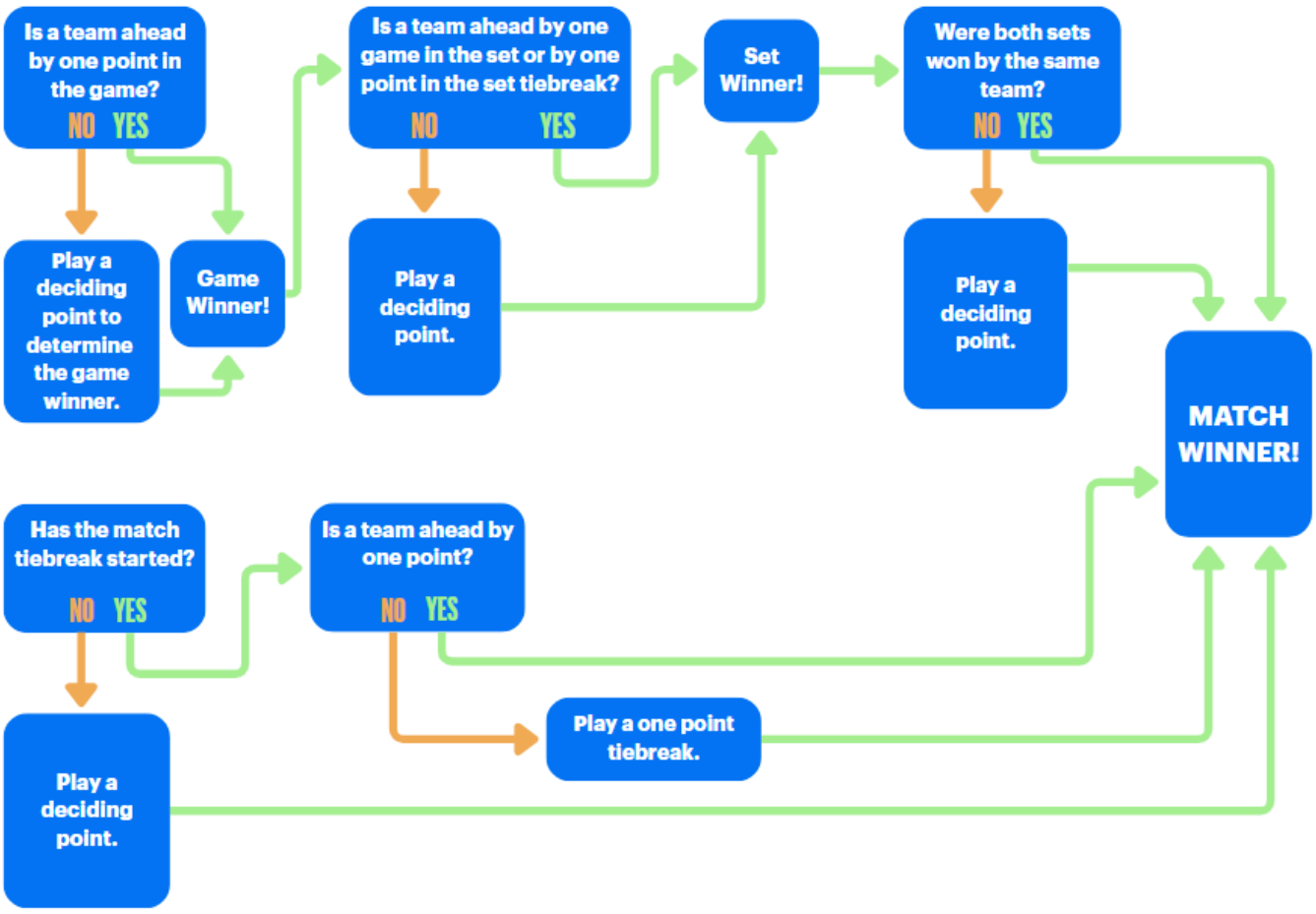
If a deciding point is played as the match tiebreaker, either player from the serving team may serve.

- Doubles - receiving team chooses which player will receive.
- Singles - receiving player chooses which side to receive.
- Mixed Doubles - the receiver will be the same gender as the server and decides which side to receive.

The score is entered exactly as it finished. Choose “Timed Match” and designate a winning team.
Example: 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 Game, Set, or Tiebreak



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