

# Intramural Sports- Tennis Rules

## GENERAL INFORMATION

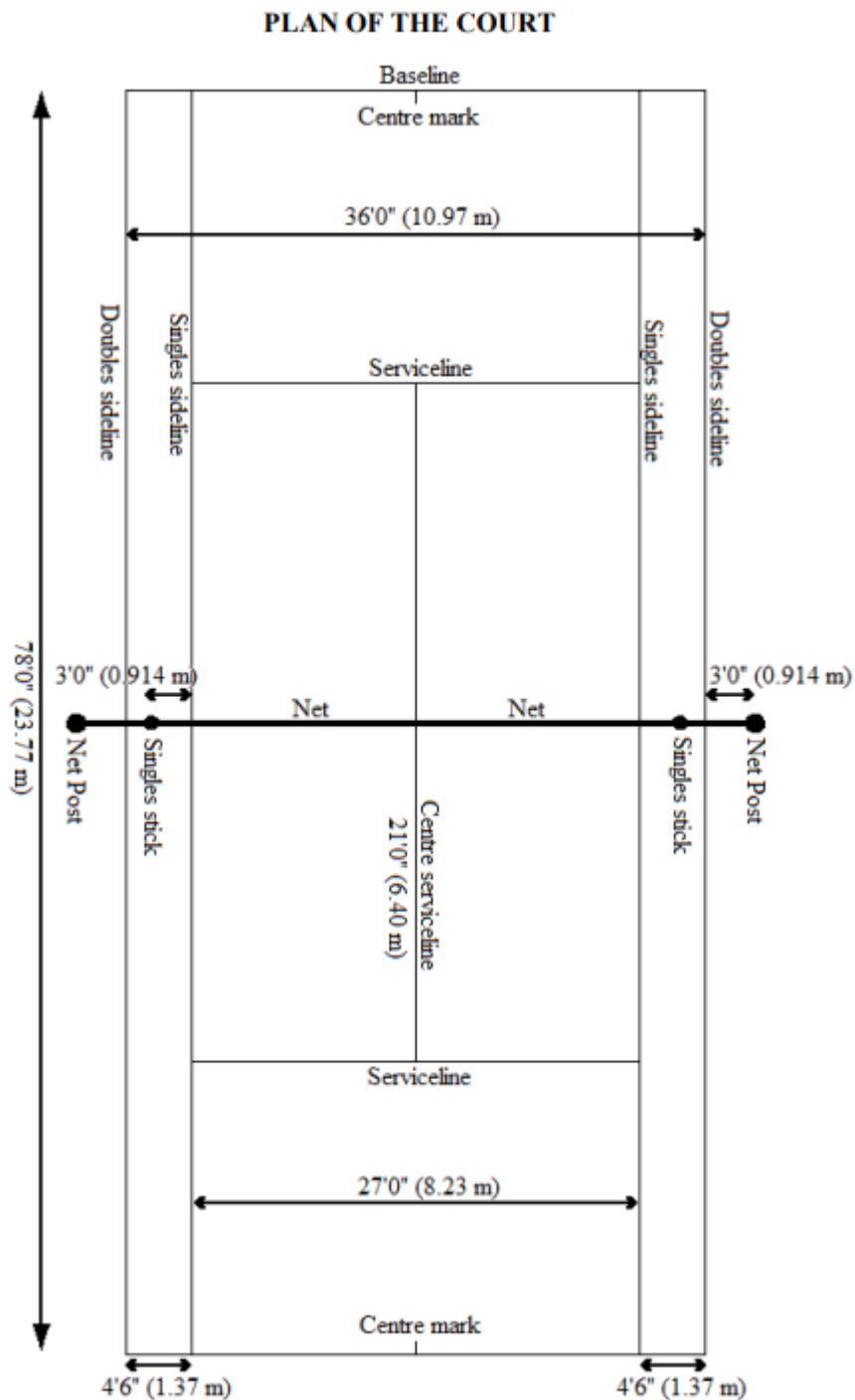
1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. Each player must be an active FIU student or FIU Wellness and Recreation Faculty/Staff Member with an active Gold Membership.
2. Participants must have their Panther ID at every game.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Any games in which an ineligible player signs in will be considered a forfeit.
5. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers, or spectators may result in penalty, ejection, or forfeiture of the game. Spectators must also remain within the area designated by the Intramural Sports staff.
6. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
7. Officials and Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

*ITF Rules of Tennis in conjunction with the United States Tennis Association (USTA) Rules Book and Official's Manual rules will be in effect; an abridged version including any modifications can be found below*

## Court and Equipment

### Section 1. Court

1. Matches will be played on the FIU Athletics tennis courts.
2. Court Dimensions will adhere to ITF & USTA guidelines. Singles lines will be used for all singles matches.



