

-Texas A&M University-
Department of Recreational Sports
INTRAMURAL SPORTS

TENNIS

Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications. Play will be governed by the United States Tennis Association rules with Intramural exceptions.

1. PARTICIPATION

- a. Proper identification must be presented to check in. Proper identification is a government-issued photo ID.
- b. **Roster:** Each player's name must appear on the roster before he/she enters a game.
- c. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- d. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- e. Intramural staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- f. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- g. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- h. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- i. **Jewelry:** Participants are not permitted to wear any jewelry.
- j. **Medical Alert Bracelets** –Permitted, must be taped flush with the skin and may be visible.
- k. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least $\frac{1}{4}$ inch thick.
- l. **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- m. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- n. **Equipment:** If the team does not have the same or similar color, **ALL** team members MUST wear jerseys provided by the Department of Recreational Sports. A shirt (must have the sleeves attached) must be worn under the jerseys provided by the Department of Recreational Sports, or the player will not be allowed to play. If a team has its own jerseys with numbers, the numbers must be whole numbers, no more than 2 digits, and the jerseys must be of the SAME/SIMILAR color.
- o. If eyeglasses are worn each player is responsible for the safety of own glasses.
- p. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- q. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves.

Bandanas with a knot are not permitted.

- r. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.
- s. Pants – Participants are encouraged to wear athletic style shorts or pants.
- t. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.

2. PROCEDURES & SCHEDULING

- a. Each participant or doubles team will be placed in a league and will play three regular season matches and then the top two individuals/teams from each league will be placed into a single elimination playoff tournament.
 - i. The number of teams in a league will be based on participant numbers.
 - ii. Depending on the number of participants, exceptions may be made to allow a larger number of participants to qualify for playoffs. This is up to the discretion of the league scheduler.
- b. Participants are responsible for signing in AND reporting their score to the staff member at the courts immediately before/after the match.
- c. **To reschedule a match, one must follow the intramural rescheduling policies as outlined in the IM Handbook. A match must be properly rescheduled through the IM office before 3:00pm the day of the match or by Friday 3:00pm for Sunday matches.**
 - i. Reschedules must be done through the intramural office to ensure court availability and that proper documents/staff are at the courts for your match.
 - ii. A reschedule made without the approval of the intramural office may result in a double forfeit for that match.

3. MATCH STRUCTURE

- a. A match will consist of the best two out of three sets.
- b. A set will be won when one player wins six games, however a set must be won by two games (a score of 6-5, does not win the set, it must be played to 7-5). If a set should become tied at 6-6, then a 12 point tiebreaker will be played (See Section 11, for tie breaking procedure).

4. ORDER OF SERVICE

- a. To determine the serve in the first game of the first set, the sides will volley. Once the ball has legally crossed the net three times, the ball will be "live." The person who wins the volley has choice of serve/receive or side. At the end of the first game the receiver shall become the server, and the server shall become the receiver. This order is repeated throughout the match.
- b. If a player serves out of turn, the player who should have served shall serve as soon as the mistake is discovered. However, all points scored before such discovery will be legal. The order of service shall remain as altered.
- c. If the order of receiving the service changes during a game by the receivers it shall remain as altered until the end of the game in which the mistake is discovered, but the partners shall resume their original order of receiving in the next game of the set in which they are receivers of service.

- d. Players shall change ends at the end of every other game of each set and at the end of each set unless the total number of games in that set is even. In that case the change occurs at the end of the first game of next set.

5. THE SERVE

- a. Before the server begins to serve, he/she must stand with both feet behind the baseline within the center mark and sideline.
- b. The service always begins to the right of center mark and is made to the opponent's right service court. After each point is played, service courts are changed for the next service in alternating fashion.
- c. Once the server and receiver are ready, the serve shall commence. The server shall project the ball by hand into the air in any direction and strike it with his/her racket before it hits the ground. The server has two attempts to put the ball in play without committing a fault.
- d. The ball must clear the net and land in the proper service court or on one of the lines of the proper service court before being hit by the receiver. After the service, the ball may be hit before it bounces.
- e. Foot Faults - A foot fault on the serve will be declared when:
 - i. The server changes his/her position by walking or running.
 - ii. The server touches the baseline with either foot.
- f. The service is a fault when the server:
 - i. Assumes the wrong position before serving
 - ii. Commits a foot fault
 - iii. Misses the ball while attempting to hit it iv. Fails to hit the ball into proper service court
 - v. The served ball hits a permanent structure other than the net, strap or band.
 - vi. The server hits his/her partner or anything he wears or carries with the served ball.

