

Tennis Singles/Doubles Rules Fall 2009

Basic Policies

Format: A one-day, single elimination tournament format will be used. Participants will be able to choose which day of the week they play on by utilizing the intramural sports instant scheduling procedure. Champions of each tournament will advance to a championship tournament.

Rescheduling: All requests to reschedule must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. When rescheduling, both captains (or their representative) must come into the office to complete the rescheduling request form. Captain contact information is available online for your convenience in rescheduling.

Cancellation: Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

Forfeit: GAME TIME IS FORFEIT TIME! A team must report to the game site and be "ready to play" with the minimum number of players to avoid a forfeit. "Ready to play" means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

Protests: Rule interpretation protests must be declared immediately after the play in question. Team captains must announce this to the official/supervisor and the Protest Form must be filed to the Intramural Sports Department no later than 12:00pm the following business day. Rulings involving official's judgment may NOT be protested. Player eligibility protests must also be filed before 12:00pm the following business day of the game in question.

Sportsmanship: Teams/Participants must receive an average 2.75 sportsmanship rating during league play to be eligible for playoffs. (A=4; B=3, C=2; D=1; E=0) Ratings will be given by officials for officiated sports and supervisors for self-officiated sports.

Conduct: All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct,

the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

Inclement Weather: During league play and/or playoff games, a game "under play" may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants continued play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (494.3131) for updated game information.

Official Game: In the event of inclement weather during the regular season, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime or four completed innings, it is considered a cancelled game and will not be counted toward playoff qualification. Cancelled games will only be made up if space and time permits.

Scorecard: Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player's identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

Eligibility: A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

More Policy Information: For additional information please review the Intramural Sports Handbook online at: www.purdue.edu/recsports/programs/imsports

Equipment

Shoes: Each player must wear athletic shoes to prevent injury.

Racquets/Balls: Equipment will be provided by the Intramural Sports staff at the game site. Participants may furnish their own racquets if they choose.

Game Regulations

Players: An official team shall consist of one (1) player for singles play and two (2) for doubles play.

Substitutions: Substitutions may be made up to the first round of the tournament. Once the first serve is made by either player, substitutions may not be made.

Game Length: A match will be made up of the first team to win 9 games OR a 50 minute period (with a 5 minute warm-up). When the time limit is called, every game currently underway should be finished. If the outcome of that game results in a tie, the tie-break rule below should be used to determine a winner.

Officials: There will be no officials for tennis. Tennis matches will be self-officiated. Rules of the USTA should be followed. It is suggested that any disagreement be determined by a replay of point.

Playing Area: All tennis matches will be played on the RSC Tennis Courts located next to the Boilermaker Aquatic Center.

Tie Break: If a match is tied at four games each, a tie break will be played first to five (7) points. The winning player must win by two (2) points. Once a team has scored nine (9) points they will no longer have to win by two (2) and the first to ten (10) is the winner. Service will alternate every odd numbered serve and changing sides will happen every six (6) points.

Sport Specific Rules

Singles Play:

Serving:

1. In tennis, play is started with the serve which is made by tossing the ball into the air and hitting it with the racket before it touches the ground. The server stands behind the baseline and to the right or left of the center mark, but not outside the singles sideline.

2. The serve for the first point of a game always begins to the right of the center mark and is made to the opponent's right service court. After each point is played, alternate service court. The same individual continues serving until the game is completed.

3. The server has two attempts to put the ball into play.

4. The serve is a fault if the server:

- Does not take the proper position before serving.
- Commits a foot fault. (Foot touches baseline anytime prior to hitting ball.)
- Fails to hit the ball into the proper service court.

- Misses the ball in attempting to strike it. However, the server may toss and catch the ball without penalty.

4.1 If any of these occurs on the first serve, it is a fault.

4.2 If any of these occurs on both serves, it is a double fault, and the point is lost.

5. The ball must clear the net and land in the proper service court before being hit by the receiver. However, after the service, the ball may be hit before it bounces. A ball touching the line is considered good.

Scoring the Game:

1. The server is responsible for announcing the score before the service. The server's score is always called first.

2. A game equals four points. The scoring in tennis is 15 for the first point won, 30 for the second, 40 for the third point won, and "game" for the fourth point. A score of zero is referred to as "love". When each player has a score of 40, the score is "deuce", which means that one player must win two consecutive points in order to win a game. If the server wins the next point, the score is called "ad in" if he/she wins the following point, it is the game. If the receiver wins the first point after deuce, the score is called "ad out", and if he/she wins the next point, it is his/her game.

