



Intramural Tennis Rules



Intramural Sports Handbook

- All participants are required to adhere to the policies of the Recreational Sports Outdoor Program. Our policies are located online at [http://www.umdrsop.org/\(RSOP%20Web\)/Intramurals/](http://www.umdrsop.org/(RSOP%20Web)/Intramurals/).
- In the Intramural Sports Handbook, you will find important information regarding:

Team Information	Participant Information
• Registration	• Eligibility
• Forfeits and Cancellations	• Participation
• Team Jerseys	• Valid ID's
• Tie Breaking Procedure	• Participant Conduct
• Sportsmanship Rating	• Safety
• Protest Procedure	• Alcohol and Drug Policy

Courts

- Games will be played in the Field House.

Start of Play

- Use a fair method of choice (e.g. spin racket, flip coin, paper-rock-scissors, etc...) to decide who serves first or choice of a side of the court. The loser of the toss has the remaining option.
- Server must wait till the receiver signals that they are ready before serving the ball. Server shall alternate between left and right courts. Server will begin behind the right court.

Game Play

- The first person/team to win 10 games (winning by at least 2 games) will be deemed the winner.
- Each game will consist of "Advantage" scoring. Gentleman's Rules apply; if the situation cannot be resolved the point will be replayed.
- Tie breakers: If the match reaches a 10-10 game score, a tie breaker will be played. The first player/team to win 7 points wins the match (must win by two). Rotate sides when the point total is a multiple of 6 (e.g. 4-2, 6-6, 9-9, etc...).

Equipment

- Participants will provide their own racket and game balls.

Spirit of the Game

- Because matches are not officiated tennis will rely upon a spirit of sportsmanship which places the responsibility for fair play on the player.
- If a call can't be agreed upon the point should be replayed.
- An Intramural staff member will be on hand and will be able to help with any rule interpretations.