

TENNIS RULES

Intramural Modifications

- A. Matches consist of three sets of six games.
- B. Conventional advantage scoring will be used.
- C. A set is completed when a player has won six games and leads an opponent by two games.
- D. Sets reaching six games apiece will play a 7-out-of-12 points tiebreaker.
- E. Each player will bring a NEW can of balls to each match. The loser of the match keeps the open can. The winner takes the new can to the next match.

1. The Court

The Court shall be a rectangle 78 feet (23.77 m) long and 27 feet (8.23 m) wide. It shall be divided across the middle by a net suspended from a cord or metal cable of a maximum diameter of one-third of an inch (0.8 cm), the ends of which shall be attached to, or pass over, the tops of two posts, which shall be not more than 6 inches (15 cm) square or 6 inches (15 cm) in diameter. These posts shall not be higher than 1 inch (2.5 cm) above the top of the net cord. The centres of the posts shall be 3 feet (.914 m) outside the Court on each side and the height of the posts shall be such that the top of the cord or metal cable shall be 3 feet 6 inches (1.07 m) above the ground.

2. Permanent Fixtures

The permanent fixtures of the Court shall include not only the net, posts, singles sticks, cord or metal cable, strap and band, but also, where there are any such, the back and side stops, the stands, fixed or movable seats and chairs round the Court, and their occupants, all other fixtures around and above the Court, and the Umpire, Net-cord Judge, Footfault Judge, Linesmen and Ball Boys when in their respective places.

3. The Ball

Balls that are approved for play under the Rules of Tennis must comply with the following specifications:

- a. The ball shall have a uniform outer surface consisting of a fabric cover and shall be white or yellow in colour. If there are any seams they shall be stitchless.
- b. The ball shall conform to the requirements specified in Appendix I (Regulations for making tests specified in Rule 3.), Section iv for size and be more than 1.975 ounces (56.0 grams) and less than 2.095 ounces (59.4 grams) in weight.

4. The Racket

Rackets failing to comply with the following specifications are not approved for play under the Rules of Tennis:

- a. The hitting surface of the racket shall be flat and consist of a pattern of crossed strings connected to a frame and alternately interlaced or bonded where they cross; and the stringing pattern shall be generally uniform, and in particular not less dense in the centre than in any other area. The racket shall be designed and strung such that the playing characteristics are identical on both faces. The strings shall be free of attached objects and protrusions other than those utilised solely and specifically to limit or prevent wear and tear or vibration, and which are reasonable in size and placement for such purposes.
- b. The frame of the racket shall not exceed 29 inches (73.66 cm) in overall length, including the handle. The frame of the racket shall not exceed 12 1/2 inches (31.75 cm) in overall width. The hitting surface shall not exceed 15 1/2 inches (39.37 cm) in overall length, and 11 1/2 inches (29.21 cm) in overall width.
- c. The frame, including the handle, shall be free of attached objects and devices other than those utilised solely and specifically to limit or prevent wear and tear or vibration, or to distribute weight. Any objects and devices must be reasonable in size and placement for such purposes.

- d. The frame, including the handle and the strings, shall be free of any device which makes it possible to change materially the shape of the racket, or to change the weight distribution in the direction of the longitudinal axis of the racket which would alter the swing moment of inertia, or to deliberately change any physical property which may affect the performance of the racket during the playing of a point. No energy source that in any way changes or affects the playing characteristics of a racket may be built into or attached to a racket.

5. Server & Receiver

The players shall stand on opposite sides of the net; the player who first delivers the ball shall be called the Server, and the other the Receiver.

6. Choice of Ends & Service

The choice of ends and the right to be Server or Receiver in the first game shall be decided by toss. The player winning the toss may choose or require his opponent to choose:

- a. The right to be Server or Receiver, in which case the other player shall choose the end; or
- b. The end, in which case the other player shall choose the right to be Server or Receiver.

USTA Comment: The toss shall be made before the warm-up. Choices should be made promptly after the toss and are irrevocable, except when the match is postponed or suspended before the start of the match.

7. The Service

The service shall be delivered in the following manner. Immediately before commencing to serve, the Server shall stand with both feet at rest behind (i.e. further from the net than) the base-line, and within the imaginary continuations of the centre-mark and side-line. The Server shall then project the ball by hand into the air in any direction and before it hits the ground strike it with his racket, and the delivery shall be deemed to have been completed at the moment of the impact of the racket and the ball. A player with the use of only one arm may utilize his racket for the projection.

USTA Comment: There is no restriction regarding the kind of service which may be used; that is, the player may use an underhand or overhand service at his discretion.

