



Intramural Sports

Tennis Rules

Eligibility Guidelines

1. You must present your APSU ID card to the IM Supervisor on duty in order to play...No exceptions!
2. An individual may only participate on one team in each league (Men's or Women's). Participation on two teams in the same sport is only permitted if one of the teams is Co-Rec. Players who play on more than one team in each league are subject to losing their eligibility for that sport. The opposing team does not have to protest this if caught by a supervisor or official.
3. Players using false identification will be suspended for a period of time determined by the Coordinator and Graduate Assistant of Intramural Sports.

Equipment

1. Balls/Racquets: Participants may furnish their own game balls and racquets. Tennis balls and racquets are available for check-out at the Service Desk of the Foy Fitness and Recreation Center.
2. Clothing: A player's clothing must be presentable and appropriate for competition.
3. Shoes: All players must wear tennis/running shoes. Spikes, screw in cleats, and cleats with metal or ceramic exposed are prohibited.

The Match:

1. Match: Matches will be played in a best-of-three format. If players split the first two sets (1-1) the first player to win seven points (must win by two) will be declared the winner.
2. Games: A game is won when one player wins four points. The first player to win six games (must win by two) will be declared the winner for that set.

Standardized tennis scoring will be used and is as follows:

<u>Points Won</u>	<u>Point Total</u>
0	0
1	15
2	30
3	40
4	Game

Note: Players are not required to win a game by two points.

Order of Service

1. To determine the serve in the first game of the first set, the sides will volley. Once the ball has legally crossed the net three times, the ball will be "live." The person who wins the volley has choice of serve/receive or side. At the end of the first game the receiver shall become the server, and the server shall become the receiver. This order is repeated throughout the match.
2. If a player serves out of turn, any points made by the illegal server shall be lost and the opposing team shall be awarded one point. The serving order should then be corrected immediately and the offending team shall lose that service turn.
3. Players shall change ends at the end of every other game of the match.

Serving

1. Before the server begins to serve, he must stand with both feet behind the baseline within the center mark and sideline.
2. The service always begins to the right of center mark and is made to the opponent's right service court. After each point is played, service courts are changed for the next service in alternating fashion.
3. Once the server and receiver are ready, the serve shall commence. The server shall project the ball by hand into the air in any direction and strike it with his racket before it hits the ground. The server has two attempts to put the ball in play without committing a fault.
4. The ball must clear the net and land in the proper service court or on one of the lines of the proper service court before being hit by the receiver. After the completed service, the ball may be hit before it bounces.
5. Foot Faults - A foot fault on the serve will be declared when:

- The server changes his position by walking or running.
 - The server touches the baseline with either foot.
6. Service Fault- A service fault on the the serve will be declared when:
- Assumes the wrong position before serving.
 - Commits a foot fault.
 - Misses the ball while attempting to hit it.
 - Fails to hit the ball into proper service court.
 - The served ball hits a permanent structure other than the net, strap or band.

Note: If any of these occur on the first serve, it is a fault. If any occur on both serves, it is a double fault and the point is lost.

Let

A let is a served ball that touches the net, band or strap and is otherwise good. A let may be called when:

- A player is unable to play the ball due to circumstances beyond his control, such as interference by a ball or player from another court.
- A service is delivered before the receiver is ready. However, if the receiver makes an attempt to return the ball s/he is considered to have been ready.

Note: When a let occurs on a service, only that service is repeated. If it occurs during play, the point is replayed.

Point

A player loses the point if:

- The ball bounces twice on his side of the net.
- The player volleys the ball and fails to make a legal return to his opponent's court, even when standing outside the court.
- His/Her body, clothing or racket touches the net while the ball is in play.
- The player reaches over the net to play a ball unless the ball has bounced back over the net due to spin or to the wind.
- The ball strikes him/her during play, even while out of bounds.
- The player throws the racket at the ball and makes an otherwise good return.
- The player hits the ball more than once.
- The player fails to return a ball that lands on a boundary line.

Return

A return is legal if:

- The ball touches the top of a net post or net and falls into play in the proper court.
- If the ball, served or returned, hits the ground within the proper court and rebounds or is blown back over the net and he plays the ball, provided that neither he nor any part of his clothes or racket touches the net, posts, cord or metal cable, strap or band or the ground within his opponent's court and that the stroke is otherwise good.
- If the player's racket passes over the net after he has returned the ball, provided the ball passes the net before being played and is properly returned.
- If a player succeeds in returning the ball, served or in play, which strikes a ball lying in the court.
- If the ball is returned outside the post either above or below the level of the top of the net, even though it touches the post, provided that it hits the ground within the proper court.

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