Intramural Tennis Rules

PARTICIPATING WARNING

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

- **Players & Substitutions**
  - **Singles**: single-player activity. No substitutions are allowed. **Doubles**: only two players are allowed. No substitutions are allowed.

- **Equipment**
  Each participant must provide their own racket. Competitive Sports will provide the balls to use.

- **Length & Game Time**
  - The match time limit will be enforced from game time! Participants who are not present and are not ready to play **five (5) minutes** after start time will forfeit the match and it will not be played.
  - A match will consist of one set.
  - Time-outs: No time-outs will be granted unless for injury.

- **Scoring**
  - **Game Scoring**: A standard game is scored as follows with the server’s score being said first:
    - No point=Love
    - First point=15
    - Second point=30
    - Third point=40
    - Fourth point=Game
    - If each player has won three points (40-40), the score is deuce. Deuce points will be played with no-ad scoring, meaning the first point in a deuce will result in a game victory for the team that scores the point.

- **Sets**
  - **Each match consists of one set**
    - The first player to win six (6) games wins that set, provided there is a margin of two games over the opponents. If the score reaches six games all, a tie-break game will be played.
    - **Tie Break Game**: During a tie-break game, points are scored zero, one, two, three, etc. The first player to win seven (7) points wins the game and set. The player whose turn it is to serve will serve the first point of the tie-break game. The following two (2)
points will be served by the opponent. After this, each player will serve alternately for two (2) consecutive points until the end of the tie-break game. The player whose turn it was to serve first in the tie-break game will be the receiver in the first game of the following set.

• **Game Rules**
  • Play will be generally governed by standard United States Tennis Association tennis rules except where Intramural Sports rules allow for variation. This league is self-officiated. Supervisors can be asked for rule clarification; however, they cannot resolve disputes. Disagreements that cannot be resolved will be treated as lets and the serve replayed.

• **The Service:**
  • **Doubles:** In doubles, the team due to serve first in a set must decide which player will serve the first game. The opponents will decide who from their team will serve the second game. The partner of the player who served the first game will serve the third game, and the partner of the player who served the second game will serve the fourth game. This rotation will continue until the end of the set.
  • Immediately before starting the service motion, the server must stand at rest with both feet behind (i.e. further from the net than) the baseline and within the imaginary extension of the center mark and sideline.
  • The server must then release the ball by hand in any direction and hit the ball with the racket before the ball hits the ground. The service motion is completed at the moment the player’s racket hits or misses the ball. A player who is able to use only one arm may use the racket for the release of the ball.
  • When serving, the server must stand behind alternate halves of the court, starting from the right half of the court in every game.
  • The serve must pass over the net and hit the service court diagonally opposite before the receiver returns it.
  • **Foot Faults:** During the service motion, the server must not:
    • Change position by walking or running, although slight movements of the feet are permitted.
    • Touch the baseline or court with either foot.
    • Touch the area outside the imaginary extension of the sideline with either foot.
    • Touch the imaginary extension of the center mark with either foot.

• **Service Fault:** The service is a fault if:
  • The server breaks rules [B 1-5].
  • The server misses the ball when trying to hit it.
  • The ball served touches a permanent fixture, singles stick or net post before it hits the ground.
  • The ball served touches the server or anything the server is wearing or carrying.
  • If the first service is a fault, the server shall serve again without delay from behind the same half of the court from which that fault was served (unless it
was served from the wrong half. If the server faults again, the opponent gains a point.

- **Lets:** The serve is a let if:
  - The ball served touches the net, strap or band and is otherwise good or, after touching the net, strap or band, touches the receiver or anything he/she wears or carries before hitting the ground.
  - The ball is served when the receiver is not ready.
  - In the case of a service let, that particular service does not count and the will serve again. A service let does not cancel a precious fault.
  - In all cases when a let is called, except when a service let is called on a second service, the whole point must be replayed.

- **Players Losing Points:** The point is lost if:
  - The player serves two consecutive faults.
  - The player does not return the ball in play before it bounces twice consecutively.
  - The player returns the ball in play so that it hits the ground or an object outside the correct court.
  - The player returns the ball in play so that, before it bounces, it hits a permanent fixture.
  - The player deliberately carries or catches the ball in play on the racket or deliberately touches it with the racket more than once.
  - The player or the racket, whether in the player’s hand or not, or anything the player is wearing or carrying touches the net, net posts/single sticks, cord or metal cable, strap or band, or the opponent’s court at any time while the ball is in play.
  - The player hits the ball before it has passed the net.
  - The ball in play touches the player or anything that the player is wearing or carrying except the racket.
  - The ball in play touches the racket when the player is not holding it.
  - The player deliberately and materially changes the shape of the racket when the ball is in play.