USTA Comment: In singles, the server may stand anywhere in back of the baseline between the imaginary extensions of the inside edge of the center mark and the outside edge of the singles sideline.

8. Foot Fault

The Server shall throughout the delivery of the Service:

- a. Not change his position by walking or running. The Server shall not by slight movements of the feet which do not materially affect the location originally taken up by him, be deemed "to change his position by walking or running".
- b. Not touch with either foot any area other than that behind the base-line within the imaginary extensions of the centre-mark and side-lines.

9. Delivery of Service

- a. In delivering the service, the Server shall stand alternately behind the right and left halves of the Court beginning from the right in every game. If service from a wrong half of the Court occurs and is undetected, all play resulting from such wrong service or services shall stand, but the inaccuracy of station shall be corrected immediately it is discovered.
- b. The ball served shall pass over the net and hit the ground within the Service Court which is diagonally opposite, or upon any line bounding such Court, before the Receiver returns it.

10. Service Fault

The Service is a fault:

- a. If the Server commits any breach of Rules 7, 8 or 9(b);
- b. If he misses the ball in attempting to strike it;
- c. If the ball served touches a permanent fixture (other than the net, strap or band) before it hits the ground.

11. Second Service

After a fault (if it is the first fault) the Server shall serve again from behind the same half of the Court from which he served that fault, unless the service was from the wrong half, when, in accordance with Rule 9, the Server shall be entitled to one service only from behind the other half.

12. When to Serve

The Server shall not serve until the Receiver is ready. If the latter attempts to return the service, he shall be deemed ready. If, however, the Receiver signifies that he is not ready, he may not claim a fault because the ball does not hit the ground within the limits fixed for the service.

USTA Comment: This rule applies to the first and second serve. The Receiver, having indicated he is ready, may not become unready unless some outside interference takes place. If the Receiver claims to be not ready and does not make any effort to return a service, the Server's claim for the point may not be honored even though the service was good.

13. The "Let"

In all cases where a let has to be called under the rules, or to provide for an interruption to play, it shall have the following interpretations:

- a. When called solely in respect of a service that one service only shall be replayed.
- b. When called under any other circumstance, the point shall be replayed.

14. The Let in Service

The Service is a let:

- a. If the ball served touches the net, strap or band, and is otherwise good, or, after touching the net, strap or band, touches the Receiver or anything which he wears or carries before hitting the ground.
- b. If a service or a fault is delivered when the Receiver is not ready (see Rule 12).

In case of a let, that particular service shall not count, and the Server shall serve again, but a service let does not annul a previous fault.

15. Order of Service

At the end of the first game, the Receiver shall become Server, and the Server Receiver; and so on alternately in all the subsequent games of a match. If a player serves out of turn, the player who ought to have served shall serve as soon as the mistake is discovered, but all points scored before such discovery shall stand. A fault served before such discovery shall not stand. If a game shall have been completed before such discovery, the order of service shall remain as altered.

16. When Players Change Ends

The players shall change ends at the end of the first, third and every subsequent alternate game of each set, and at the end of each set unless the total number of games in such set is even, in which case the change is not made until the end of the first game of the next set.

If a mistake is made and the correct sequence is not followed the players must take up their correct station as soon as the discovery is made and follow their original sequence.

17. The Ball in Play

A ball is in play from the moment at which it is delivered in service. Unless a fault or a let is called it remains in play until the point is decided.

USTA Comment: A point is not decided simply when, or because, a good shot has clearly passed a player, or when an apparently bad shot passes over a baseline or sideline. An outgoing ball is still definitely in play until it actually strikes the ground, backstop, a permanent fixture (other than the net, posts, singles sticks, cord or metal cable, strap or band), or a player. The same applies to a good ball, bounding after it has landed in the proper Court. A ball that becomes imbedded in the net is out of play.

USTA Comment: When a player hits a ball into the net and the opponent, thinking the ball is coming over, strikes at it and hits the net, the opponent loses the point if the opponent touched the net while the ball was still in play.

18. Server Wins Point

The Server wins the point:

- a. If the ball served, not being a let under Rule 14, touches the Receiver or anything which he wears or carries, before it hits the ground;
- b. If the Receiver otherwise loses the point as provided by Rule 20.

19. Receiver Wins Point

The Receiver wins the point:

- a. If the Server serves two consecutive faults;
- b. If the Server otherwise loses the point as provided by Rule 20.

20. Player Loses Point

A player loses the point if:

- a. He fails, before the ball in play has hit the ground twice consecutively, to return it directly over the net (except as provided in Rule 24(a) or (c)); or
- b. He returns the ball in play so that it hits the ground, a permanent fixture, or other object, outside any of the lines which bound his opponent's Court (except as provided in Rule 24(a) or (c)); or

USTA Comment: A ball hitting a scoring device or other object attached to a net post results in loss of point to the striker.

