



**University of Illinois at Urbana-Champaign**  
**Campus Recreation**  
**Intramural Sports**  
**Tennis Rules**

Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!

Table of Contents

- General Intramural Sports Policies and Procedures
- Inclement Weather
- Equipment
- Contest Timing
- Players
- Game Rules

**General Intramural Sports Policies and Procedures**

**Signing-In and Rosters**

1. All players must present a valid I-Card in addition to their Illinois App to the Intramural Supervisor in order to sign-in and participate in an intramural contest.
2. An individual is bound to the *first* team they sign in for.
3. A participant can only play on 1 Co-Rec team *and* 1 single gender team (i.e. Men's *or* Fraternity Greek Cup).
4. If a player is found participating in the contest without having signed in with the Intramural Supervisor and doesn't have their I-Card and their Illinois App present, said team will forfeit the game and all forfeit fees and consequences will apply.

**Forfeits and Defaults**

1. Teams that are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the Grace Period Exception.
2. A team may delay its right to win by forfeit and allow the other team a grace period of 10 minutes to acquire a properly equipped team through the Grace Period Exception:
  - a. Once a 10 minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the 10 minutes passes.
  - b. If 10 minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then that team that is ready to play must accept the forfeit.

- c. If the forfeiting team is able to obtain the minimum number of properly equipped players before the 10 minute grace period expires, game starting procedures will occur.
3. The team captain of a team that has forfeited will be assessed a \$5 forfeit fee. Additionally the team will be ineligible for playoffs.
4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by filing a default by 2:00pm on the business day of the contest.
5. A team that has one less than the minimum number of players required to start the contest will receive a default.

### **Sportsmanship**

1. The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for the intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning.
2. Sportsmanship ratings are given to teams after each contests by Intramural Sports Leads, Supervisors, and game officials. These ratings reflect behavior before, during, and after a contest. For purposes of our sportsmanship ratings, we will not count administrative technical fouls and rule technicalities against a team's overall sportsmanship. The decision will be final and ratings will exist on the following scale:
  4. Team shows excellent sportsmanship and go out of their way to keep the game safe and fun. Team receives no unsportsmanlike conduct penalties.
  3. Team shows good-to-average sportsmanship, or *one (1) unsportsmanlike conduct penalty is assessed.*
  2. Team shows below-average sportsmanship and displays dissent to game officials before, during, or after contest. *Two (2) unsportsmanlike conduct penalties is assessed during the contest on either two separate participants, or on a single participant resulting in an ejection.*
  1. The intramural contest has been terminated due to *three (3) unsportsmanlike conduct penalties being assessed on one team throughout the contest. The three penalties can all be on separate participants or on one participant receiving two unsportsmanlike conduct penalties (resulting in an ejection) and a separate participant receiving an unsportsmanlike conduct penalty.*
  0. Team displays unacceptable conduct and sportsmanship. Game is canceled due to any of the following conduct:
    - Fighting or abusive, violent behavior.
    - Team repeatedly exhibits unnecessary roughness that jeopardizes the safety of other participants.
    - Spectator or player clearly gestures or shouts obscenities.
    - A game where more than 3 unsportsmanlike conduct penalties have been assessed to one team.

### **Playoffs**

1. To advance to playoffs during a season, a team must be one of the top 2 in their division.
2. Teams must have a sportsmanship rating average of at least 2.5 to advance to playoffs.

3. Captain must have completed the online Captain's Quiz prior to the end of regular season to advance to playoffs.
4. Teams must have NO regular season forfeits to advance to playoffs.
5. Teams that advance will be seeded in the bracket according to winning percentage, head to head results, sportsmanship and point differential at the end of regular season.

### **Protests**

1. A team captain may protest player eligibility and rule interpretation, but *not* the judgement of the officials.
2. To file a protest, notification of the protest must be made to a game official at the time of the alleged infraction prior to the *next live ball*.
3. A player's eligibility must be protested *prior to the end of the contest*. No more than three (3) participants can have their eligibility protested during a single contest.

For more information regarding the policies and procedures of Intramural Activities please see the Intramural Activities Handbook on Active Illini and the Campus Recreation website.

### **Inclement Weather**

1. Information regarding cancellations will be relayed to captains either in an email or phone call from the Intramural Office or the on-site Intramural Supervisor.
  - a. Emails from the Intramural Office may come through Active Illini.
2. Unless teams have received an explicit cancellation message in regards to their sport via email or phone, teams should assume that all intramural contests will be played as scheduled.
3. In the event that a contest must be ended early due to inclement weather as determined by the on-site supervisor:
  - a. A game shall be considered "official" and the result final if after the conclusion of the first half of the game, the contest is cancelled due to inclement weather.
  - b. If the first half of the game is complete, but the contest was tied, an overtime period will be scheduled to determine a winner provided there is time and space available in the remainder of the regular season. .
  - c. If the first half of the game is not completed when the contest was stopped, the contest will be rescheduled and started over from the beginning on a rescheduled date provided there is time and space available in the remainder of the regular season.

