

UNIVERSITY of
NORTHERN COLORADO



CAMPUS RECREATION
2010-2011 INTRAMURAL TENNIS RULES

TENNIS IS A COMPETITIVE SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

THE GAME WILL BE PLAYED ACCORDING TO THE INTERNATIONAL TENNIS FEDERATION RULES WITH THE FOLLOWING EXCEPTIONS:

MEN AND WOMEN

STARTING THE GAME

1. **START TIME:** Teams are to be at the court before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site ten (10) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid UNC identification card to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each match. Late arriving players must sign in with a supervisor before entering the game.
3. **SCORING:** Participants will keep score for each game.
4. **CAMPUS RECREATION CENTER RULES:** All CRC rules will be followed during intramural tennis contests.
5. **TEAMS:** Singles and Doubles will constitute a team.
6. **GAME EQUIPMENT:** UNC Intramural Sports will provide tennis balls. Racquets are the responsibility of each participant.

PLAYING THE GAME

7. **CHOICE OF ENDS AND SERVICE:** The choice of ends and the choice to be server or receiver in the first game shall be decided by toss before the warm-up starts. The player/team who wins the toss may choose:
 - To be server or receiver in the first game of the match, in which case the opponent(s) shall choose the end of the court for the first game of the match; or
 - The end of the court for the first game of the match, in which case the opponent(s) shall choose to be server or receiver for the first game of the match; or
 - To require the opponent(s) to make one of the above choices.
8. **SCORING IN A GAME:** A standard game is scored as follows with the server's score being called first:
 - No point - "Love"
 - First point - "15"
 - Second point - "30"
 - Third point - "40"
 - Fourth point - "Game"
 - -except that if each player/team has won three points, the score is "Deuce". After "Deuce", the score is "Advantage" for the player/team who wins the next point. If that same player/team also wins the next point, that player/team wins the "Game"; if the opposing player/team wins the next point, the score is again "Deuce". A player/ team needs to win two consecutive points immediately after "Deuce" to win the "Game".

9. **SCORING IN A SET:** A 7-Point Tiebreak (first to 7 by a margin of 2) be played in all sets except when a 10-Point Tiebreak (first to 10 by a margin of 2) is played in lieu of the deciding final set.
10. **SCORING IN A MATCH:** A match will be played to the best of 3 sets.
11. **SERVING:** When serving in a standard game, the server shall stand behind alternate halves of the court, starting from the right half of the court in every game. In a tie-break game, the service shall be served from behind alternate halves of the court, with the first service from the right half of the court. The service shall pass over the net and hit the service court diagonally opposite, before the receiver returns it.
12. **FOOT FAULT:** During the service motion, the server shall not:
 - Change position by walking or running, although slight movements of the feet are permitted; or
 - Touch the baseline or the court with either foot; or
 - Touch the area outside the imaginary extension of the sideline with either foot; or
 - Touch the imaginary extension of the centre mark with either foot.
13. **SERVICE FAULT:** The service is a fault if:
 - The server foot faults; or
 - The server misses the ball when trying to hit it; or
 - The ball served touches a permanent fixture, singles stick or net post before it hits the ground; or
 - The ball served touches the server or server's partner, or anything the server or server's partner is wearing or carrying.
11. **SECOND SERVE:** If the first service is a fault, the server shall serve again without delay from behind the same half of the court from which that fault was served, unless the service was from the wrong half.
12. **WHEN TO SERVE AND RECEIVE:** The server shall not serve until the receiver is ready. However, the receiver shall play to the reasonable pace of the server and shall be ready to receive within a reasonable time of the server being ready. A receiver who attempts to return the service shall be considered as being ready. If it is demonstrated that the receiver is not ready, the service cannot be called a fault.
13. **THE LET DURING A SERVE:** The service is a let if:
 - The ball served touches the net, strap or band, and is otherwise good; or, after touching the net, strap or band, touches the receiver or the receiver's partner or anything they wear or carry before hitting the ground; or
 - The ball is served when the receiver is not ready. In the case of a service let, that particular service shall not count, and the server shall serve again, but a service let does not cancel a previous fault.
14. **PLAYER LOSES POINT:** The point is lost if:
 - The player serves two consecutive faults; or
 - The player does not return the ball in play before it bounces twice consecutively; or
 - The player returns the ball in play so that it hits the ground, or before it bounces, an object, outside the correct court; or
 - The player returns the ball in play so that, before it bounces, it hits a permanent fixture; or
 - The receiver returns the service before it bounces; or
 - The player deliberately carries or catches the ball in play on the racket or deliberately touches it with the racket more than once; or
 - The player or the racket, whether in the player's hand or not, or anything which the player is wearing or carrying touches the net, net posts/singles sticks, cord or metal cable, strap or band, or the opponent's court at any time while the ball is in play; or
 - The player hits the ball before it has passed the net; or
 - The ball in play touches the player or anything that the player is wearing or carrying, except the racket; or
 - The ball in play touches the racket when the player is not holding it; or
 - The player deliberately and materially changes the shape of the racket when the ball is in play; or
 - In doubles, both players touch the ball when returning it.

SPORTSMANSHIP

15. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
16. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a zero (0) sportsmanship rating, regardless of the score and the time remaining.
17. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and CRC Rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
18. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in the CRC. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
19. INTRAMURAL POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and in may be held accountable for the actions of individuals on their team.
20. RATING: Sportsmanship Ratings are on a ranking from 0-4. The intramural supervisor will distribute sportsmanship for each team at the end of every game and will be noted on the score sheet. General description of each rating and the behavior that is expected of all participants, spectators, and bench personnel (including the coach):
 - 4 – Outstanding sportsmanship and conduct: All players cooperate fully with staff and officials and the captain controls his/her team.
 - 3 – Good sportsmanship and conduct: Team members are in control throughout the contest. The team does not show verbal dissent or aggression towards the opposing team or officials.
 - 2 – Below average sportsmanship and conduct: Verbal dissent or aggression towards the opposing team resulting in a yellow card. Any team receiving one sportsmanship-related yellow card will receive a (2).
 - 1 – Poor sportsmanship and conduct: Team members continually show disrespect for the opposing team and officials. The team captain shows little or no control over the team. Any team receiving two sportsmanship-related yellow cards or one red card will receive a (1).
 - 0 – Unacceptable sportsmanship and conduct: The team is completely uncooperative, resulting in several yellow and/or red cards to be issued. Any team receiving three sportsmanship-related cards and/or causing the game to be ended early will receive a (0).