- c. He volleys the ball and fails to make a good return even when standing outside the Court; or
- d. In playing the ball he deliberately carries or catches it on his racket or deliberately touches it with his racket more than once; or

USTA Comment: Only when there is a definite "second push" by the player does the shot become illegal, with consequent loss of point. The word "deliberately" is the key word in this rule. Two hits occurring in the course of a single continuous swing are not deemed a double hit.

- e. He or his racket (in his hand or otherwise) or anything which he wears or carries touches the net, posts, singles sticks, cord or metal cable, strap or band, or the ground within his opponent's Court at any time while the ball is in play; or

USTA Comment: Touching a pipe support that runs across the Court at the bottom of the net is interpreted as touching the net. See USTA Comment under Rule 23 for a ball which hits a pipe support.

- f. He volleys the ball before it has passed the net; or
- g. The ball in play touches him or anything that he wears or carries, except his racket in his hand or hands; or

USTA Comment: This loss of point occurs regardless of whether the player is inside or outside the bounds of the Court when the ball touches the player.

- h. He throws his racket at and hits the ball; or
- i. He deliberately and materially changes the shape of his racket during the playing of the point.

21. Player Hinders Opponent

If a player commits any act which hinders his opponent in making a stroke, then, if this is deliberate, he shall lose the point or if involuntary, the point shall be replayed.

USTA Comment: "Deliberate" means a player did what he intended to do, although the resulting effect on the opponent might or might not have been what he intended. Example: a player, after returning a ball advises the player's partner in such a loud voice that their opponents are hindered. "Involuntary" means a non-intentional act such as a hat blowing off or a scream resulting from a sudden wasp sting.

22. Ball Falls on Line

A ball falling on a line is regarded as falling in the Court bounded by that line.

USTA Comment: In a non-officiated match, each player makes the call on any ball hit toward the player's side of the net. If a player cannot call a ball out with certainty, the player should regard it as good. In doubles, normally the Receiver's partner makes the calls with respect to the service line, with the Receiver calling the side and center lines, but either partner may make the call on any ball clearly seen.

23. Ball Touches Permanent Fixtures

If the ball in play touches a permanent fixture (other than the net, posts, singles sticks, cord or metal cable, strap or band) after it has hit the ground, the player who struck it wins the point; if before it hits the ground, his opponent wins the point.

USTA Comment: A ball in play that strikes a pipe support running across the Court at the base of the net is treated the same as a ball landing on clear ground. See USTA Comment under Rule 20(e) for a player who touches a pipe support.

24. A Good Return

It is a good return:

- a. If the ball touches the net, posts, singles sticks, cord or metal cable, strap or band, provided that it passes over any of them and hits the ground within the Court; or
- b. If the ball, served or returned, hits the ground within the proper Court and rebounds or is blown back over the net, and the player whose turn it is to strike reaches over the net and plays the ball, provided that he does not contravene Rule 20(e); or

- c. If the ball is returned outside the posts, or singles sticks, either above or below the level of the top to the net, even though it touches the posts or singles sticks, provided that it hits the ground within the proper Court; or
- d. If a 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; or
- e. If a player succeeds in returning the ball, served or in play, which strikes a ball lying in the Court.

USTA Comment: Paragraph (e) of the rule refers to a ball lying on the Court at the start of the point as a result of a service let or fault or as a result of a player dropping it. If a ball in play strikes a rolling or stationary "foreign" ball that has come from elsewhere after the point started, a let should be played.

25. Hindrance of a Player

In case a player is hindered in making a stroke by anything not within his control, except a permanent fixture of the Court, or except as provided for in Rule 21, a let shall be called.

USTA Comment: See Rule 13 and its USTA Comments regarding lets.

26. Score in a Game

- a. If a player wins his first point, the score is called 15 for that player; on winning his second point, the score is called 30 for that player; on winning his third point, the score is called 40 for that player, and the fourth point won by a player is scored game for that player except as below:
If both players have won three points, the score is called deuce; and the next point won by a player is scored advantage for that player. If the same player wins the next point, he wins the game; if the other player wins the next point the score is again called deuce; and so on, until a player wins the two points immediately following the score at deuce, when the game is scored for that player.
- b. Optional Alternative Scoring System

The No-Ad System of Scoring may be adopted as an alternative to the traditional scoring system in paragraph (a) of this Rule provided the decision is announced in advance of the event. In this case, the following Rules shall be effective:

If a player wins his first point, the score is called 15 for that player; on winning his second point, the score is called 30 for that player; on winning his third point, the score is called 40 for that player, and the fourth point won by a player is scored game for that player except as below: If both players have won three points, the score is called deuce; one deciding point shall then be played. The receiver shall choose whether he wishes to receive the service from the right-half of the court or the left-half of the court. The player who wins the deciding point is scored the game.

