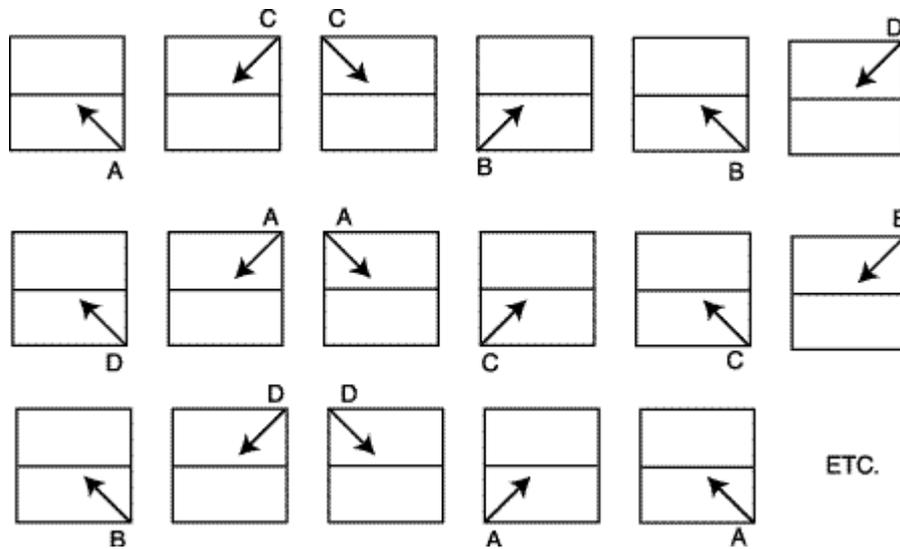


HOW TO PLAY A DOUBLES TIE BREAKER

12 POINT TIEBREAKER

Example of How Played: A and B play C and D



How Played:

Next server shall serve one point from the right court.

Thereafter, each player shall serve two points in turn beginning from the left court.

Players shall change ends after every six points, and at the conclusion of the tiebreaker game.

Winning Margin:

The first to seven wins the tiebreaker game (and set) provided there is at least a two-point margin (say 7 to 5). Otherwise, at six points all, continue until a two-point margin is achieved (say 8 to 6).

Comments:

- First server has only one serve to the "forehand" court (from the right court).

Thereafter,

- each player serves two points, the first to the "backhand" court (from the left court).
- During the tiebreaker, total points should always be odd before the next server commences.
- Change ends when total points are 6, 12, 18, 24 etc. The server at this time serves only one point from each end.
- Umpire should officiate, if not call out score after each point played.
- The tiebreaker is regarded as one game played, therefore, in a rubber, the pair who served first in the tiebreaker shall receive service in the first game of the following set of that rubber, and at the opposite end to where they finished the tiebreaker