The Intramural Sports program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

I. General
   A. This is a play by day league sport
   B. Participants contact one another to set up a game time by a certain day
   C. After completion of a game, participants must post the score and winner on imleagues. Scores not reported will be issued a double forfeit
   D. Games are played on any tennis court surface
   E. Participants will play four games and then single elimination tournament
   F. Players must bring their own rackets and balls. Rackets and balls may be checked out at the Campus Recreation Center

II. Reporting Scores
   A. Participants must report their scores as soon as they are done with their game. Click on home at the top and then the highlighted section saying report your scores. Enter who won and score for each set.
   B. Players should then contact the other players to play their next game.

III. Game Format
   A. Matches will consist of one pro-set. A match is won by the first team to win (8) games. Teams must win by two (2).
   B. Add scoring will be used.
   C. If the match becomes tied at eight (8), the first team to reach seven (7) points wins the match. Players will alternate serves after every odd point.
   D. Scoring: 15-30-40-Game: If a player wins their first point, the score is called 15 for that player. On winning their second point, the score is called 30 for that player; and winning the third point the score is called 40, and the fourth point won a player is scored.
   E. Finals Format: During the semis and finals we will play a best two out of three sets to six (6) games, must win by two. If a set is tied at six all, a 12 point tie-breaker will be used.
   F. The 12 Point Tie-Breaker
      i. Conducted at the 6-6 score in a set
      ii. Team due to serve, serves to the DEUCE court. The other team then serves two, starting in the ADD court.
      iii. After six (6) points have been played in the tie-breaker, players switch sides of the net. The server will serve once to the DEUCE court after the changeover.
      iv. The first team to seven (7), win by two, wins the set.
IV. Order of Service

A. To determine the serve in the first game of the first set, the two sides will volley. Once the ball has legally passed over the net 3 times, the ball is live. The player that wins the volley has choice of serve/receive or side. At the end of the first game the receiver becomes the server.

B. If a player serves out of turn, the player who should have served overtakes the serves. The points scored before the discovery is legal.

C. Players shall change ends at the end of every other game of each set and at the end of each set unless the total number of games in that set is even. In that case the change occurs at the end of the first game of next set.

V. The Serve

A. Before the server begins a serve, he/she must stand with both feet behind the baseline within the center mark and sideline.

B. The service always begins to the right of the center mark and is made to the opponent’s right service court. After each point is played, service courts are changed for the next service in alternating fashion.

C. Once the server and receiver are ready, the serve shall commence. The server shall project the ball by hand into the air and strike it with the racquet before it hits the ground. The server get two attempts to put ball in play without committing a fault.

D. The ball must clear the net and land in the proper service court or on one of the proper service court lines before being hit by the receiver of the service. The call CAN be hit before it bounces.

E. Foot Faults: A ‘foot fault’ is declared on a serve when
   i. The server changes his/her position by walking or running
   ii. The server touches the baseline with either foot

F. Service Faults: happen when the server
   i. Assumes the position before serving
   ii. Commits a foot fault
   iii. Misses the ball while attempting to hit it
   iv. Fails to hit the ball into the proper service court
   v. The served ball hits a permanent structure other than the net, strap, or band
   vi. The server hits his/her partner

G. Let: is a served ball that touches the net band or strap
   i. A let is a served ball that touches the net, band, or strap.
   ii. A let may be called when another ball or player comes onto the court while a serve is going on.
   iii. A let is called if a serve is delivered before the receiver is ready. However, if the receiver makes an attempt on the served ball no let can be called.
   iv. When a let occurs on a serve, only that serve is repeated. If it occurs during play, the point is replayed.

H. If any of these examples happen on the first serve, it is a fault. If any occurs on both serves, it is a double fault and the point lost.

VI. Scoring a Point

A. A Player loses a point if:
   i. The ball bounces twice of their side
ii. The player volleys the ball and fails to return it to the opponents court
iii. His/Her body, clothing or racquet touch the net while the ball is in play
iv. The player reaches over the net to play a ball, unless the ball has bounced back over the net due to spin or the wind
v. The player throws the racquet at the ball
vi. The player hits the ball more than once. In doubles, both players may swing at the ball but one may make contact
vii. The ball hits the net, legally falls into a players court and the ball bounces twice.

VII. Doubles Modification (when needed)
   A. One club sport tennis player is allowed on a doubles team.
   B. A four player rotation (doubles) is noted and maintained throughout a set.
   C. Prior to game play, teammates must opt to receive serves in the right service court (deuce court) or left service court (advantage court). Once this is decided, each player on that team can only return serves from his or her designated service court for that set.
   D. Switching service courts to receive serves is not an option until the set is over. At that point, teammates can switch service court sides to start a new set and at the beginning of each new set.
   E. Teammates can stand anywhere on the teams end on the court providing that the player expected to return the serve actually attempts or executes the return and not the other player. Typically, the receiver positions behind the baseline to receive serves and the teammate positions in or along the adjacent service court.

VIII. Conduct
   A. The Intramural Sports programs promote positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbefitting to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

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