If a match "times out," follow the chart below to determine a winner.

See reverse side for detailed instructions on plating a Sudden Death Point.
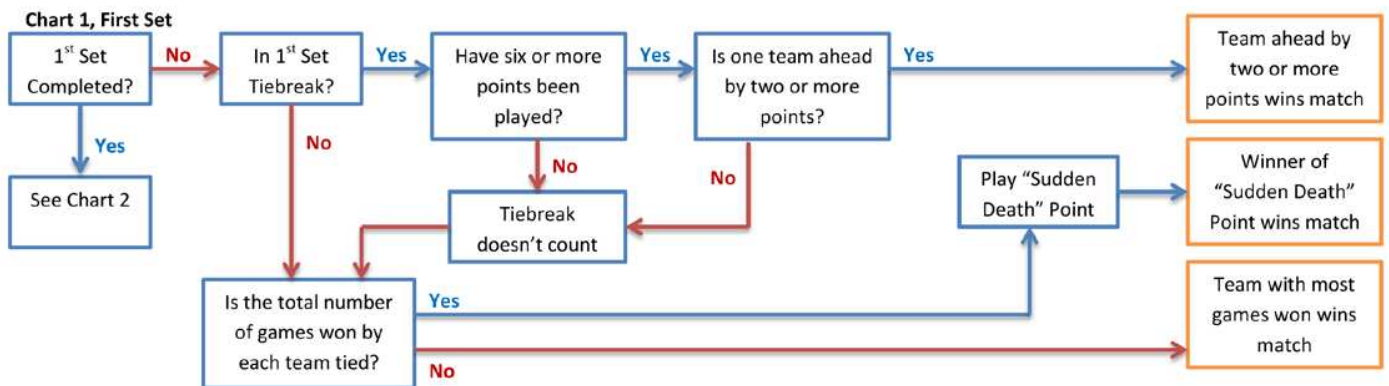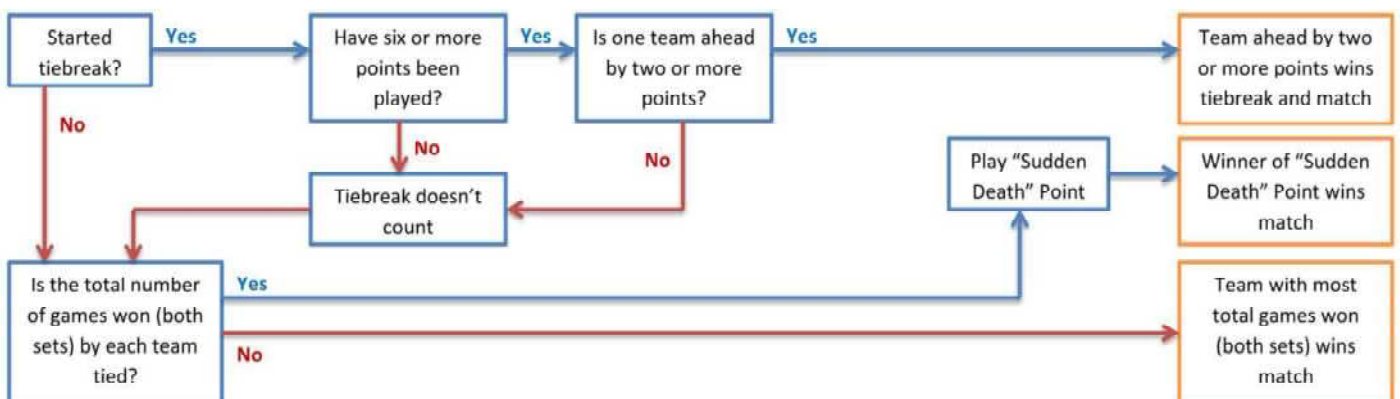
Chart 1 – Match Timed out in 1ˢᵗ Set

Chart 1, First Set

```
1ˢᵗ Set Completed? --No--> In 1ˢᵗ Set Tiebreak? --Yes--> Have six or more points been played? --Yes--> Is one team ahead by two or more points? --Yes--> Team ahead by two or more points wins match

1ˢᵗ Set Completed? --Yes--> See Chart 2

In 1ˢᵗ Set Tiebreak? --No--> Is the total number of games won by each team tied?

Have six or more points been played? --No--> Tiebreak doesn't count

Is one team ahead by two or more points? --No--> Tiebreak doesn't count

Play "Sudden Death" Point --> Winner of "Sudden Death" Point wins match

Is the total number of games won by each team tied? --Yes--> Play "Sudden Death" Point

Is the total number of games won by each team tied? --No--> Team with most games won wins match
```