However, if after the score is either "ad in" or "ad out", and the other player wins the next point, the score then becomes deuce again.

Changing Sides: The players change sides of court at the end of the first, third, and every subsequent alternate game of the set. During the tie break, sides are changed at a total of four points between the two players. Players change ends every four points.

A Let:

1. A let is a ball which strikes the net, strap or hand, but lands in the proper court on the serve.

2. A let is called when a player is unable to play a shot due to circumstances beyond his/her control, such as interference by a ball or a player from another court.

3. A let occurs if a serve is delivered before the receiver is ready. If however, the receiver attempts to return the serve, he/she is considered to be ready.

4. When a let occurs on a serve, only that serve is repeated.

5. The ball is in play if it hits the net during the subsequent play after the serve.

Player Loses Point:

1. If the ball bounces twice on a player's side of the net or if a player does not return the ball to his/her opponent's court.

2. If a player's body, clothing or racket touches the net while the ball is in play.

3. If a player reaches over the net to play a ball unless the ball has bounced back over the net due to a spin or the wind.

4. If the ball is hit twice while on his/her side of the court.

Doubles Play:

Serving

1. In tennis, play is started with the service which is made by tossing the ball into the air and hitting it with the racket before it touches the ground. The server stands behind the baseline and to the right or left of the center mark, but not outside the doubles sideline.
2. The service for the first point of a game always begins to the right of the center mark and is made to the opponent's right service court. After each point is played, alternate service court. The same individual continues serving until the game is completed.
3. The order of serving is decided at the beginning of each set. The pair serving first decides who is to serve in the first game, and the other partner will serve in the third game. The opponents also decide who is to serve to first in the second game, and the other partner will serve in the fourth game. Both pairs alternate in the remaining games of the set.
4. The server's partner may stand anywhere during service.
5. If a player serves out of turn, the proper server must serve as soon as the mistake is discovered. All points earned are counted. If a complete game is played with the wrong server, the order of service remains as altered.
6. The server has two service attempts to put the ball into play.
7. The service is a fault if the server:
 - Does not take the proper position before serving.
 - Commits a foot fault. (Foot touches baseline, anytime prior to hitting ball).
 - Fails to hit the ball into the proper service court.
 - Misses the ball in attempting to strike it. However, the server may toss and catch the ball without penalty.
- 7.1 If any of these occur on the first service, it is a fault.
- 7.2 If any of these occurs on both serves, it is a double fault, and the point is lost.
8. The ball must clear the net and land in the proper service court before being hit by the receiver. However, after the service, the ball may be hit before it bounces. A ball touching the line is considered good.

Receiving

1. The order of receiving is decided at the beginning of each set. The pair receiving in the first game decides who will receive first, and that player will continue to receive first in all odd-numbered games of the set. The opponents will also decide who will receive first in the second game, and that player will receive the first service in all even-numbered games of the set. Players alternate receiving services during a game.
2. If a player receives out of turn, he/she remains in that position until the game in which it is discovered is completed. The partners then resume their original positions.

Scoring the Game

1. The serving team is responsible for announcing the score before the service. The serving team's score is always called first.

2. A game equals four points. The scoring in tennis is 15 for the first point won, 30 for the second, 40 for the third point, and "game" for the fourth point. A score of zero is referred to as "love". When each team has a score of 40, the score is "deuce", which means that one team must win by two consecutive points, in order to win the game. If the serving team wins the next point, the score is called "ad in" and they win the following point, it is game. If the receiving team wins the first point deuce, the score called "ad out" and they win next point, it is their game. However, if after the score is either "ad in" or "ad out", the other team wins the net point, the score then becomes deuce again.

Changing Sides: The players change sides of court at the end of the first, third, and every subsequent alternate game of the set. During the tie break, sides are changed at a total of four points between the two players. Players change ends every four points.

A Let

1. A let is a ball which strikes the net, strap or hand, but lands in the proper court on the serve.
2. A let is called when a player is unable to play a shot due to circumstances beyond his/her control, such as interference by a ball or a player from another court.
3. A let occurs if a serve is delivered before the receiver is ready. If however, the receiver attempts to return the serve, he/she is considered to be ready.
4. When a let occurs on a serve, only that serve is repeated.
5. The ball is in play if it hits the net during the subsequent play after the serve.

Player Loses Point

1. If the ball bounces twice on the opponent's side of the net or if a pair does not return the ball in their opponent's court.
2. If a player's body, clothing, or racket touches the net while the ball is in play.
3. If a player reaches over the net to play a ball, unless the ball has bounced back over the net due to a spin or the wind.
4. If the ball is hit twice while on their side of the court.