

1. First to four games wins

*It doesn't matter how you get there,
just make sure you do before your opponent does!*

2. Tiebreaker at 3 games all

*At 3 games all a tiebreak is played to 5 points.
A deciding point will be played at 4 points all.*

FAST 4 TENNIS

3. No ad scoring

*If the score reaches deuce,
it's a sudden death point.*

The receiver chooses which side to take the serve on.

*This also applies in doubles with the
receiving pair deciding who receives the serve.*

However the pair cannot change positions.

In mixed doubles the player of the same gender shall receive.

4. Play lets

*If the serve clips the net and lands in the service box,
there's no let and the ball is in play.*

*If you are playing doubles either the receiver or
the receiver's partner can play the return.*

Details of the Fast Fours format:

- Matches will be played as the best of 2 short sets first to 4 games with a short tiebreak (first to 5 points, deciding point at 4 points all) played at 3 games all. If sets are even at the conclusion of the second set, a Match tiebreak (first to 10 points, deciding point at 9 points all) will be played to determine the outcome of the match.
- A short tiebreak is a tiebreak played as the first to 5 points, sudden death at 4-4. Players should change ends every 4 points. The player whose turn it is to serve shall serve the first point of the tie-break game. The following two points shall be served by the opponent(s) (in doubles, the player of the opposing team due to serve next). After this, each player/team shall serve alternately for two consecutive points until the end of the tiebreak game (in doubles, the rotation of service within each team shall continue in the same order as during that set).
- All singles and doubles matches will be played using no-advantage scoring, with the receiver choosing the service side when the game reaches deuce.
- No service lets will be played, meaning if the ball hits the net cord on a serve and lands within the correct service box, play will continue. In doubles, if the ball hits the net cord on the serve and lands within the correct service box, either player can return the ball (e.g.; the ball hits the net cord and drops over the net, the nonreceiver can move across and return the serve).
- Players are entitled to a 20 minute rest in between matches. The minimum rest periods may be reduced in exceptional circumstances.

