

# IHSA Boys Tennis Series 12-Point Tiebreaker System

(For all Sectional matches and State Final matches)

## 7 out of 12 Points

At six all in games, the player whose turn it is to serve shall put the ball into play for the first point of any tiebreaker.

**SINGLES:** Player A serves Point 1, right court; Player B serves Points 2 and 3, left court and right court; A serves Points 4 and 5 (L and R); B serves Point 6 (L) and, after players then CHANGE SIDES, Point 7 (R); A serves Points 8 and 9 (L and R); B serves Points 10 and 11 (L and R); A serves Point 12 (L). If either player wins 7 points, by a margin of two points, the set all shall be recorded as 7 games to 6.

If the score reaches 6 points all, the players then CHANGE SIDES, and players shall continue to serve as before until one player establishes a margin of 2 points. Player A serves Point 13, right court; Player B serves Points 14 and 15, left court and right court; A serves Points 16 and 17 (L and R); B serves Point 18 (L). If the score is still tied, the players then CHANGE SIDES every 6 points and repeat this procedure.

1. The players shall “change sides for one game” after a tiebreak.
2. Player B shall serve first in the set following the playing of the tiebreak, thus assuring that he will be first server if this set also goes into a tiebreak.
3. Players shall change sides during the tiebreak without rest.
4. The tiebreak counts as one game in reckoning ball changes. If a ball change was called for (on) the tiebreak game, new balls shall be used.

## **POINTS**

|          |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|----------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|          | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| Player A | R |   |   | L | R |   |   | L | R |    |    | L  | R  |    |    | L  | R  |    |    | L  | R  |    |    | L  |
| Player B |   | L | R |   |   | L | R |   |   | L  | R  |    |    | L  | R  |    |    | L  | R  |    |    | L  | R  |    |

**DOUBLES:** (A and B) versus (C and D). Assume that Player D has served the 12th game. Same procedure as in singles will apply. Players preserve the sequence of their serving turns. Player A serves Point 1, right court; Player C serves Points 2 and 3, left court and right court; B serves Points 4 and 5 (L and R); D serves Point 6 (L) and, after teams then CHANGE SIDES, Point 7 (R); A serves Points 8 and 9 (L and R); C serves Points 10 and 11 (L and R); B serves Point 12 (L). If either team wins 7 points, by a margin of two points, the set shall be recorded as 7 games to 6.

If the score reaches 6 points all, teams then CHANGE SIDES, and players shall continue to serve as before until one team establishes a margin of 2 points. Player B serves Point 13, right court; Player D serves Points 14 and 15, left court and right court; A serves Points 16 and 17 (L and R); C serves Point 18 (L). If the score is still tied, the teams then CHANGE SIDES every 6 points and repeat this procedure with the continuing sequence of service.

Teams shall “change sides for one game” after a tiebreak with team (C and D) to serve first.

## **POINTS**

|                 |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|-----------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|                 | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| Players (A & B) | AR |    |    | BL | BR |    |    | AL | AR |    |    | BL | BR |    |    | AL | AR |    |    | BL | BR |    |    | AL |
| Players (C & D) |    | CL | CR |    |    | DL | DR |    |    | CL | CR |    |    | DL | DR |    |    | CL | CR |    |    | DL | DR |    |

## **“NO-AD” SCORING**

A player need win only four points to win a game. If the score goes to three points all (or deuce), the next point decides the game - it is game point for both players. The receiver has the right to choose to which court the service is to be delivered on the seventh point. If a “No-Ad” set reaches 6 games all, the tiebreaker system shall be used.

**NOTE:** The score calling terminology for a match played in “No-Ad” may be either in the conventional terms or in single numbers, i.e. “zero, one, two, three, (game point), game.”