Intramural Tennis Rules

ELIGIBILITY RULES:
1. You must have a Runner ID to participate. NO ID, NO PLAY…NO EXCEPTIONS!!
2. No Person shall play on more than one single sex and co-rec. team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Coordinator of Intramural Sports and Sport Clubs.

Starting the Game
- The game starts with a coin toss.
- The winner of the coin toss decides whether they will serve or which side of the court they will play on.
- The winner must choose either to serve or pick a side, they can't do both.

Serving
- The server stands behind the baseline, in between the center mark and the sideline.
- The ball has to go over the top of the net on a serve.
- Your serve must reach the service box on the other side of the court.
- If the serve drops outside of the service box, you get a second chance to serve.
- You get two chances to serve. When you miss a serve, it is called a "fault."
- You cannot serve the ball before your receiver is ready.

Receiving the Ball
- You can stand wherever you want when receiving a serve, but the tennis ball cannot be allowed to bounce into the service box.
- If the serve is good, you must hit the ball back to the server.
- The serve receiver has to let the ball bounce one time before hitting it back.
- If you hit the ball before it bounces, the server gets the point.

Playing the Game
- Play keeps going until a player misses the ball, or until the ball goes out or hits the net.
- In singles play, the players switch sides (left to right) after each point.
- The players switch to the other end of the court after every odd-numbered game.

Doubles Play
- The serving order and sides of the court are decided before each set.
- Receiving sides or serving orders can be rearranged prior to starting a set.
- No replays are necessary if the order gets mixed up. Just correct the error and continue playing the game.

Scoring
When You Lose the Point
- If you fault on two serves in a row.
- If you don't return an opponent's legal shot before it bounces twice.
- When your ball goes outside the lines.
- If you, your clothing or your racquet touch the net or ground on your opponent's side.
- If you get hit by the ball.
- If you hit the ball before it goes all the way over the net.
- If you hit the ball more than once.
- If the ball returns to the other side of the net on its own. (So a huge gust of wind cannot act as a doubles partner.)

**Scoring Format**

Standard Tennis Scoring:
- Love = Zero
- First point = 15
- Second point = 30
- Third point = 40
- Fourth point = Game

When calling the score, the server's score is always called first.

**Deuce and Advantage**

Of course, there are exceptions. If the score is tied 40-40, or 40-all, it is called Deuce. When one player scores the point after deuce, the score is called Advantage (or Ad). Ad In or Advantage Server means the serving player scored, and Ad Out or Advantage Receiver indicates that the receiving player scored.

If the advantage player scores the next point, they win, or score Game. If the advantage player loses the next point, the score becomes Deuce again. This continues until one of the players scores two points in a row for Game.

**Tie-Breakers**

Scoring is a bit different during a tie-break game. Points in a tie-break game are scored consecutively: zero, 1, 2, 3, and so on. In order to win the tie-breaker, a player must score 7 points and have at least 2 more points than their opponent. So, the tie-break game continues until one player's score is at least 2 points higher than the other's.

In a tie-break game, whichever player's turn it is to serve next, gets to serve the first point. The next two points are served by the other player, and then each player takes turns serving for two points in a row until there is a winner. Whoever serves first in the tie-break game becomes the receiver in the first game of the next set.

**Sets and Matches**

A set is scored using either the Advantage Set or the Tie-Break Set. If the players use the Advantage Set scoring, they play until one player (or team) wins 6 games, and the other player wins 4 games or less. There has to be a margin of at least 2 games in order for one player to win the set.

The Tie-Break Set also requires the winner to win 6 games with a 2-game margin over their opponent. However, if both sides should win 6 games, they must play a tie-break game to determine a winner. Most matches consist of best of 3 sets, so whoever wins 2 sets wins the match.