

2014 NH MIXED DOUBLES LEAGUE - Rule Cheat Sheet

<p><u>Matches:</u></p> <ul style="list-style-type: none"> ▪ Team matches consist of 3 Doubles ▪ Best 2 out of 3 sets ▪ Match time is 2 hrs ▪ Ad scoring is used ▪ All players should be aware of how the end of the match is determined (timer, club buzzer, etc) ▪ Season winner determined by INDIVIDUAL matches won (not team wins) 	<p><u>NO Coaching Allowed:</u></p> <p><i>Players may NOT ask for assistance from the team captain (or acting team captain) on how to determine the match. The teams on the court must decide the outcome. Once it has been decided, all points played in good faith stand. No grounds for appeal.</i></p> <p>If an issue arises that can't be solved, a team may continue the match under protest.</p>
<p><u>How to determine who wins the match when time expires:</u></p> <p>Mixed Doubles League uses the 2-2-2+ Procedure: 2 points ahead wins game, 2 games ahead wins set, 2 sets wins match</p> <ol style="list-style-type: none"> 1. <u>Point in progress</u> counts. Play it out. POINT IS IN PROGRESS WHEN SERVER STEPS TO THE LINE READY TO SERVE. 2. <u>Game in progress:</u> Team ahead by 2 or more points in the game or tiebreak in progress wins it. Awarded game is considered finished and added to score. Otherwise, game is considered tied and unfinished, and does not count. 3. <u>Set in progress:</u> Team ahead by two or more games, wins set. 4. <u>Match Winner:</u> Team ahead by two sets, wins match. 5. <u>Unfinished second set ending without a team ahead by two games:</u> A set deciding point determines the set winner. If that results in split sets, play a match deciding point, which is a new set. See instructions for match deciding point to the right of this sheet. 6. <u>Unfinished third set ending without a team ahead by two games:</u> Play a match deciding point. See instructions for match deciding point to the right of this sheet. 	<p><u>How to play a set or match deciding point:</u></p> <ul style="list-style-type: none"> ▪ Serve stays in rotation. Serve is Gender to Gender. ▪ If last point played was part of a game that did not count, the Server is technically still on, and serves. If game that did not count was a tiebreaker, Server is player who would have served the next point. ▪ If the game or tiebreak in progress was counted, Server in rotation for next game serves. ▪ A match deciding point is considered a game for scoring purposes. <hr/> <p><u>How to play a regular Set Tie-Break</u></p> <ul style="list-style-type: none"> ▪ Played when a <i>set</i> score reaches 6-6 ▪ First to 7, win by 2 to determine who wins the set <ol style="list-style-type: none"> 1. A team who wins seven (7) points shall win the game and set provided they win by a margin of two points. 2. The player whose turn it is to serve shall be the server for the <u>first point</u>, which is delivered from the right (deuce) side of the court. 3. Thereafter, each player shall serve in rotation for <u>two points</u>, (delivered from the left side (Ad) of the court, then right side (Deuce) of the court). 4. Teams change ends of court after first point is played and every four (4) points and at the conclusion of the tiebreak, if it was determined that the players change sides after the odd games. If it was decided not to change sides after odd games, then there are no changing sides during tie break. <ul style="list-style-type: none"> ▪ The team who served first in the tiebreak shall receive service in the first game of the following set.