



Stevenson University Department of Campus Recreation
Intramural Tennis Rules

Stevenson University Intramural Tennis will follow the current rules of NIRSA (National Intramural and Recreational Association) unless modified to accommodate facility or program needs. Those who are subject to the rules are: team representatives (players, substitutes, coaches and spectators) and other persons affiliated with the team are subject to the rules of the game and shall be governed by the decisions of the Intramural Staff assigned to the game.

Player Eligibility

1. Participation is limited to all currently enrolled, fee-paying SU students, faculty members, and full-time staff.
2. In order to be eligible to participate, each eligible player MUST present his/her current, valid SU ID. Check-in takes place at designated sign-in locations at the facility, field or court (usually at the Scorekeeper's table). Individuals who are unable to provide a current, valid SU ID will not be permitted to participate. No other forms of identification will be accepted (email, class schedule, Driver's License, etc).
3. For additional information regarding player eligibility, team rosters and participant check-in refer to the SU Intramural Handbook available online at the SU Intramural Sports website and in the Intramural Sports office in Garrison Hall North - Room 106.

Equipment and Playing Field

1. The game equipment will be provided by the Intramural Sports Staff.
2. Teams are encouraged to wear their own like-colored jerseys. Scrimmage vests (pinnies) are available for checkout at the courts.
3. Individual Player Equipment must meet the following requirements:
 - a. Shirts: Shirts must be worn throughout the game. Shirts must not have arm openings that are larger than four inches. Referees will measure the arm openings with their fist. Shirts that have been altered and are missing more than the length of the sleeve will not be permitted.
 - b. Pants: Players may not wear pants or shorts that have belt loops, metal, cargo pockets or exposed drawstrings. Players may not wear towels that hang from the waist.
 - c. Headgear: Baseball caps or other rigid headwear is not permitted. Players may wear rubber or cloth elastic headbands that are used to control hair. Bandanas with knots are prohibited.
 - d. Pads or Braces: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with slow-recovery padding.

- e. Shoes: All players must wear shoes. Athletic/Tennis shoes are permitted. Any other type of shoe that the official deem unsafe is prohibited.
4. Jewelry is NOT allowed to be worn by any participant during the game. Jewelry consists of visible rings (wedding bands), watches, necklaces, earrings, studs (including tongue or lip rings), bracelets (metal or cloth) and any other such similar jewelry. Medical alert bracelets must be taped to the body or secured under clothing such as a sock to be worn during play. Taping of any other forms of jewelry, other than a medical bracelet, is prohibited. Players are subject to ejection for failure to remove jewelry.
5. Game time is forfeit time. Any team that forfeits a game can jeopardize any playoff potential due to a low sportsmanship rating. Teams who forfeit more than once will be dropped from the league.
6. Racquets and Balls are available to reserve from the campus rec office.

Game Procedures and Scoring

The match shall consist of the best of three sets (unless otherwise decided by the participants).

A (3)-minute break will be provided between sets.

Each set shall consist of the first player to 6 games, win by two. If the players are tied at 6-6, a tie-break set will be played.

The tie-break will be first to 7 win by two: Player A begins with serve, Player B serves the next two points, Player A serves the next two, and so on. (Doubles: Serve will begin with A1, B1 will serve next two points, A2 serves the next two, B2 the next two, A1 the next two and so on).

Players will switch sides and have a 2 minute break after all odd numbered games.

Games will be played with standard tennis scoring – Love, 15, 30, 40, Game. With Deuce and Advantage should the game be tied 40-40.

The players may use one (1)-minute timeout per set. The timeout does not carry over between sets. Sides and service will be determined prior to the start of the first set. Service will alternate each game. Side and service in the second set will begin opposite to that of the first set. The third set will be the same as the first.

Service in each game shall begin from the right side of center court on the baseline.

In doubles tennis, the serving team's partners alternate sides, while the receiving team remains on the same side of the half court. The serve pattern for games shall be A1-B1-A2-B2-repeat.

General Rules

Ball in Play: Unless a fault or a let is called, the ball is in play from the moment the server hits the ball, and remains in play until the point is decided.

Ball Touches a Line: If a ball touches a line, it is regarded as touching the court bounded by that line.

Ball Touches a Permanent Fixture: If the ball in play touches a permanent fixture after it has hit the correct court, the player who hit the ball wins the point. If the ball in play touches a permanent fixture before it hits the ground, the player who hit the ball loses the point.

Service Fault: The service is a fault if:

- The server steps on the baseline or is outside the width of the serving zone; or
- The server misses the ball when trying to hit it; or
- The ball served touches a permanent fixture, singles stick or net post before it hits the ground; or

Second Service: 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 the service was from the wrong half. If the serve hits the net and lands in the legal area, it is considered a service let and the serve will not count and will be retried.

When to Serve and Receive: The server shall not serve until the receiver is ready. However, the receiver shall play to the reasonable pace of the server and shall be ready to receive within a reasonable time of the server being ready. A receiver who attempts to return the service shall be considered as being ready. If it is demonstrated that the receiver is not ready, the service cannot be called a fault.

The Let: In all cases when a let is called, except when a service let is called on a second service, the whole point shall be replayed.

Court Boundaries: Singles tennis is bounded by the inside service court lines. Doubles tennis is bounded by the outside service court lines.

Sportsmanship

1. The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.
2. A team is responsible for the actions of the individual team members and spectators related to it. Additionally, SU Intramural Sports does not recognize the use of coaches. Only the team captain shall speak to the officials regarding administrative matters (ejections, disqualifications, etc). Furthermore, the team captain's efforts in assisting Intramural Staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.
3. Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.
4. Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines. Protests or appeals of sportsmanship ratings will not be recognized. The Intramural Sports administrative staff reserves the right to review any rating given to a team.
5. Additional information regarding team and participant sportsmanship including the rating method, factors, and scale is available in the Intramural Sports Handbook, available online at the SU Campus Recreation web site.