USTA Comment: In a non-officiated match the Server should announce, in a voice audible to the Receiver and spectators, the set score at the beginning of each game, and point scores as the game goes on. Misunderstandings will be avoided if this practice is followed.

27. Score in a Set

- a. A player (or players) who first wins six games wins a set; except that he must win by a margin of two games over his opponent and where necessary a set shall be extended until this margin is achieved.
- b. The tie-break system of scoring may be adopted as an alternative to the advantage set system in paragraph (a) of this Rule provided the decision is announced in advance of the match.

USTA Comment: USTA Regulation I.V.3. requires that a Tie-Break be played in all sets. In this case, the following Rules shall be effective:

The tie-break shall operate when the score reaches six games all in any set except in the third or fifth set of a three-set or five-set match respectively when an ordinary advantage set shall be played, unless otherwise decided and announced in advance of the match.

USTA Comment: USTA Regulation I.V.4. authorizes the use of the Set Tie-Break or the Super Tie-Break in lieu of the third or final set in selected tournaments.

The following system shall be used in a tie-break game.

Singles

- i. A player who first wins seven points shall win the game and the set provided he leads by a margin of two points. If the score reaches six points all the game shall be extended until this margin has been achieved. Numerical scoring shall be used throughout the tie-break game.
- ii. The player whose turn it is to serve shall be the Server for the first point. His opponent shall be the Server for the second and third points and thereafter each player shall serve alternately for two consecutive points until the winner of the game and set has been decided.
- iii. From the first point, each service shall be delivered alternately from the right and left Courts, beginning from the right Court. If service from a wrong half of the Court occurs and is undetected, all play resulting from such wrong service or services shall stand, but the inaccuracy of station shall be corrected immediately it is discovered.
- iv. Players shall change ends after every six points and at the conclusion of the tie-break game.
- v. The tie-break game shall count as one game for the ball change, except that, if the balls are due to be changed at the beginning of the tie-break, the change shall be delayed until the second game of the following set.

Doubles

In doubles the procedure for singles shall apply. The player whose turn it is to serve shall be the Server for the first point. Thereafter each player shall serve in rotation for two points, in the same order previously in that set, until the winners of the game and set have been decided.

Rotation of Service

The player (or pair in the case of doubles) whose turn it was to serve first in the tie-break game shall receive service in the first game of the following set.

28. Maximum Number of Sets

A match can be played to the best of 3 sets (the player/team needs to win 2 sets to win the match) or to the best of 5 sets (the player/team needs to win 3 sets to win the match).

ADDITIONAL INFORMATION

1. No animals in indoor/outdoor facilities. (Exception: Assisted living animals)

2. Forfeit Policy:

- If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
- The Sport Assistant will declare a forfeit and award a "win" to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.
- If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.
- A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm, the game will be declared a forfeit at 6:10pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.

- A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
- A team may receive a forfeit due to improper team attire.
- Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
- Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
- Forfeited games will not be rescheduled.
- If a team forfeits ONCE the first team on the waiting list may replace it (without a refund). If there is no waiting list, the team may continue to play by paying a \$20.00 Re-entry fee at the Intramural Office within 48 hour of the forfeit.
- If a team forfeits or defaults twice (in league) it is dropped without notice.
- A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a "win" for the opposing team.
- A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

3. Forfeit Penalties:

- Lose right to protest the game
- All possession in a jump ball situation go to the opposing team
- Start the game with a 10-point deficit

4. Default Policies:

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 4pm).
- Default is recorded as a loss but does not require a fee payment.

5. ID Policy:

Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community. The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to "OUR" participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve. Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**

DOUBLES

33. The Doubles Game

All of Rules 1-32 shall apply to the Doubles Game except as so noted in rules 34-40.

34. The Doubles Court

For the Doubles Game, the court shall be 36 feet (10.97m.) in width, i.e. 4 1/2 feet (1.37m.) wider on each side than the Court for the Singles Game, and those portions of the singles side-lines which lie between the two service-lines shall be called the service side-lines. In other respects, the Court shall be similar to that described

in Rule 1, but the portions of the singles side-lines between the base-line and service-line on each side of the net may be omitted if desired.

USTA Comment: The Server has the right in doubles to stand anywhere in back of the baseline between the imaginary extension of the inside edge of the center mark and the imaginary extension of the outside edge of the doubles sideline.

