

Sudden Death Point Procedures

1. The Home team spins the racket.
2. The winner of the spin, chooses ONE of the following: (1) to Serve or (2) to Receive.
3. The Serving team decides which player on their team will serve.
4. The Receiving team decides which side of the court (ad or deuce) to receive the serve.
5. In mixed doubles, the serve must be gender to gender.
- 6. The selection of choices by both teams 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, accompanied by the "Timed Match" code.