



UW-Green Bay Intramurals Tennis Rules
<http://www.uwgb.edu/sportsctr/intramurals>
revised: 9/9/2005



» All UW-Green Bay Intramural League Policies and Regulations hold true and must be abided by «

Game Length:

- A game is completed when a player scores a total of 4 points, winning by at least 2 points (ad scoring).
- The first player to win 6 games, winning by two games wins the set. ie: 6-2, 6-4, 7-5, 7-6
- The first player to win 2 sets wins the match.

Tiebreak:

- If the set is tied at 6-6, then a tiebreaker shall determine the winner of that set. First to win 7 points (winning by 2) wins the tiebreaker and is awarded that set. Players alternate serve after every two points. Switch sides when a combined 6 points have been scored.
- The rest period between sets of a match shall be no more than 1 minute long.

Players:

- Every player must fulfill the eligibility requirements as stated in the Intramural Policies and Regulations.
- Roster size is limited to a maximum of 2 players if playing doubles, 1 if playing singles.

Before The Game:

- A coin toss or a spin of the racquet will precede the match. The player that wins the coin toss or spin can choose side or serve.

Scoring:

- One point will be awarded to the player winning the point.
- Scoring the game will follow this format: 15-30-40-Game. In addition: deuce-advantage server-advantage receiver.
- Once the match has been completed, record the score on a Tennis results sheet and turn in to PSC front desk with players' signatures.

Match Play:

Serving:

- One player serves throughout an entire game.
- Switch sides after first game and from there, after every two games (when an odd number of games have been played).
- The serve is started from behind the base line on the right side, then alternate sides.
- The served ball must bounce in the opposite service area on the other side of the net without hitting the net to be legal.
- If the ball hits the net and goes over in the opposite service area on the other side of the net, a let is called and is reserved.
- If the ball doesn't legally make it into the opposite service area on the other side of the net, a fault is called.

Fault Serves:

- Two fault serves result in a loss of point.
- Stepping on or over the base line before hitting the ball during a serve.
- If the ball doesn't bounce in the opposite service area on the other side of the net on the fly.

Playing The Ball:

- After a legal serve, the receiving player must strike the ball before the ball touches the court for a second time; and return the ball in play to the other player.
- After the ball has been returned, players can play the ball on the fly (volley) or after one bounce.
- An illegal hit is a hit that includes contacting the ball twice, or hitting the ball with any part of the body.

Forfeits:

- A player will forfeit a game if he/she is not present after ten minutes of scheduled game time.
- Forfeiture will follow the forfeit policy described in the Intramural Policies and Regulations.

Dismissal From Sport:

- Throwing a racquet.
- Physical contact or intimidation with opposing player.
- Other non-sportsmanlike conduct.