

THE 12-POINT TIEBREAKER

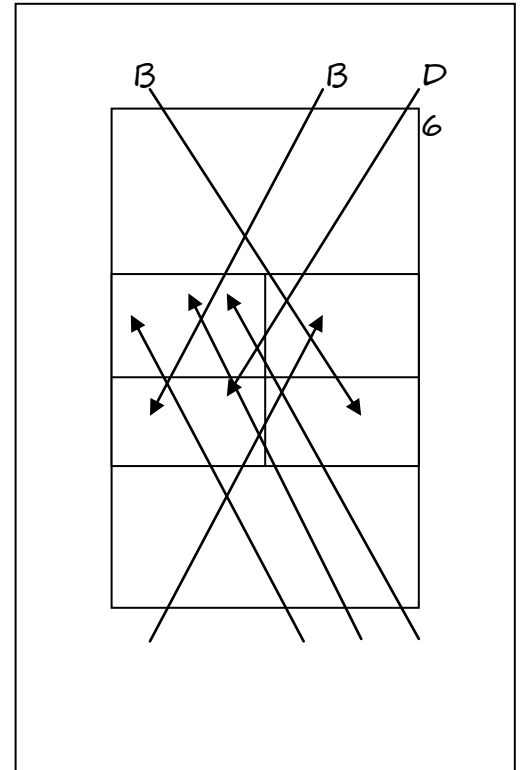
To be used when games reach 6-6 in all sets.

The players whose turn it is to serve shall be the server for the first point which is delivered from the deuce court.

Thereafter each player shall serve in rotation for two points, in the same order as previously in that set. The first point of each server shall be delivered from the ad court, the second point of each server shall be delivered from the deuce court. This rotation continues until one team wins seven points provided they lead by a margin of two points.

Players change ends after every six points and at the conclusion of the tiebreaker. Please note that after any change of ends the server will be serving her second point.

The team that served first in the set that ended in a tiebreaker shall receive service in the first game of the following set.



EXAMPLE

Player A serves the first point of the tiebreaker from the deuce court. Player B serves point 2 from the ad court then point 3 from the deuce court. Player C serves point 4 from the ad court and point 5 from the deuce court. Player D serves point 6 from the ad court
CHANGE SIDES Player D serves point 7 from the deuce court. If necessary Player A serves point 8 from the ad court then point 9 from the deuce court. . . . and so on until one team has won seven points and is ahead by two points. That team wins the set.