UVM Intramural Sports • Team Tennis

The rules governing this intramural sport activity are derived from rules used by the National Intramural-Recreational Sports Association (NIRSA) and rules unique to the UVM Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. All important policy information can be found in the Intramural Sports Handbook. All team managers and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

General/Eligibility

Club Player Eligibility:
- Members of the UVM Club Tennis Team are eligible to participate in intramural tennis team; however these players are subject to the following participation guidelines:
  - Open A-League Teams – No more than three (3) club tennis players (men’s or women’s team members) may be listed on a roster. Club players are only allowed to play in this league.
  - Open B-League Teams – No club tennis players may be listed on a roster because this league will be designated for our participants who are not as familiar with tennis and for our beginners.
- **Penalty:** Any team that is in violation of these eligibility/player participation guidelines will automatically forfeit every game in which the ineligible player(s) participated. During playoffs, use of an ineligible player will result from the team being removed from further competition.

Intramural Team Participation: All tennis leagues are defined as open leagues so there is a possibility of an identifying female player playing against (or with if they are playing doubles) an identifying male player. Teams may consist of any combination of gender. Teams must have at least 5 members so that two doubles matches and one singles match may be played at the same time on three (3) courts.

UVM Identification: All players MUST present a UVM Cat Card to the IMS Supervisor prior to each game. Players who do not have their Cat Card will be subject to the terms of the Campus Recreation ID Policy.

Team Rosters/Waiver Form: The official team roster consists only of those individuals who are eligible and who have signed the official online roster/waiver. Individuals must be listed on the official online roster by the end of regular season play in order to be eligible to participate in playoffs. There will be no limit to how many players you have on your team roster. Confirming that all players are listed on the official online roster is the responsibility of the Team Managers.

Forfeits: A match will be forfeited if no one from a team shows up to play. If you have at least one player from your team present, the match will NOT be considered a forfeit.

Match Basics:
1. Each match will be played best 2 of 3 sets. Each set will be played first to 6 games. (No win by 2 games)
2. The overall match or team winner will be determined by the outcome of each court. A team must win 2 out of the 3 courts to win the overall match. If you have less than 5 players present to play, then your team will lose each court that you are not able to field players. (Example: If you have 4 players present to play a match then you will lose the singles court match because you only have enough players to field the two doubles courts)
3. There will be an hour and thirty minute (1:30) time limit for the match. Once the hour and thirty minute time limit has been reached, the game stops at that point regardless of where the match stands. It is recommended that teams take 15 minutes to warm up, then start the match.

4. Teams will play on three different courts. Two courts consisting of doubles matches and one court consisting of a singles match.

5. Matches may be played by any combination of gender identities.

RULES:

1. The league will be self-officiated by the participants.

2. Standard game
   A standard game is scored as follows with the server’s score being called first:
   - No point - “Love”
   - First point - “15”
   - Second point - “30”
   - Third point - “40”
   - Fourth point - “Game”

3. Games are played with “no advantage” in scoring. If the game is tied at 40-40, the player or team that scores the next point will win the game.

4. At the end of each standard game for singles, the receiver shall become the server and the server shall become the receiver for the next game.

5. In doubles, the team due to serve in the first game of each set shall decide which player shall serve for that game. Similarly, before the second game starts, their opponents shall decide which player shall serve for that game. The partner of the player who served in the first game shall serve in the third game and the partner of the player who served in the second game shall serve in the fourth game. This rotation shall continue until the end of the set.

6. 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.

7. When serving in a standard game, the server shall stand behind alternate halves of the court, starting from the right half of the court in every game then alternating halves. The serve shall pass over the net and hit the service court diagonally opposite, before the receiver returns it.

8. During the service motion, the server shall not
   - a. Change position by walking or running, although slight movements of the feet are permitted; or
   - b. Touch the baseline or the court with either foot; or
   - c. Touch the area outside the imaginary extension of the sideline with
either foot; or

d. Touch the imaginary extension of the centre mark with either foot. If the server breaks this rule it is a “Foot Fault”.

9. **Service Fault** – If the ball does not hit in the diagonal box or hits the net and does not go over, it is considered a fault. If this happens, you will have another serve to hit the ball in the diagonal box. If you have another service point, your opponent receives the point. If your first serve hits the net and goes over, it is considered a *let*; in this case you will reserve but will be given your two original serves. Unless a fault or a let is called, the ball is in play from the moment the server hits the ball, and remains in play until the point is decided.

10. **Hindrance** - If a player is hindered in playing the point by a deliberate act of the opponent the player shall win the point. However, the point shall be replayed if a player is hindered in playing the point by either an unintentional act of the opponent, or something outside the player’s own control (not including a permanent fixture).

11. A player may not take any action that materially changes the condition of the ball; therefore, a player may not use a ball to wipe off perspiration.

12. If the ball touches the line, it is considered in.

**SWITCHING SIDES OF COURTS**
Teams/players will switch court sides every two games.

All rules are subject to change by the Assistant Director of Campus Recreation-Intramural Sports