

-Arkansas State University-
INTRAMURAL SPORTS
INDIVIDUAL & DUAL EVENTS
TENNIS – Singles & Doubles
SPRING 2009

RULE 1. SPORTING INFORMATION, PLAYERS, AND EQUIPMENT

1. **Registration:** Registration for this team event will open on Monday, 3/2 & close on Tuesday, 3/17. Rosters can be turned in at the Intramural office (HPESS 136) or at the captain/players meetings at the times, dates, & location mentioned below. Rosters turned in after the closed date will not be added to the playing rotation. They will however, be placed on the waiting list. What does this mean? If a team drops out then we will plug in the first team on the waiting list.
2. **Schedules:** Pool play schedules will be out Wednesday, 3/18. You can only print off a copy of your playing schedule from one place & that is from the Intramural webpage at <http://union.astate.edu/intramurals>. From here you will be able to view scores, team records, point differential, sportsmanship grades, & rankings. Schedules will also be posted on the intramural board in the HPESS.
3. **Caps:** What is a cap? Cap is the amount of teams that we can allow to participate in an event due to the lack of time & space. For this event the cap is twenty (20) people for singles & ten (10) teams for doubles.
4. **Players meeting:** There will be two players meetings that team representatives must attend. Again these are **MANDATORY** meetings! The meetings will be held Monday, March 16 & Tuesday, March 17 at 6:00 PM in the Mockingbird room of the Student Union. Teams that **DO NOT** send representatives will be subjected to the following: a) will begin the season 0-1.
5. **Pool & tournament play:** Pool play will begin on Thursday, March 19 – Thursday, April 9. You are required to call your opponents & set up your own playing time. You will be given a schedule & contact list of all the players in your pool. To be eligible for the tournament you must get in half of your scheduled games. Tournament play will begin on Monday, April 13.
Defaults: During tournament events teams do not have the luxury of defaulting any games.
6. **Forfeits:** A forfeit is when a team does not show up, does not have enough players to meet the minimum to start a game, or does not make it to their start time. When any of the above happens a team is given a forfeit. A team that forfeits is given a loss, is taken out of league, **AND** is charged a fee of \$20 per forfeit. **IF** a team forfeit's out the season then they will be automatically suspended from registering for all events. If they forfeit another season during that same semester then they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. Fees must be paid prior to those participants or team playing **ANY** future intramural events.
7. Before a player is allowed to participate during the tournament their name must be on the roster with a valid ASU ID **AND** must be **PRINTED LEGIBLY**. Players **CAN BE** added to the roster on the court. They can either come by the Intramural office or verified on the court prior to game time to verify their status.
8. **Shoes:** Tennis shoes must be approved court shoes which have non-marking soles. Players may not play barefoot!
9. **Equipment:** The Intramural Sports Department will not provide you with equipment. You must provide your own equipment or rent them from the equipment room.
10. **Score cards:** Before you begin your match make sure to obtain a yellow score card from the equipment room, fill it out, indicate a score, & at the end of the evening turn it into the Intramural mailbox located on the front door of the Intramural office, HPESS 136.

RULE 2. GAME FORMAT

1. A match will consist of the best two out of three sets. Each set will consist of the first player to win 6 games, win by two (the first to win 7 games if a tie-breaker is needed, do not have to win by two). A 7-point tie-breaker will be played if a set is tied at 6 games each.

RULE 3. SERVING REGULATIONS

1. 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.

2. 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.

3. 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.

4. 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.

5. 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.

6. 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.

7. 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.

8. 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.

9. 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.

10. 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.

11. 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.

12. 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.

RULE 4. PLAYING REGULATIONS

1. 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.

2. 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.

3. 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.

4. 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
- 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
- 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
- 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
- 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.

5. 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.

6. Ball Falls on Line

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

7. 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.

8. 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.

9. 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.

10. 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.
11. 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.
12. Tie Breaker

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

Singles:

 - a. 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.
 - b. 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.
 - c. 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.
 - d. Players shall change ends after every six points and at the conclusion of the tie-break game.
 - e. 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.
13. 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).

RULE 5. 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.

1. 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 describe 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.

2. 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.

3. 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.

4. 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.

5. 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.

6. 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.

7. 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.

8. 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.