35. Order of Service in Doubles

The order of serving shall be decided at the beginning of each set as follows:

The pair who have to serve in the first game of each set shall decide which partner shall do so and the opposing pair shall decide similarly for the second game. The partner of the player who served in the first game shall serve in the third; the partner of the player who served in the second game shall serve in the fourth, and so on in the same order in all the subsequent games of a set.

36. Order of Receiving in Doubles

The order of receiving the service shall be decided at the beginning of each set as follows:

The pair who have to receive the service in the first game shall decide which partner shall receive the first service, and that partner shall continue to receive the first service in every odd game throughout that set. The opposing pair shall likewise decide which partner shall receive the first service in the second game and that partner shall continue to receive the first service in every even game throughout that set. Partners shall receive the service alternately throughout each game.

37. Service out of Turn in Doubles

If a partner serves out of his turn, the partner who ought to have served shall serve as soon as the mistake is discovered, but all points scored, and any faults served before such discovery, shall be reckoned. If a game shall have been completed before such discovery, the order of service remains as altered.

38. Error in Order of Receiving in Doubles

If during a game the order of receiving the service is changed by the Receivers it shall remain as altered until the end of the game in which the mistake is discovered, but the partners shall resume their original order of receiving in the next game of that set in which they are Receivers of the service.

39. Service Fault in Doubles

The service is a fault as provided for by Rule 10, or if the ball touches the Server's partner or anything which he wears or carries; but if the ball served touches the partner of the Receiver, or anything which he wears or carries, not being a let under Rule 14(a) before it hits the ground, the Server wins the point.

40. Playing the Ball in Doubles

The ball shall be struck alternately by one or other player of the opposing pairs, and if a player touches the ball in play with his racket in contravention of this Rule, his opponents win the point.

ITF Note 1: Except where otherwise stated, every reference in these Rules to the masculine includes the feminine gender.

ITF Note 2: See Rule 26(b) with regard to the Optional Alternative Scoring System in Doubles and Mixed.

USTA Comment: The partners do not have to "alternate" in making returns. In the course of making one return, only one member of a doubles team may hit the ball. If both of them hit the ball, either simultaneously or

consecutively, it is an illegal return. Mere clashing of rackets does not make a return illegal unless it is clear that more than one racket touched the ball.

Wheelchair Tennis

The game of wheelchair tennis follows the ITF Rules of Tennis with the following exceptions.

a. The Two Bounce Rule

The wheelchair tennis player is allowed two bounces of the ball. The player must return the ball before it hits the ground a third time. The second bounce can be either in or out of the court boundaries.

b. The Wheelchair

The wheelchair is considered part of the body and all applicable rules which apply to a player's body shall apply to the wheelchair.

c. The Service

- i. The service shall be delivered in the following manner. Immediately before commencing the serve, the server shall be in a stationary position. The server shall then be allowed one push before striking the ball.
- ii. The server shall throughout the delivery of the service not touch with any wheel, any area other than that behind the baseline within the imaginary extension of the centre mark and sideline.
- iii. If conventional methods for the service are physically impossible for a quadriplegic player, then the player or an individual may drop the ball for such a player. However, the same method of serving must be used each time.

a. Player Loses Point

A player loses a point if:

- i. He fails to return the ball before it has touched the ground three times.
- ii. Subject to rule e) below. He uses any part of his feet or lower extremities as brakes or as stabilisers while delivering service, stroking a ball, turning or stopping against the ground, or against any wheel while the ball is in play.
- iii. He fails to keep one buttock in contact with his wheelchair seat when contacting the ball.

a. Propelling the Chair with the Foot

- i. If due to lack of capacity a player is unable to propel the wheelchair via the wheel then he may propel the wheelchair using one foot.
- ii. Even if in accordance with rule e) i. above a player is permitted to propel the chair using one foot, no part of the player's foot may be in contact with the ground:

- a. during the forward motion of the swing, including when the racket strikes the ball;
- b. from the initiation of the service motion until the racket strikes the ball.

- i. A player in breach of this rule shall lose a point.

a. Wheelchair/Able-bodied Tennis

Where a wheelchair tennis player is playing with or against an able-bodied person in singles and doubles, the Rules of Wheelchair Tennis shall apply for the wheelchair player while the Rules of Tennis for able-bodied tennis shall apply for the able-bodied player. In this instance, the wheelchair player is allowed two bounces while the able-bodied player is allowed only one bounce.

Note: The definition of lower extremities is: the lower limb, including the buttocks, hip, thigh, leg, ankle, and foot.