

Tennis Rules

Mission Statement:

Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.

Rule 1: Eligibility

1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to currently enrolled U of A fee paying students, and U of A Faculty/Staff and Affiliates that have a current Department of Campus Recreation membership.
3. All players must sign in with the Supervisor at site prior to game time with a current Catcard.
4. No ID, no play, no exceptions.
5. **If your team forfeits, \$5 will be charged to the Bursar's accounts of any absent team members.**

Rule 2: Equipment

1. Participants must provide their own racket and tennis balls.

Rule 3: Game format

1. All matches will consist of one pro set to eight games, using conventional scoring, with a 7-point tiebreak game played if games are tied at 7-7. Matches will be scheduled every hour.

Rule 4: Rules

1. USTA Rules will govern except where modified by Intramural scoring rules.

Rule 6: Scores

1. The winning player(s) should report scores to the Supervisor immediately following a match and check for their next match.

Doubles Tennis Rules

Rule 1: The Game & Players

1. A team consists of two to four players of the same gender.
2. Teams can substitute a player into a set at any point. Once a player is replaced, he/she cannot return in that set. If a substitution occurs in doubles, the remaining player cannot change the side they receive on or the service order.

Rule 2: Playoffs

1. When serving in the tiebreaker set, the player whose turn it is to serve shall be the server for the first point. His opponent shall be the server of the second and third points, and thereafter each player shall serve two consecutive points until the winner of the game and set has been decided.

2. From the first point, each service shall be delivered alternately from the right and left courts, beginning from the right court. If service from the wrong half of the court occurs and is undetected, all play resulting from such wrong service shall stand, but the inaccuracy of the station shall be corrected immediately when discovered.

Rule 3: Serving Order

1. The pair who will serve in the first game of each set decides which partner will be serving that game.
2. The opposing team serves the next two games and keeps alternating accordingly.

Rule 4: Other Rules

1. Partners are not required to play the ball alternately.
2. If both partners strike the ball when returning it, loss of point (Clashing of rackets does not count as a double hit).
3. If you strike your partner with the ball during play, loss of point.
4. If you strike your partner with the serve it will be a service fault.

Scores

1. The winning player(s) should report scores to the Supervisor immediately following a match and check for their next match.

Rule 5: CoRec Modifications

1. A team consists of two to four players. One male and one female player must be on the court at all times. If a team is unable to field one male and one female player by the start of their game time, the forfeit clock will begin.

NOTE

The Supervisor on site reserves the right to act or decide upon any situation, rule, policy or procedure not specifically listed in these rules or in the Intramural Sports Participant Handbook.

**ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR
CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.**