



Date \_\_\_\_\_  
League Level \_\_\_\_\_

Facility \_\_\_\_\_  
Court Number \_\_\_\_\_ Time \_\_\_\_\_

SET #	HOME	SET SCORE	CUMULATIVE SCORES		SET SCORE	AWAY	SET #
1	WOMEN'S DOUBLES <small>SERVES 1<sup>st</sup></small>					WOMEN'S DOUBLES	1
2	MEN'S DOUBLES <small>SERVES 1<sup>st</sup></small>					MEN'S DOUBLES	2
3	WOMEN'S SINGLES					<small>SERVES 1<sup>st</sup></small> WOMEN'S SINGLES	3
4	MEN'S SINGLES					<small>SERVES 1<sup>st</sup></small> MEN'S SINGLES	4
5	MIXED DOUBLES <small>SERVES 1<sup>st</sup> in 5 set format</small>					<small>SERVES 1<sup>st</sup> in 6 set format</small> MIXED DOUBLES	5
6	MIXED DOUBLES <small>SERVES 1<sup>st</sup> in 6 set format (designated overtime)</small>					<small>(designated overtime)</small> MIXED DOUBLES	6
	OVERTIME					OVERTIME	
	SUPERTIEBREAKER					SUPERTIEBREAKER	
	FINAL SCORE					FINAL SCORE	

Captain's Signature: \_\_\_\_\_

Captain's Signature: \_\_\_\_\_

# CAPTAIN'S SCORING GUIDE

## 1. GAME SCORING

In World TeamTennis (WTT) the scoring is no-ad. This means a game is won by the first team to capture four points (15, 30, 40, game or 1, 2, 3, game). When the game score is deuce (3-3) (game point), the receiving team chooses which side is to receive the serve. In the mixed doubles set the serve must be gender to gender at game point.

## 2. SET SCORING

A match consists of five or six no-ad sets and includes men's singles and doubles, women's singles and doubles, and one or two sets of mixed doubles. The five set format has one set of mixed doubles and the six set format has two. (Mixed doubles is always played last.) The five set format is an option used only at the local level. The six set format is the STANDARD WTT format used at all qualifiers and nationals. Each no-ad set is won by the first team to reach six games. A nine-point tiebreaker will be played at five games all in any set (see explanation of tiebreakers).

- **On two courts, order of sets will be:** men's and women's doubles, singles, finishing with mixed doubles.
- **On one court, order of sets will be:** doubles, singles, doubles, singles finishing with mixed doubles. Home team captain has a choice of sequence of sets—men's or women's.

When playing the six set format, sets 1, 3 and 5 on the WTT scorecard will be played on the odd numbered court while sets 2, 4 and 6 will be played on the even numbered court. If it is determined that a mixed doubles team played on the wrong court, the games that have been completed will stand and the error will be corrected. If the sets have been completed, the scores will stand and be recorded with the odd number court as set 5 and the even number court as set 6 (designated).

## 3. MATCH SCORING AND OVERTIME

### SIX SET FORMAT (TWO MIXED DOUBLES SETS)

Teams must submit starting lineup before play of each set. Teams have until the end of the five-minute break between sets to submit the starting lineup for the next set. Players cannot play in both mixed doubles sets. The winner of the match will be determined by total number of games won. However, for purposes of determining whether a match will go into Overtime, set number six will be the deciding factor.

After both mixed doubles sets are finished and scores are recorded and totaled, the procedure is as follows:

- If the leading team won set number six, the match is over.
- If the trailing team won set number six, the match continues into Overtime until the leading team wins one

game or until the score is tied. (See Supertiebreaker if a tie occurs.)

- If the overall score ends tied, you automatically begin the Supertiebreaker.

Overtime is a continuation of the sixth set. Team number six should be designated as the strongest mixed doubles team. Once a player has come out of any mixed doubles set, a player cannot return in Overtime. The first person to serve in Overtime is the person who was next to serve at the end of the sixth set. This Overtime rule gives the trailing team a chance to make a comeback. It also emphasizes the importance of the mixed doubles set.

### FIVE SET FORMAT (ONE MIXED DOUBLES SET)

The winner of the match will be the team that wins the most games. After all the games are totaled, if the trailing team won the mixed doubles set, the match is not over. Mixed doubles play continues until the leading team wins another game or the trailing team ties the score. If a tie occurs, a Supertiebreaker will be used to determine the winner of the match (see Supertiebreaker).

## 4. SUBSTITUTIONS

A team can, upon completion of a point, substitute a player (same gender) into a set for any reason. Once a player is replaced, he/she cannot return in that set. If a substitution occurs in doubles, the remaining player cannot change the side on which they receive or the service order. Substitutions are allowed in Overtime (if a player has not already played in mixed doubles) and the Supertiebreaker. Once a player has come out of any mixed doubles set a player cannot return in Overtime. Players cannot play in both mixed doubles sets.

## 5. WARM-UP TIME

In WTT, you warm-up with your teammates. Teams are allowed a five minute warm-up. All team members are encouraged to warm-up during this time. Once play has begun, a five minute warm-up is allowed between sets. This must be adhered to so that all sets will be completed in the time allotted.

## 6. SERVICE ORDER

The home team serves first in all doubles sets. (In the six-set format, the away team serves first in the fifth set and the home team serves first in the sixth set.) The visiting team serves first in the singles sets. NOTE: Since the serving order is predetermined, the receiving team selects from which end of the court they want to receive.

## 7. CHANGING ENDS

After every four games, players change ends of the court.

## 8. SERVICE LETS

At the qualifier and national levels, lets will be played. When a serve hits the net and bounces within the service court, the ball is playable. In doubles, either player on the receiving side may return the ball after it bounces. If any player on the court calls "let" he/she loses the point. This is optional at the local level.

## 9. COACHING

Coaching is allowed throughout the match (except during the point) as long as it does not interfere with continuous play. We encourage team members to stand along the court and support their team.

## 10. DEFAULT RULES

Time: 15 minute team default = match default 36-0  
15 minute player default = set default 6-0

Injury: If a player retires during a set and a substitute is not available, the score will be recorded with the games played standing with the opposing team receiving six games.

## 11. EXPLANATION OF TIEBREAKERS

### NINE-POINT TIEBREAKER

A nine-point tiebreaker will be played at five games all in any set. The person who is next to serve begins the tiebreaker. Each player serves two points in succession starting from the deuce court. Players change sides only after the first four points. The first team (or person) to score five points wins the tiebreaker. If the tiebreaker reaches 4-4, the person who served the eighth point serves the ninth (final) point. The receiver, however, has the choice of sides (except in mixed doubles, where they must be gender to gender). The winner of the ninth point is the winner of the set.

### SUPERTIEBREAKER

If the match enters into a Supertiebreaker, a coin toss will decide which team serves first in the Supertiebreaker. The Supertiebreaker is mixed doubles and should be treated as a new set and substitutions are allowed. Either player on the serving team may serve first. In addition, court positions may be changed (i.e. person who played forehand position may switch to play backhand position). Each player serves two points in succession starting from the deuce court. Players change sides only after the first six points. The first team to score seven points wins the Supertiebreaker. If the Supertiebreaker reaches 6-6, the person who served the 12th point will serve the 13th (final) point. Since this set is mixed doubles, the final serve will be gender to gender. The winner of the 13th point wins the Supertiebreaker and the match. The Supertiebreaker counts as one game in overall match scoring.