

The 12 Point Tiebreaker is a scoring device commonly used to determine the winner of a set when the game score reaches 6-all in the set.

SINGLES

1) A player who first wins seven points shall win the game and set provided he leads by a margin of two points. If the score reaches six points all in the tiebreaker, the game shall be extended until this margin has been achieved. Numerical scoring (1,2,3,etc.) shall be used throughout the tiebreaker.

2) The player whose turn it is to serve shall be the server for the first point, which is delivered from the right (deuce) court. His opponent shall be the server for the second and third points (delivered from the left (add) court, then the right court), and thereafter each player shall serve alternately for two consecutive points (left court, right court) until the winner of the game and set has been decided.

3) Players shall change ends after every six points and at the conclusion of the tiebreaker. Note that after any change of ends the server will be serving his second serving point (from the right court).

4) The player who served first in the set that ended in a tiebreaker shall receive service in the first game of the following set.

DOUBLES

1) In doubles the procedure for singles shall apply. The player whose turn it is to serve shall be the server for the first point. Thereafter each player shall serve in rotation for two points, in the same order as previously in that set, until the winners of the game and set have been decided.

2) Players change ends after every six points and at the conclusion of the tiebreaker.

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