



Towerpoint Tennis Club Scorekeeper Guide

Scorekeepers play a valuable roll in our senior tennis league by accurately recording & clearly announcing the score following each game point, **set, tie-break & match.**

The Scorekeeper's first & foremost priority is to promptly mark down the score on the Score Tally Sheet after each point. Do not allow yourself to become distracted from this important task.

Line calls, lets, etc. are strictly the players responsibility. Scorekeeper may offer advice but if there is a tennis rule or code question, it is up to the players to resolve or it should be referred to the team captain.

Match Preliminaries- Introduce yourself to each player; check their names with the names on your Score Tally Sheet that is prepared by the team captain. If you do not know the players, write next to their name some identifying feature: (short, tall, leg brace etc.). Ask the home team players to "spin" for choice of starting options. The winner chooses one of the following options: **to serve, receive, end, or ask the opponents to choose (sometimes known as Defer).** Note the serving order on the Score Tally Sheet. Also make a note of the make & # of the game balls. Request the players to verbally call & use hand signals for all line calls. Inform the players that you will announce the score after every point. Any objections or corrections by the players must be made at this time. Ask for the line call if you are uncertain about whose point it is. Note on the Score Tally Sheet the starting court position of the receiving players: **Add or Deuce** court. During the set insure that the receiving players are in their starting Add-Deuce court position & that the serving rotation & court positions are correct. **Be aware that players may become confused after an extended rally or after an event interrupting play.**

Playing a Match- Each match consists of 2 regular sets (first to win 6 games by 2) For all sets & tie breaker sets the server numbers 1,2,3,4,1,2,3,4, etc. are entered already. Make a line mark (|) in the box of the team winning the first point. If the server wins you will call the score **15-love**. If the receiver wins you will call the score **love-15. Always call the server's score first.** After each point make the appropriate mark. & call the score. A game win is shown as: []. Some scorekeepers develop their own variation of marking the score & numbering each winning point in the same box (running total) []. **The objective is to use a consistent method of clearly recording the score.** When a deuce score is reached, Ad point could be recorded as dots, letters or small numbers: 1,2,3, etc. During regular play, the players will switch ends when the combined score is odd (1-0,2-1,5-2, etc.)

Tie-Breaks -

At a 6-6 tie in any set, a 12 point tie-breaker (first to 7 points by 2) game is played to determine the winner. The 1st tie-break server in a set tie-break is the next server in regular rotation & the server gets only 1 serve from the deuce court. All subsequent tie-break servers will begin their first of two serves from the **Ad Court**. Players will switch ends after the 1st, 5th, 9th, 13 etc. points. If each team has won one set, then a match tie-break game will comprise the third & deciding set. An 18 point tie-breaker (first to 10 points by 2) is used at all levels for the deciding set. The player that starts serving in a tie-break is said to have served the entire tie-break, & the opposing team will serve first in the next set or match tie-break. **The doubles team may switch its serving & receiving order at the beginning of any set or match tie-break.**

Total points-

One point is given to the winning team for each set won. Since a match tie-break is coincided a set, there could be a total of 3 point awarded in the match.