



Each player must meet one of the following conditions to sign-in:

1) Present their own, valid WildCard before each contest to be eligible to participate.

OR

2) Present a government-issued photo ID and community member pass to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of their physical condition should check with their family physician or the student health center before participating in Intramural Sports.

All matches will be governed by the U.S.T.A. rules except where intramural rules allow for variation:

1. Equipment and Schedule

1.1 Players will be responsible to furnish tennis balls and racquets for each match.

1.2 At the time of the match, a can of tennis balls must be provided by the participants. Failure to do so will result in a forfeit. No exceptions.

1.3 Any jewelry that is not an earring with a hoop, a watch, or ridged or pointed jewelry, which in the opinion of the competitors may cause harm to any other participant may be worn during the contest.

1.4 Participants must arrange their own time, place and date of play. The schedule dates are considered "Play by" dates which means the match must be completed by that time.

1.5 It is the responsibility of the winning player/team to report the outcome of the game to the IMRC Coordinator via email.

1.5.1 If after two days of trying to email AND call an opponent you do not hear a response, you may submit the match as a forfeit.

2. Teams for Doubles

2.1 Teams will consist of two players.

2.1.1 If a team only shows up with one player, the game will be forfeited at the start time of the match.

3. Scoring

3.1 All matches will play an eight (8) game pro set, therefore, the first player to win 8 games wins the match.

3.2 The "No-Ad" method of scoring will be used. That is, if the score goes to 40-40, the next point wins the game.



3.2.1 If tied 40-40, the receiver will choose which side of the court he/she would like to receive. If a match is tied 7-7, the 12 Point Tie-Breaker will be used.

4. Rules for the 12 Point Tie-Breaker

4.1 Singles: "A" serves first point (from right court); "B" serves points 2 and 3 (left and right); "A" serves 4 and 5 (left and right); "B" serves 6 (left); players switch sides, "B" serves 7 (right); "A" serves 8 and 9 (left and right); "B" serves 10 and 11 (left and right); "A" serves 12 (left).

4.1.1 If score is tied, players switch sides and continue until one player is winning by two points.

4.2 Doubles: Follow the same pattern, assuming A&B v. C&D. Player "A" serves first point (right); "C" serves 2 and 3 (left and right); "B" serves 4 and 5 (left and right); "D" serves 6 (left); players switch sides, "D" serves 7 (right); "A" serves 8 and 9 (left and right); "C" serves 10 and 11 (left and right); "B" serves 12 (left).

4.2.1 If score is tied, players switch sides and continue until one player is winning by two points.