Doubles Tennis League

*The following rules provided by Purdue Intramural Sports are not meant to be all encompassing. Please refer to the Participant Manual for comprehensive eligibility guidelines, policies, and procedures.*

SECTION 1. TOURNAMENT FORMAT

I. League Overview
   A. The league will consist of a five (5) match, round robin format.

II. Playoff Format
   A. Top two teams in the standings of each league will advance into a championship tournament.

III. Location
   A. Games will be played at the Schwartz Tennis Center located at 1324 McCormick Road, West Lafayette, Indiana 47906.
   B. Individuals/Teams will have a designated court assignment.
      i. This assignment will be given when player(s) sign in.
      ii. Please contact an Intramural Supervisor if you need assistance finding your playing location.

IV. Supervision
   A. No officials will be present.
      i. Players are responsible for making their own calls.
      ii. It is recommended that any disagreements should be determined by a replay of that point.
   B. An Intramural Supervisor will provide oversight and aid with operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.
      ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      iii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the court ready to begin at the scheduled time.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Players will change sides of the court at the end of the first, third and every subsequent odd game of the set.
   B. During the serve, the ball must clear the net and land in the appropriate service court (see Section 7).
   C. Balls landing on the boundary lines are considered in play.

II. The Court
   A. The playing court has the dimensions 27 feet wide by 78 feet long for singles and 36 feet wide by 78 feet long for doubles (see Object II.1).
   B. Players must serve behind the baseline to the left or right of the center line – depending on the point (see Section 7 and Section 8).

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C. Serves must land within the appropriate service box before being returned (see Section 7).

Object II.1

Taken from the 2008 USTA Handbook of Tennis Rules and Regulations

III. Beginning Play

A. The Intramural Supervisor will assist individuals/teams with court assignments.

B. Captains’ Meeting
   i. Prior to the start of play, each team’s captain will be required to meet with the Intramural Supervisor.
   ii. Follow the Intramural Supervisor’s instructions and ask any desired rule clarifications at this meeting.

C. Coin Toss
   i. After the warm-up period, a game of spinning the racquet will determine the first choice.
   ii. The captain winning the game shall choose one of the following options:
      a. Choose to serve or receive first.
         a. If this option is chosen, the remaining captain will choose which side of the net they will begin play on.
b. Choose which side of the net to begin play on.
   a. If this option is chosen, the remaining captain will choose between serving or receiving first.
   iii. Upon completion of the coin toss, each team will assume their respective sides and play will begin.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Regulation racquets and tennis balls will be provided.
   B. Players may use their own equipment as long as they meet the United States Tennis Association specifications.

II. Illegal and Required Equipment
   A. Players must wear non-marking athletic shoes.
   B. Attire
      i. Players must wear athletic shorts or pants and shirts.
      ii. Jeans are not permitted.

SECTION 4. COMPOSITION

I. Doubles Composition
   A. An official team shall consist of two (2) for doubles play.
   B. (Co-Rec Modification) Teams must be composed of one (1) male and one (1) female.

II. Substitutions
   A. Substitutions may be made up until a match starts.
   B. Once the first serve is made by either player, substitutions may not be made.

SECTION 5. TIMING

I. Time Limit
   A. A 50 minute time limit will be enforced by the Intramural Supervisor.
   B. A five (5) minute warm-up will be given prior to the match’s official start.
   C. Should the time limit be called, games currently underway may be finished.
      i. A set must be fully completed for it to count toward the set score. For example, if player A won the 1st set but is down 2-1 games in the 2nd set when the time limit is called, the match will end and player A will win with a score of 1-0 sets.
   D. The time limit will be enforced for each match except for the championship match.

II. Timeouts
   A. Players will not receive any timeouts.
   B. Injury timeouts may be determined only by the intramural supervisor.

III. Tiebreaker
   A. Should the set score be tied 3-3 or tied at the time limit or the match score tied at one (1) set apiece, a tiebreak is played first to seven (7) points.
   B. The winning team must win by two (2) or be the first to reach ten (10) points.
   C. Service will alternate every odd numbered serve (after the 1st, 3rd, 5th serve…).
      i. Players will switch ends after every six (6) points.
      ii. The player who last received will start the tiebreak with the serve.

