Match Play Rules:

- Remember that these are TIMED matches – 90 minutes from scheduled match start time. Only 5 minutes to warm-up then start your match.
- Make sure players are there ON TIME & READY to play at match start time! Allow for parking time and bathroom breaks before matches. Penalties for being late:
    - 5 minutes late = no warm up (players should warm up with opponents)
    - 10 minutes late = loss of game
    - 15 minutes late = loss of 3 games
    - 20 minutes late = default match
- Make sure your players know if they are the Home or Away team. The HOME team provides balls & chooses side. The AWAY team chooses who serves first.
- Matches will use NO AD scoring. (i.e. If game gets to Deuce, then receiving team will choose who receives the serve. Team that wins that point, wins the game.)
- No switching after odd games. Switch only at the end of each set. However, a quick water break is allowed.
- No switching sides during tiebreaks.
- If you finish your match before time is up, you may continue to play on the court until the 90 minutes is completed.

WWUp Scoring Rules:

- A game in progress at the end of the time period is stopped and NOT counted.
- When time is up at the end of the match, any ball that is still in play WILL count.
- If the match is completed (one team wins two sets), then the winner is determined by winning two sets.
- If the match is unfinished, the winner will be determined by the number of games won. If the number of games won is equal, play a sudden death point that will count as a game. Whoever is the next server, serves that point.
- If a 3rd set Tiebreak has been started, then you will NOT count total games to determine the winner. The winner of the 3rd set tiebreak determines the winner of the match (winner has won best of 2 out of 3 sets).
- If the match is in a Set tiebreak, then the team ahead in points in that tiebreak wins the tiebreak and it counts as a game.
- If the teams have equal games won and tied in a SET tiebreak, then a sudden death point is played to determine the winner. Whoever is the next server, serves that point, which could be the same server.

EXAMPLES of WWUp Scores:

Score at time limit for “A team” vs. “B Team”

Score	Results
5-4	"A" wins the match. They are ahead.
6-4, 3-0	"A" wins the match.
6-4, 0-2 or 7-6, 0-1	In this case a sudden death point is played since each team has the same number of games won. See note below **
6-1, 4-3 or 7-6, 1-6	These are entered as “completed matches”. The teams with red scores won the match since they won the most games.
6-1, 4-4	“A” wins the match because they won more games. They have won 10 games vs. “B” with 5.
6-3,6-7, (5-3)	If teams have split sets and begun the 10-point match tiebreak, when time expires, the team ahead wins. IF tied in points, a single point (deciding point) is played to decide the match in the same serving rotation.**

** For a single point (deciding point/sudden death point to determine a winner), serving rotation continues. Receiving team chooses which player will receive the deciding point. A sudden death point is to be used if the total number of games is tied - then the winner of that point gets the win on that court.

Entering Match Scores:

Enter the # of games that were played, and select appropriate Team Winner from the drop down box. For example, Team A won the 1st set 7-6, Team B won the 2nd set 1-0. Both teams have a total of 7 games each. A sudden death point was played and Team B won the point. Enter scores from the winner's perspective (team B in this scenario) as follows:

- 6-7
- 2-0
- Team B gets the team winner box checked.