Chart 2 – Match Timed out in 2ⁿᵈ Set

Chart 2, Second Set

```
2ⁿᵈ Set Completed? --No--> In 2ⁿᵈ Set Tiebreak? --Yes--> Have six or more points been played? --Yes--> Is one team ahead by two points? --Yes--> Team ahead by two or more points wins 2ⁿᵈ Set

2ⁿᵈ Set Completed? --Yes--> If teams have split sets, see Chart 3

In 2ⁿᵈ Set Tiebreak? --No--> Is one team ahead by two games or more?

If teams have split sets, see Chart 3 <-- Team ahead by two or more games wins 2ⁿᵈ set

Is one team ahead by two games or more? --Yes--> Team ahead by two or more games wins 2ⁿᵈ set

Is one team ahead by two games or more? --No--> Team that won first set wins match

Have six or more points been played? --No--> Tiebreak doesn't count

Is one team ahead by two points? --No--> Tiebreak doesn't count

Tiebreak doesn't count --No--> Is the total number of games won by each team in both sets tied?

Team ahead by two or more points wins 2ⁿᵈ Set --Yes--> Did the same team win both sets?

Did the same team win both sets? --Yes--> Team that won both sets wins match

Did the same team win both sets? --No--> Is the total number of games won by each team in both sets tied?

Is the total number of games won by each team in both sets tied? --Yes--> Play "Sudden Death" Point

Is the total number of games won by each team in both sets tied? --No--> Team with most total games won wins match

Play "Sudden Death" Point --> Winner of "Sudden Death" point wins match
```

Chart 3 – Match Timed out after 2ⁿᵈ Set or in 3ʳᵈ Set Tiebreak

```
Started tiebreak? --Yes--> Have six or more points been played? --Yes--> Is one team ahead by two or more points? --Yes--> Team ahead by two or more points wins tiebreak and match

Started tiebreak? --No--> Is the total number of games won (both sets) by each team tied?

Have six or more points been played? --No--> Tiebreak doesn't count

Is one team ahead by two or more points? --No--> Tiebreak doesn't count

Tiebreak doesn't count --> Is the total number of games won (both sets) by each team tied?

Is the total number of games won (both sets) by each team tied? --Yes--> Play "Sudden Death" Point

Is the total number of games won (both sets) by each team tied? --No--> Team with most total games won (both sets) wins match

Play "Sudden Death" Point --> Winner of "Sudden Death" Point wins match
```

Sudden Death Tiebreak Procedures

If a sudden death tiebreak point needs to be played, the following procedures apply:

1) Opponents meet at the net. The home team spins the racket, the visitor team calls up or down. (The Home team is the team listed first in Tennislink.)

2) The team that wins the spin can choose any ONE of the following: (1) to be Server; (2) to be Receiver; (3) to choose end of court; or (4) make the opponent select one of the preceding choices.

3) **If the winner of the spin chooses to be Server**, the opponent chooses the end of court from which to be receiver, and whether to receive in the deuce or ad side. In doubles, teams choosing to be Server must indicate which member of the doubles team will serve before the Receiving team must declare which member of that team will receive, and in which side.

4) **If the winner of the spin chooses to be Receiver**, (s)he declares which side of the court (deuce or ad) in which (s)he will receive, and in doubles which player will be the Receiver; and thereafter the opponent chooses the end of the court from which to serve (and in doubles, which member of the team will make that serve.)

5) **If the winner of the spin chooses end of court,** the opponent chooses to be either Server or Receiver, and whichever choice (s) makes, then if playing doubles also which team member will make/receive the serve. Thereafter, team that won the spin makes any remaining choices.

6) **If the winner of the spin compels the opponent to make a choice,** then the loser of the spin makes any of the primary choices available in Step #3, #4, or #5, and the other team makes the secondary choices that follow therefrom.

7) Selection of choices must be made without delay, and once made cannot be changed.

Matches that end with a sudden death point are entered in Tennislink as follows:

a. If time expires in the first or second set and a sudden death point is required, add one game to the winning team's score and enter that score, accompanied by the "Timed Match" code;

b. If time expires in the match tiebreak and a sudden death point is required, the actual scores from the first two sets are entered, followed by 1-0 for the winner of the sudden death point and accompanied by the "Timed Match" code.