Scorekeeper responsibilities

The job of your score keeper is to

- Keep the game and set score
- Call out the game score well before each point
- Be able to tell you what the score is at any time
- Announce who is serving
- Announce when you need to change ends
- Know which side the server should be serving from (deuce or ad)
- What position you should be at deuce or ad
- Tell you when a tie breaker is necessary
- Use an assistant to help with the tie breaker

Things all players should know

Before the match starts

Players decide which team serves first and from which end

The player spinning the racquet must show the other team what the choices are on the racquet (for example, the "W" on the butt of the racquet is up.)

The winner of the racquet spin has three choices:

- serve first (the other team will then decide from which end they will start play) pick an end from which they will start play (the other team can choose serve or return)
- defer to the other team

Match Play

Each match consists of 2 sets and a match tie breaker if each team has won 1 set.

Sets

- A set consists of at least 6 games, must win by 2 games.
- For example, scores of 6 0, 6 4 and 7 5 complete a set
- Before starting a new set, you can change server rotation and sides (deuce and ad)
- A set tie breaker is played when each team has won 6 games

See Tie Breaker Rules below

The scorekeeper calls out the score well before the start of every point.

Players should always be aware of the score.

This gives the players an opportunity to confirm the score.

If there is a question about the score it must be resolved before play continues.

You can always go back to the place in the game where both teams agree what the score was.

When issues cannot be resolved by the players, the team captain may be called.

Players should always be clear with their signals to the scorekeeper and players about a ball being in or out. A combination of verbal ("out") and arm/hand pointing lets players and the scorekeeper know the call. You do not want the scorekeeper guessing what your call is.

You can call a let if you were not ready for the serve

Remember a ball that is 99% out is 100% in.

Match Score

If one team wins both sets the match score is 2-0 or 0-2.

If each team wins a set and there is a match tie breaker the match score will be 1-2 or 2-1.

Procedural Errors

• A player serves when it is not their turn and it is not caught before the point is made Corrective action:

The point stands and you continue with where the next serve would have been.

• You do not change ends at the correct time

Corrective action:

- 1) Go to the side you should have been on at this point in the game if you had done it correctly.
- 2) If you can remember which team started serving the set or tie breaker when that team finishes serving, you change sides.

Tie Breaker Rules

We use the Coman Tie Breaker in EVSTL league matches

Change ends after the 1st point, then after every 4th point (5, 9, 13, 17, 21, 25, etc.)

Set Tie Breaker (the game score is 6 - 6):

The player who starts serving the set, serves 1 point from the deuce court then the teams change ends.

The next player serves 1 point from the ad court and 1 point from the deuce court.

The next player serves 1 point from the ad court and 1 point from the deuce court.

Change ends.

First team to 7 by 2 wins the set tie breaker.

Change ends after the conclusion of the tie breaker.

The team that started serving the tie breaker receives to start the 2nd set.

Match Tie Breaker (each team has won 1 set):

This is like a 3rd set. Change ends before starting if the score of the 2^{nd} set was odd (for example, 6-3).

Teams may change serving order and court positions at the start of a match tie breaker.

First team to 10 by 2 wins the match tie breaker.

A set tie breaker is worth 1 point and a match tie breaker is worth 1 game.

Thank the score keeper

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