



INTRAMURAL TENNIS SINGLES RULES

1- STARTING TIME

Match time is forfeit time. If a player is not ready to start at game time, they will forfeit the match.

2- MATCH LENGTH

Each match will last no longer than one hour and thirty minutes. After an hour and thirty minutes have expired the player that is in the lead will be the winner.

3- PLAY ETIQUETTE

Matches are self-officiated. Balls called out will be called by the person receiving. This call must be made immediately. If the ball is returned without a verbal "OUT," play will continue! Players are required to provide their own equipment, including racquets and balls.

All participants will show proper sportsmanship and fair-play. The Intramural Sports Supervisor may suspend or expel any participant who fails to do so.

4- SCORING

A *game* is won by the first player to score 4 points (15, 30, 40, game), except as follows: If both players have won three points, the score is called deuce; and the next point won by a player is scored advantage for that player. If the same player wins the next point, he wins the game; if the other player wins the next point the score is again called deuce; and so on, until a player wins the two points immediately following the score at deuce.

A *set* is won by the first player to win 6 games by a margin of 2. If the score reaches 6-6 in the first or second set, then a single tie break game (*see tiebreak procedure below*) will be played to determine the winner of the set. In the third set, the set will continue until a player wins by two games.

Explanation of the Tie-Break Game: Numerical scoring will be used for the tie-break game (ie, 1, 2, 3...). The first player to reach seven points by a margin of 2 will win the tie breaker game and the set. The player whose turn it is to serve will serve the first point, and each player will serve two points in succession thereafter. Players will change ends of the court after every six points, and at the end of the tie-break game.

The *match* is won by the player who wins two out of the three sets.

5- THE "COIN FLIP"

The choice of ends and the right to serve or receive in the first game will be decided by a game of paper-rock-scissors. The winner may choose or require their opponent to choose:

1. Their end of the court. Their opponent will then choose if they would like to serve or receive.
2. To serve or receive. Their opponent will then choose their end of the court

Players will change ends after the first game, the third game, and after every two subsequent games. Players will also change ends at the end of each set.

5- THE GAME CARD

The player who is designated as 'home' (light on the schedule) is responsible for picking up a game card and a prior to the match. This must be done **before** the time the match is scheduled for. The *player who wins* the match is responsible for ensuring that the game card is correctly filled out, and they are required to return the game card to the rec center **immediately following** their match.