

# **Summer 2008 Intramural Tennis Rules**

## **BGSU Intramurals**

### **1. Players, Substitutes, Rosters, and ID's**

- A. There will be four weeks of regular season play and one week of playoffs.
- B. For doubles, two players are required at all times to avoid a forfeit.
- C. A substitute may enter at the beginning of any game.
- D. Roster Changes: Beginning Monday, May 19<sup>th</sup> roster changes can be made. All rosters are final as follows: Session I - June 6 at 12 noon; Session II - July 18 at 12 noon. All changes must be made in the Intramural Office. Teams may make unlimited roster changes in the office during the first three weeks only. No one will be allowed to play until their name is listed on the roster. Roster changes can be made at the competition site if needed. Captains who play must be listed on the player roster.
- F. To participate in **intramurals**, there is no credit hour requirement, but an appropriate ID must be presented to an Intramural employee as follows: students and faculty/staff must show a BGSU picture ID. Spouses will need a picture ID with SS#.
- G. All BGSU students are eligible to participate.

### **2. Playing Area and Conditions**

- A. All matches will be played at the College Park courts.
- B. Weather information - contact the IM Hotline at 419-372-2650 after 4 p.m. on the day of your game. Please inform your team the Intramural Office will **not** give out any weather information. Please do not call the office.
- C. During intramurals, chewing or smoking tobacco products is prohibited at all indoor and outdoor sites on campus. Coaches or rostered players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team.
- D. If severe weather threatens during play, an air horn will sound three long, successive blasts, and each court will be notified via two-way radio or personal contact. Please seek shelter in the nearest facility.
- E. Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by an intramural employee will be taken to that facility's "lost and found", or to the front desk of Perry Field House, to be placed in their "lost and found".

### **3. Equipment and Uniform**

- A. Participants will supply their own racquets and a good can of tennis balls.

### **4. Safety and Prevention**

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.
- B. Players wearing glasses should have shatter proof lenses and straps.
- C. Jewelry is allowed, unless deemed unsafe to a player/opponent by the IM supervisor.

### **5. Participant Conduct and Fair Play – “SPORTSMANSHIP”**

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the building and future Intramural sports.
- B. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the IM Handbook as this will effect their eligibility for playoffs at the end of league play.

**6. Time Regulations and Length of Game**

- A. The best of 15 games, (first player to win 8 games) or whichever player has won more games after 55 minutes, whichever comes first.
- B. If the time limit expires during a game, that game should still be completed. See section #10 if a tie-breaker is required.

**7. Forfeits and Starting Games**

- A. Game time is forfeit time. All players should be checked in and ready to play at the scheduled time. There is no grace period. Once team minimum is met, late arrivals can still play once they check in.
- B. If a team forfeits once for any reason, they lose their forfeit fee, but are still eligible for playoffs. Forfeiting a second time drops that team from play for the rest of the season.
- C. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If that player is unable to present a valid ID, the game will be declared a forfeit.

