

SCORING PROCEDURES

USTA GEORGIA Regulation 2.03C Scoring:

At the **USTA Georgia State Championships**, all matches will be the best of three tiebreak sets, with a match tiebreak in lieu of a third set. A **Set tiebreak** shall be used at 6-all in each of the first two sets (first players to reach seven (7) points by a margin of two). The **Match tiebreak** set shall be played (first players to reach 10 points by a margin of (2) two). There will be a two minute set break at the end of each set with no coaching. The Match tiebreak shall be scored as 1 set and 1 game for tiebreak procedures in the event of a tie. All tiebreaks will be played using the Coman Tiebreak Procedure. The scoring in the event of a default, forfeit, or disqualification shall be 6-0, 6-0. Should the format need to be altered due to unforeseen circumstances, one of the approved Alternate Scoring Formats will be used.

USTA League Regulation, 2.03E Team Match and Scoring: Combo Doubles team matches will consist of three doubles matches at all levels. The team winning the majority of these matches shall be awarded one team point. For each team match, a majority of the individual matches must actually be played by the two teams to constitute a valid team match. The Championship Committee has the authority to determine the actions to take when the combination of individual match defaults given by the two teams in the team match would result in a situation where the majority of the individual matches would not be played.

IN THE EVENT OF A TIE

USTA League Regulation, 2.03H Procedures in the event of a tie: In the event of a tie, whether in round robin or single elimination competition, the tie shall be broken by the first of the following procedures that does so:

2.03H(1)a Individual Matches. Winner of the most individual matches in the entire competition.

2.03H(1)b Head-to-Head. Winner of head-to-head match.

2.03H(1)c Sets. Loser of the fewest number of sets.

2.03H(1)d Games. Loser of the fewest number of games.

2.03H(1)e Game Winning Percentage: Total games won divided by total games played

2.03H(1)f A method to be determined by the championships committee.

Procedure to be announced prior to commencement of championship competition. Typically a coin Toss or common opponent comparison.

******IN THE EVENT OF INCLEMENT WEATHER THE FORMAT OF PLAY MAY BE CHANGED AND THE SCORING CONVERSION CHART IN USTA LEAGUE TENNIS WILL BE USED TO BREAK TIES AND DETERMINE CHAMPIONS.**

DEFAULT RULE

Individual Defaults (Default Rule)

Any team defaulting a court for any reason will incur a fee of \$100 per court defaulted. Teams can pay by cash or with credit card (additional \$4 processing fee if paid by credit card.) If a team doesn't pay their fee, it will be deducted from their deposit check. The reason for this regulation is it's your team's responsibility to have players on every court at each match during a state championship. When a team defaults a line, it not only can affect the outcome of the championship, but more importantly, it affects those players who showed up ready to play, only to find their opponents did not show. Any money collected from defaults will be given to the CTA hosting the state championship in which the defaults occurred. An appeal of this fee may be made to the USTA Georgia Adult League Committee and under extreme circumstances will be considered.

How to determine the Best 2nd Place team(s) when a team withdraws from the tournament, or all flights do not have an equal number of teams and seeding the playoffs if all flights do not have an equal number of teams.

When a level is going to have one or more Best 2nd Place team(s) to advance into the playoffs, this procedure is followed if a team has withdrawn from the tournament during play or all flights do not have an equal number of teams. When seeding the playoffs and all flights do not have an equal number of team, this procedure is also followed.

#1 and then percentages beginning with #2 until a winner or higher seed is determined:

- 1) Team with the least number of TEAM LOSSES.
- 2) Team with the least number of ACTUAL INDIVIDUAL LOSSES divided by the number of POSSIBLE INDIVIDUAL LOSSES.
- 3) Team with the least number of ACTUAL SETS LOST divided by the number of POSSIBLE SETS Lost.
- 4) Team with the least number of ACTUAL GAMES LOST divided by the number of POSSIBLE GAMES Lost.

If two or more teams are still tied at this point, a coin flip will determine who receives the Best 2nd Place team(s).