**D. Good Return:** Returns are good if:

- The ball touches the net, net posts/singles sticks, cord or metal cable, strap or band, provided that it passes over any of them and hits the ground within the correct court.
- After the ball in play has hit the ground within the correct court and has spun or been blown back over the net, the player reaches over the net and plays the ball into the correct court.
- The ball is returned outside the net posts, either above or below the level of the top of the net, even though it touches the net posts, provided it hits the ground in the correct court.
- The ball passes under the net cord between the singles stick and the adjacent net post without touching either net, net cord or net post and hits the ground in the correct court.
• The player’s racket passes over the net after hitting the ball on the player’s own side of the net and the ball hits the ground in the correct court.
• The player hits the ball in play which hits another ball lying in the correct court.
• **Doubles:** The team which is due to receive in the first game of a set must decide which player will receive the first point of a game. Similarly, before the second game starts, their opponents must decide which will receive the first point of that game. The player who was the receiver’s partner for the first point of the game will receive the second point and this rotation will continue until the end of the game and set.

• **Hindrance:** If a player is hindered in playing the point by a deliberate act of the opponent, the player wins the point. However, the point must be replayed if a player is hindered in playing the point by either an unintentional act of the opponent or something outside the player’s own control.

**INJURED PLAYER POLICY**

If someone on your team becomes injured, please contact the Intramural Program staff at intramurals@usu.edu or 435-797-8388 24 hours before your next scheduled game to inquire about replacing the injured player on your team. Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during tournament play. If someone becomes injured during the tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the team roster.

**ELIGABILITY REQUIREMENTS**

Eligibility to participate in the Intramural Sports Program at Utah State University is restricted to certain members of the campus community. Review the following requirements carefully to ensure you and your teammates are, and remain, eligible. For questions concerning eligibility, please call our office at 435-797-8388 or email intramurals@usu.edu.

• **Students:** If you are enrolled at Utah State University with at least one (1) credit, paying the Campus Recreation fee, or are doing research and possess a current student activity card or proof of enrollment.
• **Faculty and Staff:** If you are currently employed by any department of Utah State University you can pay the Campus Recreation fee for $35.61 at the Registrar’s Office.
• **Spouses of Students/Faculty/Staff:** You can purchase a spouse pass at the Registrar’s Office that will give you access to participate for $40.
• **Intercollegiate/Club Sport Athletes:** You can only have two or three Intercollegiate or Club Sport athletes (depending on the sport) on an Intramural team that at one point were on the team roster during that current school year. See tables below for Intercollegiate and Club Sport Athletes on eligibility for Intramural Sports.

**Adding Players**

Team captains are responsible for monitoring participants who join their team. If players are not on
the team roster before 4pm of your scheduled game day, those players will need to get permission from the Competitive Sports Supervisor on duty. The cut off for adding players to rosters is one day after the season ends.

Sportsmanship Rating System

The sportsmanship rating system is intended to be an objective scale by which teams’ attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating ALL players and spectators affiliated with his/her team about the system. **Teams must maintain a 3.0 (“B”) average in order to qualify for tournament play. Teams must also maintain a 3.0 (“B”) average during tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team’s sportsmanship rating should do so the business day following the contest by contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu or calling 435-797-8388.

The sportsmanship rating system is based on the following criteria, **but not limited to:**

**4.0 = Excellent Conduct and Sportsmanship (A)**
- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff.
- Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

**3.0 = Good Conduct and Sportsmanship (B)**
- Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty.
- Teams receiving one unsportsmanlike conduct penalty will receive no higher than a “B” rating.
- A team defaults the contest

**2.0 = Average Conduct and Sportsmanship (C)**
- Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanlike conduct penalty.
- Team captain exhibits minor control over team/spectators, but is in control of himself/herself.
- Teams receiving more than one unsportsmanlike conduct penalties will receive no higher than a “2.0” rating.
- Team is unable to produce a team at game time resulting in a forfeit.

**1.0 = Below Average Conduct and Sportsmanship (D)**
- Team continually dissents the officials and/or opposing team from the court/sidelines.
- Team manager exhibits little or no control over team/spectators or himself/herself.
- Teams that have a player ejected will receive no higher than a “D” rating.

**0.0 = Poor Conduct and Sportsmanship (F)**
- Team is completely uncooperative; manager has no control over team/spectators/self.
- Teams play with ineligible participants or withhold any information requested.
- Damage or destruction of any Campus Recreation facility/equipment.
• Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
• Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

Teams receiving a "1.0" rating must have their team captain meet with the Assistant Director of Competitive Sports before their next scheduled contest.

Teams that receive a sportsmanship rating lower than a 3.0 during any Tournament contest will automatically be disqualified from the tournament.

For full details and our entire Intramural Sports Program Manual, please visit https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the Assistant Director of Competitive Sports and the Graduate Assistants of Competitive Sports. If you have any questions, contact them at intramurals@usu.edu or 435-797-8388.