

# Intramural Tennis Rules

The following set of rules addresses gameplay for intramural tennis. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

**Postings:** Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

**Eligibility:** All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.

All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.

All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.

All players must have played in one regular season game to be eligible for the playoffs.

**Pre-Game:** All participants must present a valid Ole Card to participate in any intramural activity.

There will be no exceptions to this policy. If participants do not present valid identification, they will not be allowed to participate in the Intramural activity.

## **No ID, No Play!**

**Equipment:** No jewelry may be worn.

**Forfeits:** To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.

**Format:** Games are played best of three sets using no advantage scoring. That is, once a game is tied at 40-40, the next point will win the game.

For the first two sets, the first player to win 6 games will win the set. Teams will switch sides at the end of each odd numbered game.

If both players win a normal set as above, the third set will be a 7-point tiebreaker.



- Scoring:** Each rally will result in one point, unless a let is called.
- The first team to win four points in one game will win that game.
- If the game score is tied at 40-40, the receiving team will choose from which court the serve will be initiated.
- Tiebreaker:** The first player to win 7 points, wins the tiebreaker and the match. The winner must win by two points.
- Serving order will alternate as it does during the first two sets. Players will switch serves after every odd point.
- Players will switch sides after 6 total points.
- Service:** The server will serve all points in their specified game.
- To initiate the serve, the server must toss the ball and strike it with a racket. The serve must be initiated from behind the baseline and between the center and the sideline.
- Even points will be served from the right (deuce) court, and odd points will be served from the left (ad) court.
- The serve must first contact the ground in the opposite receiving court.
- If the serve is declared out, a fault will be called, and a second serve will be allowed. If the second serve is declared out, the receiving will win the point.
- A serve that hits the net and continues into the correct court is a let.
- Service Fault:** The following are service faults:
- Serve lands outside of the correct service box
  - Server steps on or over the baseline before delivering the serve
  - Server swings and misses the ball on the serve It is not a fault if the server tosses the ball and then decides to catch it.
- Losing a Point:** The following results in a point for the opponent:
- Server commits two consecutive serving faults
  - Player does not return the ball before it bounces twice
  - Player's return hits the ground or an object outside of the court before going over the net
  - Receiver returns the serve before letting it bounce
  - Player carries or catches the ball on his/her racket



- Player touches the net with his or her body, racket, or clothing while the ball is in play
- Player's racket touches the ball while s/he is not holding the racket
- Player touches it twice before the ball goes over the net
- Player's return hits the ceiling or any fixture above the playing area

**Sportsmanship:**

Sportsmanship and integrity are vital in intramural tennis. Players will be calling their own lines, so it is imperative that they do so with honesty and integrity. The site supervisor has the right to eject players or alter scores if s/he sees unsporting behavior from participants.



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INTRAMURALS