

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 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, \$30 will be charged to the Bursur's account of the captain.**

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 tie break game played if games are tied at 7-7. Matches will be scheduled every hour and a half with warm up limited to 10 minutes.

Rule 4: Playoffs

1. All matches will consist of the best of 3 six game sets, using conventional scoring, with a 7 point tie break game if games are tied at 6-6.

Rule 5: 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.

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 tie breaker 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. Players shall change ends after every six points.

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.

Team Tennis Rules

Rule 1: The Game & Players

1. A team consists of a minimum of 4 players (2 males and 2 females) and 8 players maximum.
2. The format consists of five no ad sets which include one set of men's and women's doubles, one set of men's and women's singles and one set of mixed doubles in that order.
3. Teams can substitute a player (same gender) 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.
4. The teams shall change ends after each odd numbered set. If a mistake is made and the correct sequence is not followed, the players must take up their correct station as soon as the discovery is made and follow their original sequence.

Rule 2: Scoring

1. In Team Tennis the scoring is no ad. This means a game is won by the first team to capture four points (15, 30, 40, game or 1, 2, 3, game). When the game score is deuce (game point), the receiving team chooses which side is to receive the serve. In the mixed doubles set the serve must be gender to gender at game point.
2. The first team to reach six games will win each no ad set. A nine point tie breaker will be played at five games all in any set.

Rule 3: Tie Games

1. Nine point tie breaker: The person who is next to serve begins the tie breaker. Each player serves two points in succession starting from the deuce court. Players change sides after four points. The first team or person to score five points wins the tie breaker. If the tie breaker reaches 4-4, the person who served the eighth point serves the (final) point. The receiver, however, has the choice of sides (except in mixed doubles, where the service must be gender to gender). The winner of the 9th point is the winner of the set.
2. Super tie breaker: If the match enters into a super tie breaker, a coin toss will decide which team serves first. The super tie breaker should be treated as a new set; therefore substitutions may be made during the super tie breaker. Each player serves two points in succession starting from the deuce court. Players change sides after six points. The first team to score seven points wins the super tie breaker. If the super tie breaker reaches 6-6, the person who served the 12th point will serve the 13th (final) point. Since this set is mixed doubles, the final serve will be gender to gender. The winner of the 13th point wins the super tie breaker and the match. Note: You do not have to win by two points.

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.**