



Tennis Rules

The department of University Recreation, Intramural Sports assumes no responsibility for injuries; however basic, first aid will be available

Regulations published in the Intramural Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications.

Intramural Tennis is a self-officiated sport. The Intramural Sports Supervisors will have the final decision on any and all discrepancies.

ELIGIBILITY AND GUIDELINES

All participants must meet the eligibility guidelines as outlined in the Intramural Sports Participants Handbook.

UNIFORMS AND EQUIPMENT

1. **Jewelry:** The following jewelry and hair piece types are not allowed: exposed ear, nose, or body piercing(s) that are dangling in nature, watches, fitness trackers, rings, claw clips, or necklaces that cannot be tucked under the participants shirt. Individuals will be allowed to tape over any piercing.
 - a. Rubber, cloth, or elastic bands may be used to control hair. Hard items including, but not limited to, beads, barrettes, bobby pins, and other adornments in the hair that are securely fastened to the head and do not present an increased risk to the player, teammates, or opponents, are allowed.
 - b. Medical Bracelets and religious medallions may be worn during intramural sports
2. **Headwear:** No hard-billed hats (except during softball), bandanas or anything with a knot or unyielding material will not be allowed to be worn on the head during competition. Players may wear a one-piece elastic headband made of a soft, pliable material (i.e., sleeve, sweatband). Knit stocking caps will be allowed during cold weather.
3. **Shoes:** Athletic style shoes are preferred. Cleats are permitted for Intramural Sports Flag Football. NO metal cleats are permitted.
4. **Supports, Braces, & Pads:** No casts/splints will be allowed under any circumstances. No pads or braces will be allowed above the waist. Players who wear a knee brace with exposed

PLAYERS AND ROSTERS

1. The Players
 - a. The game shall be played between two (2) teams of one (1) each for singles matches and teams of two (2) for doubles.
 - b. **Roster is limited to one (1) for singles and two (2) for doubles.**

THE GAME

1. A three (3) game pro set will be used with a 45-minute time limit. (Best of 5)
2. Scoring will be as follows for each player:
 - a. First point, score is 15
 - b. Second point, score is 30
 - c. Third point, score is 40
 - d. Fourth point, the game is won
 - e. Tied at deuce, **next point wins**
 - i. No advantage
3. The first player to win three (3) games will win the match.
4. Because of limited access to courts, there will be no rescheduling of matches, except in the case of inclement weather.
5. Players will make their own line calls. If a disagreement occurs that cannot be resolved, the point must be replayed.
6. Matches must start at the assigned time. If the match has not been decided within 45 minutes, the player who is ahead at the end of 45 minutes will be declared the winner.

Serves

1. The first serve of each game will start with the server on the right side of their court serving diagonally to their opponents front rectangle
2. **Doubles:** Teams will alternate who serves each game and teammates must alternate service between games.
 - a. **EX:** Game 1, Team 1, player A1 serves.
 - b. Game 2, Team 2, Player B1 serves.
 - c. Game 3, Team 1, Player A2 serves.
 - d. Game 4, Team 2, Player B2 serves.

PARTICIPANT CONDUCT POLICY

Intramural Sports prioritizes sportsmanship by all teams, spectators, and staff. The captain is responsible for the behavior of all its team members and representatives. Everyone is expected to conduct themselves in accordance with the The Code of Student Life, University conduct standards, and policies set forth by University Recreation. Actions by team members and representatives during intramural activities that extend beyond the realm of decency will not be tolerated. Individuals violating will be suspended until meeting with the Assistant Director and/or Coordinator of Club and Intramural Sports. We will be using a "2, 3, 4" method of determining eligibility for all leagues and major tournaments. The following will be in effect for the activity's season:

The accumulation of TWO (2) unsporting conduct fouls in a game will result in the ejection of the individual from the game, and procedures outlined in the "Ejections" section.

- b. The accumulation of THREE (3) total unsporting conducts fouls during an activity's season will result in the dismissal of the individual from the activity for the remainder of its season. The accumulation of Three (3) unsporting conduct by a team will result in in the forfeiture of the contest
- c. The accumulation of FOUR (4) total unsporting conduct fouls by the team's individual participants during an activity's season will result in the dismissal of the team from the activity for the remainder of the season.

*Unsporting totals rollover to playoffs

PARTICIPANT CONDUCT FACTS

1. Any flagrant attempt to cause physical harm to another participant and/or staff member will result in immediate ejection and suspension from all UREC facilities and programming.
2. Any Participant Conduct will be reviewed by the Intramural Sports professional staff.