If any of these occur on the first serve, it is a fault. If any occur on both serves, it is a double fault and the point is lost.

6. THE LET

- a. A let is a served ball that touches the net, band or strap and is otherwise good.
- b. A let may be called when a player is unable to play the ball due to circumstances beyond his control, such as interference by a ball or player from another court.
- c. A let is called if a service is delivered before the receiver is ready. However, if the receiver makes an attempt to return the ball he/she is considered to have been ready.
- d. When a let occurs on a service, only that service is repeated. If it occurs during play, the point is replayed.

7. SCORING

- a. **A player loses the point if:**
 - i. The ball bounces twice on his/her side of the net.
 - ii. The player volleys the ball and fails to make a legal return to his/her opponent's court, even when standing outside the court.
 - iii. His/her body, clothing or racket touch the net while the ball is in play.

- iv. The player reaches over the net to play a ball unless the ball has bounced back over the net due to spin or to the wind.
- v. The ball strikes him/her during play, even while out of bounds.
- vi. The player throws the racket at the ball and makes an otherwise good return.
- vii. The player hits the ball more than once. In doubles, both partners may swing at the ball but only one may make contact. viii. The player fails to return a ball which lands on a boundary line.
- b. **It is a good return when:**
 - i. The ball touches the top of a net post or net and falls into play in the proper court.
 - ii. If the ball, served or returned, hits the ground within the proper court and rebounds or is blown back over the net and he/she plays the ball, provided that neither he/she nor any part of his/her clothes or racket touches the net, posts, cord or metal cable, strap or band or the ground within his/her opponent's court and that the stroke is otherwise good. iii. If the player's racket passes over the net after he/she has returned the ball, provided the ball passes the net before being played and is properly returned.
 - iv. If a player succeeds in returning the ball, served or in play, which strikes a ball lying in the court.
 - v. If the ball is returned outside the post either above or below the level of the top of the net, even though it touches the post, provided that it hits the ground within the proper court.
- c) **Scoring:**

If a player wins his/her first point, the score is called 15 for that player. On winning his/her second point, the score is called 30 for that player; and winning his/her third point the score is called 40, and the fourth point won a player is scored game for that player except if both players have won 3 points, then the **NO-ad system** will be used. There will be one point played to determine the game. The receiver has choice of which court to receive in.

8. TIE-BREAKER PROCEDURES

- a) The tie-break shall operate when the score reaches six gains all in any set.
- b) The following system shall be used in a tie-break game:

Singles:

A, having served the first game of the set, serves the first point from the right court;
 B serves points 2 and 3 (left and right),
 A serves points 4 and 5 (left and right);
 B serves point 6 (left) and after they change ends, point 7 (right);
 A serves points 8 and 9 (left and right); B
 serves points 10 and 11 (left and right), and
 A serves point 12 (left).

A player who reaches 7 points during these first 12 points wins the gain and set. If the score has reached 6 points all, the players change ends and continue in the same pattern until one player establishes a margin of two points, which gives him/her the game and set. (Note: the players change ends every six points and the player who served first serves the first point of the next one from right court). For the following set, the players change ends and B serves the first game.

Doubles:

The same pattern is followed with partners preserving their serving sequence. Assume A-B versus C-D, with A having served the first gain of the set.

A serves the first point (right);

C serves points 2 and 3 (left and right);

B serves points 4 and 5 (left and right);

D serves point 6 (left) and the team changes ends. D serves point 7 (right);

A serves points 8 and 9 (left and right); C

serves points 10 and 11 (left and right);

B serves point 12 (left).

A team that wins 7 points during these first 12 points wins the gain and set.

If the score has reached 6 points all, the team change ends. B then serves point 13, (right) and they continue until one team establishes a two-point margin. Change ends for one to start a following set, with team C-D to serve first.