



Date _____

Facility _____

Pool/Round _____

Court Number _____ Time _____

Team Name _____				Team Name _____	
Captain _____				Captain _____	
HOME		SET SCORE	CUMULATIVE SCORES	SET SCORE	AWAY
SET #					SET #
1	WOMEN'S <i>SERVES 1st</i> DOUBLES				WOMEN'S DOUBLES
2	MEN'S <i>SERVES 1st</i> DOUBLES				MEN'S DOUBLES
3	WOMEN'S SINGLES				<i>SERVES 1st</i> WOMEN'S SINGLES
4	MEN'S SINGLES				<i>SERVES 1st</i> MEN'S SINGLES
5	MIXED <i>SERVES 1st</i> DOUBLES				MIXED DOUBLES
	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 no-ad sets and includes men's singles and doubles, women's singles and doubles, and one set of mixed doubles. (Mixed doubles is always played last.) The five set format is the STANDARD WTT format used at the USTA National Campus Championship. 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, men's and women's 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.

3. MATCH SCORING AND OVERTIME

FIVE SET FORMAT (ONE SET OF MIXED DOUBLES)

Teams must submit the starting lineup before play of each set. Teams have until the end of the five-minute break between sets to submit a starting lineup for the next set.

The winner of the match will be determined by the total number of games won. After all of the games are totaled, if the trailing team won the mixed doubles set, the match is not over. The procedure is as follows:

- If the leading team won the mixed doubles set, the match is over.
- If the trailing team won the mixed doubles set, 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 mixed doubles set. Once you have come out of the mixed doubles set, you cannot return in Overtime. The first person to serve in Overtime is the person who was next to serve at the end of the mixed doubles set. This Overtime rule gives the trailing team a chance to make a comeback. It also emphasizes the importance of the mixed doubles set.

4. PLAYER LIMITATIONS

A roster player may play in only two sets per match whether as a starter or a substitute (excluding the Supertiebreaker).

5. 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 the mixed doubles set a player cannot return in Overtime as it is the same set.

6. WARM-UP TIME

In WTT, you warm-up with your teammates. Players 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.

7. SERVICE ORDER

The home team serves first in all doubles sets. 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.

8. CHANGING ENDS

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

9. COACHING

Coaching is allowed throughout the match 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 30-0

15 minute player default = set default 6-0

Injury: If a player retires during a set and cannot be substituted for, 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 after the first four points, only. 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 after the first six points, only. 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.

TIE BREAKERS FOR POOL STANDINGS:

*Win-loss record of completed matches.

*Head to Head record among tied teams (only if the tie is between 2 teams).

*Best winning percentage (total games won divided by total games played) between teams with tied match records.

*The team with the most games won.

*The team with least games lost.

*Play Supertiebreaker to determine the winner.