

INTRAMURAL TENNIS RULES

Intramural tennis matches will be conducted under the rules of the International Tennis Federation (ITF) with the following modifications:

GENERAL INFORMATION

- a) All intramural tennis matches are played at the Outdoor Center Tennis Courts located near the corner of 1st Street and Gregory Drive in Champaign.
- b) All participants must have their University of Illinois Student Identification Card (i-card) with them at all times – NO EXCEPTIONS.
- c) Games will be self-officiated, when a discrepancy occurs, play the point over.
- d) Teams should be warmed up and ready to play as soon as the previous match ends on their court.
- e) For doubles, two players are required at all times to avoid a forfeit and no substitutes are allowed.
- f) Game time is forfeit time; all players should be warmed up and ready to play when the match before theirs concludes.

EQUIPMENT

- g) Tennis balls will be provided by Campus Recreation
 - Other tennis balls may be used if both sides can agree on a ball
- h) Participants must bring their own tennis racquets

THE MATCH

- i) All matches will be best of 13 games (first player to win 7 games) or 50 minutes long, whichever occurs first
 - j) Ad scoring will be used
 - k) Flip a coin to determine which player/team serves first, the other player/team has choice of side
 - l) If the 50 minute time limit expires before a player/team reaches 13 games, the team/player in the lead will be declared the winner
 - m) If the 50 minute time limit expires in the middle of a game, the game is to be finished
 - n) If the score is tied when the time limit expires, a basic 12 point tiebreaker will be played to determine a winner
 - o) A 12 point tie breaker is played as follows:
 - The player/team with the next service game begins serving from the deuce court
 - One point is played out at a time and each point win is counted as 1 point towards the tie breaker
 - For the second point the opposing player/team (the one that did not serve first) will serve from the ad court and play the point.
 - The next point the same player/team (the one who did not serve first) will serve from the deuce court and play the point.
 - Each player will get two serves, starting from the ad side with each point counting as 1 point towards the 12 point tie breaker
- (1) For doubles, be sure each team rotates the server each time they get the serve back

- The tiebreaker is played until a team/player reaches a total of 7 points and is winning by at least 2 points
- If a team reaches 7 points but they are not winning by at least 2 points, continue playing points until the margin becomes 2 points
- The team that reaches 7 points first or takes the lead by 2 points after 7 points is reached will be declared the winner
- Players should switch sides anytime total tie breaker points equals 6 points

PLAYING RULES AND SCORING

a) Scoring

- If a player wins the first point, the score is called 15 for that player; on winning the second point, the score is called 30 for that player; on winning the third point the score is called 40 for that player; and the fourth point won by a player is scored game for that player
- If both players are tied at 40, the score is called deuce. The next point won by a player is called “advantage in” if won by the server and “advantage out” if won by the receiver.
- If the player with “advantage” wins the next point, the game is over. Otherwise, the score returns to deuce.
- When a player has not won a point, the score is called love.

b) The Game

- A ball that lands on the line is good
- Players may only reach over the net to play a ball when it has legally bounced on their side and because of wind or spin bounced back over the net. If they are unable to contact the ball in the given situation the point is awarded to the player who made the initial shot.
- If during a rally, the ball hits the net and goes over into the opponent’s court, it remains in play.
- Players shall change sides of court at the end of odd-numbered games.
- In doubles after the service has been returned, either partner may play the ball. However, only person on each side may contact the ball each time it crosses over the net.

c) Serving and Receiving

- The server must stand with both feet behind the baseline. They must stand between the continuation of the side line and the center line. Neither foot may contact the court beyond the baseline until the ball has been served
- The server shall alternate service side and always start on the right side
- If the first serve does not land in the correct service it is a fault and the server has a second try. If the second serve is not good, it is a double fault and the receiving side is awarded a point
- It is a fault if the server swings at the ball and misses it
- It is not a fault if the server does not swing at the tossed ball and catches it, or lets it fall to the ground
- The server shall not serve until the receiving side is ready. The receiving side is considered ready if they make an attempt to return the serve

- The receiver may stand wherever they desire on their side of the net
- The receiver has final say whether or not the serve was good
- It is proper etiquette in tennis to award all calls that you are unsure of to your opponent
- If a resolution cannot be reached, the point shall be replayed
- A “let” serve is a serve that hits the top of the net and goes into the correct service court. Let serves are always re-served and there is no limit on how many a single server can have
- The server will serve one complete game, then the receiver becomes the server for the next game
- The server wins a point if the served ball touches the receiver or their racquet before it touches the ground.
- In doubles, each team will decide which partner will receive serve in the right and left hand court, and they will do so throughout the match

FOULS, VIOLATIONS, AND PENALTIES

- d) The player loses a point if:
- Fails to hit the ball over the net before it has bounced twice
 - Returns the ball so that it lands out of bounds
 - Fails to hit the ball over the net
 - Touches the ball more than once while attempting to strike it
 - Touches the net with racquet or self
 - Volleys the ball before it crosses the net
 - Is hit by the ball before it bounces
- e) Players and spectators are expected to follow proper sportsmanship and conduct as outlined in section 3.1 in the Intramural Handbook

CO-REC DOUBLES

- f) A Co-Rec Doubles team must consist of one male and one female