

THE WORLD TEAM TENNIS RULES BELOW

Rule 5 - Scoring in a Game

In WTT the scoring is no-ad. This means a game is won by the first team to win four points (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.

Rule 6 – Score in a set

A match consists of five or six no-ad sets and includes one set of men's and 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 on the local level. The six set format is the STANDARD WTT format used at all WTT National Qualifiers and the WTT Nationals.

On two courts, order of sets will be:

women's and men's doubles

women's and men's singles

one or two sets of mixed doubles

On one court, order of sets will be:

doubles *

singles

doubles

singles

mixed doubles

* Home team captain has choice of sequence of sets (men's or women's).

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.

It is imperative that you adhere to the WTT format. The only deviations possible will be extending the sets to an eight or ten game pro set provided ALL sets are extended and the nine-point tiebreaker, the thirteen-point Supertiebreaker and the Overtime rules are enforced. All "local" league rules will be superseded by existing WTT rules at the National Qualifiers and WTT Nationals.

EXPLANATION OF TIEBREAKERS:

Nine-Point Tiebreaker

A nine-point tiebreaker will be played at five games all in any set. The person who is to serve next begins the tiebreaker. Each player serves two points in succession starting from the deuce court. Players change sides after 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 the service must be gender-to-gender). The winner of the ninth point is the winner of the set. Note: The tiebreaker can be won by one point. The tiebreaker counts as one game in overall match scoring.

Supertiebreaker

If the match enters into a Supertiebreaker, a coin toss will decide which team serves first/receives or chooses side in the Supertiebreaker. The Supertiebreaker should be treated as a new set and substitutions are allowed. Either player on the serving team may serve first. The receiving team selects from which end of the court they want to receive. In addition, court positions may be changed (i.e. the person who played fore hand position may switch with his/her partner to play the backhand position). Each player serves two points in succession starting from the deuce court. Players change sides after 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. Note: The Supertiebreaker can be won by one point. The Supertiebreaker counts as one game in overall match scoring.

Rule 7 – Score in a Match

If the overall score ends tied, a Supertiebreaker will be played to determine the winner.

Overtime is a continuation of the sixth set. Team number six should be designated as the strongest mixed doubles team. 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 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):

Home team captain must submit starting line-up to opposing team captain before the start of each set. Each team captain has until the end of the five minute break between sets to submit starting line-up for the next set. The winner of the match will be the team that wins the most games. After all 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.

Rule 10 – Change of Ends

After every four games players change ends. In the nine-point tiebreaker, change ends only after the first four points. In the Supertiebreaker, change ends only after the first six points.

Rule 14 – Order of Service

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 away 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.

Rule 30 – Coaching

Coaching is allowed throughout the match as long as it does not interfere with continuous play. Coaching is not allowed between first and second serves as the second serve must be struck without delay. Only one member of the team is permitted to go out on the court to coach and the coaching must be completed within the twenty (20) second time limit allotted between points. We encourage team members to stand along the court and support their team. Coaches and non-participating players must remain in a designated "player's bench" area until the completion of each point. WTT Staff or the Local League Director will determine the "player's bench" area for the facility/courts. Only the two players (singles) or four players (doubles and mixed doubles) can make the line calls. Team members along or near the court cannot make line calls or call footfaults.

WTT SPECIFIC RULES NOT ADDRESSED IN THE FRIEND AT COURT:

1. SUBSTITUTIONS:

A team can at any point, INCLUDING THE SUPERTIEBREAKER, substitute a player (same gender) into a set for any reason. Once a player is replaced, he/she cannot return in that set and players cannot play in both mixed doubles. If a substitution occurs in doubles, the remaining player cannot change the side on which he/she receives or the service order. Substitutions are allowed in Overtime if a player has not already played in mixed doubles. The Supertiebreaker should be treated as a new set, and all substitutions are allowed.

2. WARM-UP TIME:

In WTT you warm up with your teammates. All players are allowed a ten 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.

3. DEFAULT RULE:

If the home or away team player does not show up on time for his/her match, there will be a 15 minute default time should a substitute player not be available. If a set is defaulted, the score should be recorded as 6-0 in favor of the players present. The default rule will not apply when the missing player is on court playing a previous match. If the home or away team does not show up on time for the match, there will be a 15 minute default time. If a match is defaulted, the match score should be recorded as 36-0 in favor of the team present.

If a player retires during a set and cannot be substituted, the score will be recorded with the games played standing with the opposing team receiving six games.