

Fox Valley Women's Tennis League **Official** Score Sheet

Scoring: 1 point for **winner** of each set
0.5 point (1/2 pt) for each team **if** set is **not played**
0.5 point (1/2 pt) for each team **if** one team is **up by** only **1 game** in unfinished set
1 point for team **up by 2** or more games in an unfinished set
 Default is **0 / 3** (sets won / sets lost) **for defaulting team** and **3 / 0** for **opponents**

Date: _____ / _____ / _____

Division: **A** **B** **C** **D**

Home: _____ Visitors: _____

Court 1

Team	Player 1:	Player 2:
Home	_____	_____
Visitors	_____	_____
Comment: _____		

Set Scores			Points
1	2	3	
			H:
			V:

Court 2

Team	Player 1:	Player 2:
Home	_____	_____
Visitors	_____	_____
Comment: _____		

Set Scores			Points
1	2	3	
			H:
			V:

Court 3

Team	Player 1:	Player 2:
Home	_____	_____
Visitors	_____	_____
Comment: _____		

Set Scores			Points
1	2	3	
			H:
			V:

Total: Sets Won / Sets Lost

Home Captain: _____

Visiting Captain: _____

H:	_____ / _____
V:	_____ / _____

Coman Tie Break Summary

- Switch sides after 1st point to deuce court (Player whose turn it is serves first point - other team serves points 2 & 3).
- Then switch sides every 4 points thereafter (starting from the ad court - each team serves 2 points).
- Each player serves from the side they served from during the set.

The Home Captain must **ENTER** the results online the **DAY** of the match at: foxvalleytennis.com

Score Sheet Directions

1. Enter the date of the match and circle the division (A, B, C, D).
2. Enter the home team and the visiting teams in the appropriate spaces.
3. Enter the home team player names (Player 1 and Player 2) for each court.
 - If the home team defaults a court enter "Default" for both names. Opponents names are optional for a default.
4. Enter the visiting team player names (Player 1 and Player 2) for each court.
 - If the visiting team defaults a court enter "Default" for both names. Opponents names are optional for a default.
5. As each court completes their match enter the set scores and points. The games and points won for each team should line up with their names.
 - For sets not started leave the games blank.
 - For sets not started, each team receives 0.5 set point (1/2 set point) for that set.
 - For sets not completed:
 - > If game score is tied or one team is ahead by only 1 game, each team receives 0.5 set point (1/2 set point) for that set.
 - > If one team is ahead by 2 or more games, that team receives 1 set point and their opponent receives 0 set points for that set.
 - > If either or both teams default, leave the sets and points blank but remember to add them to the "Total: Sets Won /Sets Lost" box at the bottom.
 - > If a player retires due to injury after a match has begun, that team receives 0 set points for any sets not completed and their opponent receives 1 set point for any sets not completed.
6. At the conclusion of the match add up total sets won and lost for each team and enter in the appropriate space in the "Total: Sets Won / Sets Lost" box
 - If a team defaults a court, add 0 to the "Sets Won" total and 3 to the "Sets Lost" total.
 - If an opponent defaults a court, add 3 to the "Sets Won" total and 0 to the "Sets Lost" total
 - If both teams default a court, add 0 to the "Sets Won" total and 0 to the "Sets Lost" total for both teams.
7. Both captains should sign the score sheet and keep a copy.

Coman Tie Breaker

The Coman Tiebreak procedure is identical to the regular tiebreak procedure except that the players change ends after the first point and then after every four points until the conclusion of a tiebreak.

The Coman Tiebreak procedure is used for all tiebreaks played during a match.

Set Tie Break: First to win 7 points by 2 points wins "Game" and "Set".

The player whose turn it is to serve shall serve the first point from the deuce court.

After the first point, the players shall change ends and the following two points shall be served by the opponent(s) (in doubles, the player of the opposing team due to serve next) starting from the ad court.

After this, each player/team shall serve alternately for two consecutive points (starting from the ad court); changing ends after every four points, until the completion of the tie break game.

Switch ends after points 1,5,9,13, 17..... and at the conclusion.

Principle Advantages of the Coman Tie Breaker

Fairness – By changing ends more frequently, the effects of the elements (sun, wind, differences in court surfaces etc.) are distributed more evenly between the two opponents as opposed to playing six consecutive points before changing ends.

In doubles, the server will always serve from the same end of the court as they did throughout the set.