IV. Official Game
A. If at least one (1) set has been completed and inclement weather stops play, the game will be over and its score will be considered official.
B. If at least one (1) set has not been completed and inclement weather stops play, the game will be considered cancelled.
   i. Cancelled games will not count toward playoff qualification.
   ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Winning the Match
   A. Matches will be best two (2) out of three (3) sets with a tiebreaker played in lieu of the third set.
   B. A player must win four (4) games to win the set. A tiebreaker will be played at 3-3 in each set.
   C. If each player has won a set, a tiebreaker will be played to determine the winner of the match.

II. Scoring the Game
   A. The server is responsible for announcing the score prior to each point; the server’s score is always said first.
   B. Games are played to four (4) points unless deuce is reached.
      i. If a player has zero points, their score shall be announced as “love”.
      ii. The first point won shall be announced as 15.
      iii. The second point won shall be announced as 30.
      iv. The third point won shall be announced as 40.
      v. The fourth point won results in winning the game.
   C. Deuce occurs if both players have reached a score of 40.
      i. Once in deuce, a player must win two (2) points in a row to win the game.
      ii. Should a player win the first point but lose the second point, the score becomes deuce again.
      iii. If the server wins the first point of deuce, the score is considered “ad in” (advantage).
      iv. If the receiver wins the first point of deuce, the score is considered “ad out” (advantage).

III. Losing Points
   A. Player(s) shall lose a point if:
      i. The ball bounces twice on their side of the net before returning the ball into the opponent’s court.
      ii. The player unsuccessfully returns the ball into the proper boundaries.
      iii. A player’s body, clothing or racket touches the net while the ball is in play.
      iv. A player reaches over the net to play a ball and contacts the net.
         a. A player is allowed to reach over the net provided contact with the net is not made.
      v. The ball is hit twice while on their side of the court.

IV. Forfeit Score
   A. In the event of a forfeit, a score of 1-0 will be given to the winner.

SECTION 7. SERVING AND LETS

I. Serving
   A. Play is started with a serve which is made by tossing the ball into the air and hitting it with the racket before it touches the ground.
   B. Players serving may not serve wider than the singles sideline, regardless of singles/doubles.
   C. The ball must clear the net and land in the proper service court before being hit by the receiver.
   D. 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.
      i. After each point is played, alternate service court.
ii. The same individual continues serving until the game is completed.

II. Service Faults
   A. The server has two (2) attempts to serve the ball; the server receives a service fault if:
      i. The player fails to hit the ball into the proper service court.
      ii. A foot fault is committed (occurs when the foot touches the baseline prior to hitting the ball).
      iii. Does not serve from the proper location.
      iv. Misses the ball when attempting to strike it.
         a. The server may toss the ball and catch it without penalty.
   B. If any of these occur during the first serve, it is a fault.
   C. If any of these occur during the second serve, it is a double fault, and the point is lost.

III. Lets
   A. A let, which results in a re-serve, is called if:
      i. A served ball strikes the net, strap or band but lands in the proper court.
      ii. A player is unable to play a shot due to a circumstance beyond their control, such as interference by a ball or player from another court.
      iii. The server delivers the ball before the receiver is ready for play.
         a. This does not apply if the receiver attempts to return the serve.
   B. Should a service let be called, the ball will be re-served with the same number of faults still in effect.
   C. Should a let be called due to interference, the entire point is replayed with both faults in effect.
   D. A ball that hits the net and goes over during any time other than the serve is considered in play.

SECTION 8. DOUBLES MODIFICATIONS TO SERVING AND RECEIVING

I. Service Order
   A. The order of serving is decided at the beginning of each set.
      i. The first team serving decides who is to serve in the first game and the other partner is to serve in the third game.
      ii. The opponents decide who is to serve in the second game, and the other partner is to serve in the fourth game.
   B. Once this rotation is set, it shall stay this way for the remainder of each set.
   C. If a player serves out of turn, the proper server must serve as soon as the mistake is discovered.
      i. All points earned count as is.
      ii. If a game is completed with the wrong server, the order of service shall remain as altered.

II. Receiving Order
   A. The order of receiving is decided at the beginning of each set by each player picking a side of the court from which to receive.
      i. Each player must return from the same side of the court for the entire set.
   B. Players alternate receiving services during each game.
   C. Once this rotation is set, it shall stay this way for the remainder of the set.
   D. If a player receives out of turn, they remain in that position until the game in which it is discovered is completed.
      i. Players then resume their original positions.

SECTION 9. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Supervisor
   A. The game’s intramural supervisor will determine sportsmanship ratings for each of the match’s players.

SECTION 10. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policies Information for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.