**8. Playing Rules and Scoring**

- A. Serving and receiving
  1. Winner of toss - (spin of racquet). The winner of the toss will choose to be server or receiver, in which case the opponent shall choose the side.
  2. 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 touch the court across the baseline until the ball has been contacted.
  3. In delivering the serve, the server shall stand alternately behind the right and left courts, beginning from the right.
  4. If the first serve is not good, it is a fault and the server has a second try. If second service is not good, it is a double fault and the receiver scores a point.
  5. It is a fault if the server strikes at the ball and misses it.
  6. It is not a fault if the server decides not to strike the tossed ball and catches it or lets it fall to the ground instead.
  7. The server shall not serve until the receiver is ready. The receiver is considered ready if they attempt to return the serve.
  8. The receiver may stand wherever they please on their side of the net.
  9. The receiver determines whether or not the serve is good.
  10. It is proper tennis etiquette to award all calls you are unsure of to your opponent.
  11. A "let" serve is one which hits the top of the net and goes into the correct service court. It is always re-served. There is no limit on the number of let serves.
  12. The server serves one complete game, after which the receiver becomes the server.
  13. The server wins a point if the served ball touches the receiver or their racquet before it touches the ground.
  14. In doubles, each team will decide which partner will receive serve in the right and left hand court, and they will do so throughout a set.
- B. The game
  1. If because of wind or spin, the ball bounces back over the net, the player may reach across the net to make contact. If contact is not made, the point goes to the player making the initial contact.
  2. A ball landing on the line is good.
  3. If during a rally, the ball hits the net and goes over into the opponent's court, it remains in play.
  4. Players shall change sides of court at the end of odd-numbered games.
  5. In doubles after the service has been returned, either partner may play the ball. However, only one person on each side of the net may contact the ball.
- C. Scoring
  1. 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.
  2. If both players have won 3 points, the score is called deuce. The next point won by a player is called "advantage in" if the point is won by the server; "advantage out" if won by the receiver.
  3. If the player with the "advantage" wins the next point, the game is over. Otherwise, the score returns to deuce.
  4. When a player does not score any points, score is love.

**9. Fouls, Violations, and Penalties**

- A. The player loses a point if:
  - 1. Fails to hit the ball over the net before it has bounced twice.
  - 2. Returns the ball so that it lands out-of-bounds.
  - 3. Fails to hit the ball over the net.
  - 4. Touches the ball more than once in making a stroke.
  - 5. Touches the net with racquet or self.
  - 6. Volleys the ball before it crosses the net.
  - 7. Is hit by the ball before it bounces.
- B. Captains are expected to ensure proper behavior by their players and spectators should an altercation develop. Details, including penalties, are spelled out in the IM Handbook and Captain's Responsibilities handout.

**10. Tie Games and Overtimes**

- A. The 15th or any deciding game shall be a tie breaker:
  - 1. First person to win 7 points by a margin of 2 points, wins.
  - 2. Person who served the previous game (to tie the set) receives.
  - 3. Person who serves first, serves only 1 point to the right "deuce" court. After that point each server will serve 2 serves, beginning with the "ad" court (left).
  - 4. Every 6 points, the opponents will switch sides.

**11. Playoffs**

- A. The number of teams who qualify, plus the number, length, and playing rules for playoff games may be altered as time, weather, facility, and equipment conditions require. A variety of options will be considered before altering the preferred playoff format.
- B. Teams must be able to play any day M-R, after 5:30 p.m. during playoffs. Make sure you have enough players on your roster so you do not have to forfeit during playoffs.
- C. A captain should call the IM Office to check on their team's status as to playoffs. The IM Office does not personally notify teams regarding playoff schedules. Please see the IM Handbook for specifics as to the procedures for determining how teams advance to playoffs.
- D. The captain is responsible for notifying his/her team of the playoff schedule. Playoff schedules will be available from the web site or the captain may pick up a copy in the IM Office beginning the Friday prior to playoffs at 3 p.m.
- E. Teams who don't want to be included in playoff consideration must contact the IM Office in person prior to their last regular season game.

**12. Officials and Supervisor Duties**

- A. Officials and supervisors will check ID's, answer questions, and clarify and enforce all Intramural and facility rules and regulations. When necessary, they have the authority to eject individuals from play, as well as from the facility.

**13. Miscellaneous**

- A. Participation in the Intramural program is voluntary. The University is not responsible for injuries incurred while participating in Intramural sports. Each participant is advised to carry personal health and accident insurance. For reporting purposes, participants injured during play must have an appropriate report form completed and turned in to the Intramural Office within 48 hours of injury.
- B. T-shirts will be awarded to those participants on each championship team in each division who played in at least one game and did not commit multiple violations. The t-shirts should be picked up individually in the office beginning two days after final playoffs and within 15 academic weeks.