### **Equipment**

1. All players are required to bring a valid I-Card and show their Illinois App at all Intramural contests.
2. Jewelry is not allowed during any Intramural contest. Jewelry must be removed and not taped over.
  - a. If a participant would like to wear medical alert bracelets or religious jewelry or headgear, they can have the pieces approved by the Assistant Director of

Competitive Sports and Community Programs. If approved, these pieces will still need to be covered during play. To learn more about this process, please reference our Intramural Activities Handbook.

3. All players must wear athletic apparel (shorts, sweat pants, t-shirts, etc.) with no exposed metal. Baseball style hats, bandannas, or any other headwear with knots or dangerous materials is not allowed.
  - a. Casts or splints are not permitted. Any knee brace with exposed metal or metal hinges is required to be covered.
  - b. Players are allowed to wear gloves if they desire.
  - c. Sunglasses are not permitted.
  - d. If a player is bleeding, or if any of their clothing is stained with blood, they must be removed from the contest until an Intramural Supervisor clears them to play.
4. Participants will receive two intramural jerseys as part of the membership fee upon registering for Intramurals.
  - a. Each participant will receive a navy blue and orange numbered jersey at no additional cost each semester they register for an intramural sport.
    - i. A team can choose to wear their own uniform jerseys with printed numbers (not taped or drawn).
  - b. The home team will wear orange while the away team will wear navy blue, but participants are encouraged to bring both jerseys to their scheduled games.
  - c. Failure to abide by the jersey policy may result in a forfeit, or technical foul/unsportsmanlike conduct penalty being assessed against your team at the beginning of the contest.
  - d. Intramural Staff on duty will have the final say whether a team has acceptable jerseys to begin a contest.
5. Closed-toed, athletic type shoes are required. All players must wear non-marking shoes.
  - a. No boots, sandals, or cleats will be allowed
6. All equipment is subject to the approval of the intramural staff on duty.

### **Contest Timing**

1. Contests will start at the time they are scheduled on Active Illini. Teams should check in with the Intramural Supervisor 15 minutes prior to the scheduled game time.
2. Teams will have 45 minutes to complete their scheduled game

### **Tennis Rules and Regulations**

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

#### **1) EQUIPMENT**

- a) Participants should provide their own regulation Tennis Racquets and Tennis Balls
- b) Participants may also rent racquets and purchase Tennis Balls from the ARC or CRCE

#### **2) THE MATCH**

- a) All matches will be best of 13 games (first player to win 7 games)

- b) Ad scoring will be used
- c) Flip a coin to determine which player/team serves first, the other player/team has choice of side
- d) A 12 point tie breaker is played as follows:
  - i) The player/team with the next service game begins serving from the deuce court
  - ii) One point is played out at a time and each point win is counted as 1 point towards the tie breaker
  - iii) 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.
  - iv) The next point the same player/team (the one who did not serve first) will serve from the deuce court and play the point.
  - v) Following di-diiii as detailed above, 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
  - vi) The tiebreaker is played until a team/player reaches a total of 7 points and is winning by at least 2 points
  - vii) 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
  - viii) The team that reaches 7 points first or takes the lead by 2 points after 7 points is reached will be declared the winner
  - ix) Players should switch sides anytime total tie breaker points equals 6 points

#### 4) PLAYING RULES AND SCORING

##### a) Scoring

- i) 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
- ii) 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.
- iii) If the player with “advantage” wins the next point, the game is over. Otherwise, the score returns to deuce.
- iv) When a player has not won a point, the score is called love.

##### b) The Game

- i) A ball that lands on the line is good
- ii) 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.
- iii) If during a rally, the ball hits the net and goes over into the opponent’s court, it remains in play.
- iv) Players shall change sides of court at the end of odd-numbered games.
- v) 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

- i) 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
- ii) The server shall alternate service side and always start on the right side
- iii) 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

- iv) It is a fault if the server swings at the ball and misses it
- v) 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
- vi) 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
- vii) The receiver may stand wherever he/she desires on their side of the net
- viii) The receiver has final say whether or not the serve was good
- ix) It is proper etiquette in tennis to award all calls that you are unsure of to your opponent
- x) If a resolution cannot be reached, the point shall be replayed
- xi) 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
- xii) The server will serve one complete game, then the receiver becomes the server for the next game
- xiii) The server wins a point if the served ball touches the receiver or their racquet before it touches the ground.
- xiv) 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

5) **FOULS, VIOLATIONS, AND PENALTIES**

a) **The player loses a point if:**

- i) Fails to hit the ball over the net before it has bounced twice
  - ii) Returns the ball so that it lands out of bounds
  - iii) Fails to hit the ball over the net
  - iv) Touches the ball more than once while attempting to strike it
  - v) Touches the net with racquet or self
  - vi) Volleys the ball before it crosses the net
  - vii) Is hit by the ball before it bounces
- b) Players and spectators are expected to follow proper sportsmanship and conduct as outlined in section 3.1 in the Intramural Handbook

**Contact Information**

If you have any questions or concerns please contact the Intramural Office via email at [intramurals@illinois.edu](mailto:intramurals@illinois.edu) or via phone at 217-244-1344. Our office is open Monday-Friday, 9am to 5pm.