

TAGS RULES

1. Matches may be played at any tennis court and at a time agreed by both players/teams.
2. Any league member can call to arrange a match. When you are arranging your match, try to be as fair and as flexible as you can; work schedules, shift work, vacations or other demands all play hob with a rigid schedule. When canceling a match, please have some consideration and give as much notice as possible.
3. Defaults - if a match cannot be scheduled after three attempts (not all in one day) and you have taken into account all of the above considerations, you are entitled to a default, but only after you have informed the opponent. A default helps no one, let's get the matches played. If you show up for a scheduled match and your opponent is not there 15 minutes after the appointed time, it is a default unless you want to give him/her another chance; it's up to you.
4. Winners of each match are responsible for recording the scores promptly at the web site www.TennisInSpokane.com, or emailing **Admin@TennisInSpokane.Com**. If it is not reported in, the match is considered a no-play. As a last resort, you can report a score by leaving a voicemail at 360.515.1134.
5. Official USTA tennis rules apply to all matches. The best two of three sets. "No-Ad" will be used only if court time is critical and both players or teams agree. A twelve-point tie-breaker will be used when set score becomes 6-6.
6. TAGS members are reminded that they are responsible for following the court rules of use. Instructions on the city park, club, and school tennis courts must be followed.
7. Results and standings will be posted from time to time during the season at the TAGS Website, www.TennisInSpokane.com. No plays (NP'S) count as losses with a lost match ranking ahead of a NP (score 1 point) and a win (score 2 points). So it's better to play and lose than to not play at all.
8. If a two-way tie exists for 1st or 2nd place in the league, the person or team that defeated the other in league play is the winner of the tie. If a three-way tie exists for 1st or 2nd place and the three parties have a 1-1 record against each other, the winner will be the one with the fewest losses of sets, then games.
9. The choice of ends and right to be server or receiver in first game shall be decided by a toss. The player winning the toss may choose or require his opponent to choose: (A) the right to serve or receive, in which case the other player shall choose the end or (B) the end, in which case the other player will choose the right to serve or receive. **The winner of the toss also provides a can of new balls.**
10. No refund, no transfer of league fees from spring to summer league.
11. If a transfer from one level of play to another level of play is made during the season, all previous scores will be deleted.

12 POINT TIE BREAKER

How to play the 12 point tie-break: The 1st player (A or B) to get 7 points (must win by 2)

A SERVES POINT 1 FROM RIGHT COURT;
COURT;

B SERVES POINT 7 FROM RIGHT

B SERVES POINT 2 FROM LEFT COURT;

A SERVES POINT 8 FROM LEFT COURT;

B SERVES POINT 3 FROM RIGHT COURT;
COURT;

A SERVES POINT 9 FROM RIGHT

A SERVES POINT 4 FROM LEFT COURT;
COURT;

B SERVES POINT 10 FROM LEFT

A SERVES POINT 5 FROM RIGHT COURT;
COURT;

B SERVES POINT 11 FROM RIGHT

B SERVES POINT 6 FROM LEFT COURT;
COURT;

A SERVES POINT 12 FROM LEFT

A AND B CHANGE ENDS

A AND B CHANGE ENDS AGAIN

THIS CONTINUES UNTIL A OR B WINS BY TWO. OFFICIAL USTA RULE #27 STATES THAT THE "PLAYER WHO SERVED FIRST IN THE TIE-BREAKER SHALL RECEIVE SERVICE IN THE FIRST GAME OF THE NEXT SET."