*Note: All court measurements shall be made to the outside of the lines.*

## Section 2. Equipment and Procedures

1. Players are encouraged to bring their own balls and racquets, but the Intramural Sports staff can provide a limited number of balls and racquets for those without them.
  - a. Rackets and Balls must be approved for play under ITF & USTA guidelines.

2. Each Player can be given two balls for their use during the match and to be returned to Intramural Sports staff after their match is complete.

## **Game Format**

### **Section 1. Player Responsibilities**

1. Game time is forfeit time.
  - a. Arrive on time and be prepared to be on the court and start the match at the scheduled time. (Tennis attire, water, and restroom.)
    - i. Players are not guaranteed warm up time.
2. Before the start of the match, players should review HOW AND WHEN the end of the match will be determined according to FIU Intramural Tennis Rules.
  - a. See **Match Format, below.**
3. If court space and timing allows, adhere to the 10 min warm up, which includes serves.
  - a. The purpose of the warm-up is to 'warm-up', not to practice 'winning' shots where the ball cannot be kept in play.
    - i. Catch the opponent's practice serves and serve the ball back. Do not practice your return of serve until after you have completed serve practice and only if there is still time left in the warm-up.
4. Play is continuous from the time a match starts until it ends.
  - a. The maximum allowable times for breaks are as follows,
    - i. Between points: 20 seconds.
    - ii. On changeovers (odd games): 90 seconds.
    - iii. At the end of each set: 120 seconds.
      1. There is no break after the 1st game of any set
  - b. Drinks should be taken on odd games only.
5. All issues that arise during a match are to be resolved **ONLY** by the players involved in the match on that court or the Intramural Staff on site.
6. Vacate the court **QUIETLY** upon completion of your match.
  - a. Do not remain to watch other matches in progress.
  - b. Turn in your signed scoresheet to the Intramural Sport staff.

### **Section 2. The Game**

#### **Match Format**

1. The match shall consist of 1 set to 6 games with "No-Ad" scoring.
2. No-Ad Scoring Method
  - a. A "No-Ad" game is scored as follows with the server's score being called first:

|              |        |
|--------------|--------|
| No points    | "Love" |
| First point  | "15"   |
| Second point | "30"   |
| Third point  | "40"   |
| Fourth point | "Game" |

- b. If each player/team has won three points, the score is “Deuce” and a deciding point shall be played.
  - i. The receiver(s) shall choose whether to receive the service from the right half or the left half of the court
  - ii. The player/team who wins the deciding point wins the “Game”.
- 3. Set Tie Break (5 Points)**
  - a. If players are tied at three games apiece, and game time remains within the time limit, the first player/team to win five points wins the “Game” and “Set”, with a deciding point if the score reaches four all. The order and number of serves shall be a continuation of current match format.
  - b. Players/Teams will only change ends after the first four points have been played.
- 4. The match has a 50-minute time limit.**
  - a. In the regular season, matches will conclude at the match time limit with the score reported as final.

### **Section 3. Sporting Behavior & Resolving Disagreements**

FIU Intramural Tennis will be Self Officiated. Responsibility for fair play falls on the players. All players are expected to know the rules, and the integrity of Tennis depends on each player upholding them. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the rules, or the basic joy of play. Additional guidelines are listed below:

- 1. Courtesy**
  - a.** Tennis is a game that requires cooperation and courtesy from all participants
    - i.** Points played in good faith stand
    - ii.** Give your opponent benefit of the doubt on all calls.
    - iii.** A ball that is 99% out is 100% in!
    - iv.** A player should reverse their “out” call if they realize that they made a mistake or are uncertain of their call. The point then goes to the opponent.  
It is never played over.
    - v.** BATHROOM BREAK: Should be taken during a Set Break or, if an emergency at an odd game changeover. Inform the opposing team that you are taking a break and leave your racquet on the court.
    - vi.** Treat all points the same regardless of their importance.
    - vii.** Outside interaction may be considered “interruption of play”.
    - viii.** Coaching is not allowed and includes talking, signals, hand gestures or interactions with any other player or person other than players on your own court.
    - ix.** Accept defeat graciously.
    - x.** Shaking hands at the end of a match is an acknowledge that the match is over.
- 2. Resolving Disagreements**

- a.** The players are expected to resolve disagreements on the court. The Code' describes a 3-step process for score disputes, in order of preference:
  - i.** 1. All points & games are agreed upon by the players and **REPLAY ONLY** the disputed points or games.
  - ii.** 2. Play from a score that is agreed upon by all players.
  - iii.** 3. Spin a racquet or toss a coin.
    - 1.** Under no circumstances may any other player or coach intervene in a match in progress. Intramural Sports staff may intervene in any match.