University of Minnesota Intramurals

The following set of rules addresses gameplay for intramural Tennis. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team. The Intramural Handbook can be found online.

I.D. Check-in-Policy and Procedure
1. All students, staff and faculty MUST present a valid U of M identification card to participate in any Intramural activity.
2. There will be no exceptions to this policy. If participants do not present a valid U of M identification card they will NOT be allowed to participate in the Intramural activity.
3. Penalty for attempting or using a false identification card will be suspension from the league. Suspended individuals MUST meet with the Intramural Director for possible reinstatement into the Program.

Adding Players to Your Roster
All players must be on your roster (this includes accepting their invitation) by 2 PM the day of the scheduled match for the player(s) to be eligible. For matches scheduled on Sundays, players must have been accepted to the roster by 2 PM on the Friday.

Visit http://www.recwell.umn.edu/intramurals/

Adding Players as a Captain
- Click on "My Teams" in the upper right hand corner of your IMLeagues screen.
- Click "Invite Members to Your Team".
- Enter the invitees' email addresses separated by a comma.
- Once the invitee receives an invite and accepts your invitation, they will be added to your team.
- IMPORTANT: If you do not see a player on your roster, they have not accepted your invitation and are ineligible to participate.

Adding Yourself to a Friend's Team
- First, create your IMLeagues account.
- Click "Player Signup" on the upper right hand side of your screen.
- Find the team that you would like to join.
- Click "Join Team".
- Fill out the waiver.
- Once the captain has accepted your request, you will be added to the team.
- IMPORTANT: You will not be added to the roster until the captain accepts your request.
Tennis Rules

Postings: Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

Pre-Game: All players must check in at the table with their U-cards. There are no exceptions to this rule. Using another student’s U-card is grounds for suspension from intramural sports.

Player Eligibility: A Participant may only play on one co-rec and one non co-rec team in each sport. Players playing for more than one team will lose their eligibility and cause forfeiture for their team’s games. All players on the team must play in one regular season game to be eligible for playoffs.

Uniforms: All uniforms must follow the Recreation and Wellness Center Dress code.

The following items are required while playing intramural tennis
- Athletic-style shoes with non-marking soles, closed toes, and closed heels.
- Athletic-style pants or shorts. Shorts must be of sufficient length to cover the gluteal fold.
- Shirts that reach the top of the pants or shorts and fully cover the torso (chest, stomach, back, and sides.)
- All clothing must be free of profanity, offensive language, and offensive graphics.

Equipment: Players must provide their own rackets for intramural play.

Forfeits: Game time is forfeit time. If a team has no players check in with legal equipment at game time, the game will be declared a forfeit, and the team will be disqualified from playoffs. Additionally, if a game must be ended due to major sportsmanship issues, the result will be a forfeit.

1st Forfeit: Team is no longer eligible for playoffs.

A team that has 2 forfeits, 2 defaults, or 1 of each will be removed from the league without a refund.

Defaults: Each player must be checked in with legal uniforms at game time in order to avoid a default. A default will result in a 2.5 sportsmanship rating.

If at game time, a team has at least one player checked in but is short the minimum number of players, that team will have five minutes to get all checked in and ready to play.
If the game begins late because of one team’s lack of players, that team can get no higher than a 2.5 sportsmanship rating for that game.

Team captains may call the intramural office by 4pm on the day of the game or 4pm on Friday for weekend games to default the game ahead of time. In this case, the team will receive the loss, but will not need anyone to show up at game time.

**1st Default:** Recorded as a loss for the team and a 2.5 sportsmanship rating, however the team is still eligible for the playoffs.

If a team has one player arrive at the game or calls the Intramural Office to inform them of the inability to play by the default time, the game is a **DEFAULT**.
If no one shows up for a team and there is no contact with the Office prior to the game the game is a **FORFEIT**.

**Game Format:**
A match consists of 55 minutes – 5 of warmups followed by 50 minutes of play. If agreed upon, opponents can take longer to warmup, but the total time will still be 55 minutes. Once time is called, players will finish the current game, and the score will stand.

During the regular season, ties will stand and a win by one game will count. During the playoffs, if the score is tied at the end of time, a tiebreaker will be played.

During playoffs, if there is a difference of one game, an additional game will be played. If the score is tied after the extra game, a tiebreaker will be used to determine the winner.

Teams will switch sides at the end of each odd numbered game.

**Tiebreaker:**
The first player to win seven points in the tiebreaker will win the match. Players will switch servers after every odd numbered point, and players will switch sides after seven points have been played.

**Scoring:**
Each rally will result in a point for the one team unless a let is called.

The first player/team to win four points in one game will win that game.

If the game is tied at three points each (deuce), one rally will be played to determine a winner of that game. The returner will choose from which side the serve will initiate.

**Service:**
The server will serve all points in one game.

To initiate the serve, the server must toss the ball and strike it with the racket. The serve must be initiated from behind the base line and between the center line and sideline.
Even points will be served from the right side and odd points will be served from the left side (Exception: For deuce points, the receiver chooses the side of the serve).

The serve must first hit the ground in the opposite service box (Example: If serving from the right side, the serve should land in the returner’s right side service box)

The server is allowed one fault per point. On the second fault, the receiver is awarded the point.

Service Fault:
The following are service faults:
- Serve lands outside of the correct service box
- Server steps on or over the baseline before delivering the serve
- Server swings and misses the ball on the serve

It is not a fault if the server tosses the ball and then decides to catch it.

Losing a Point:
The following results in a point for the opponent
- Server commits two consecutive serving faults
- Player does not return the ball before it bounces twice
- Player’s return hits the ground or an object outside of the court before going over the net
- Receiver returns the serve before letting it bounce
- Player carries or catches the ball on his/her racket
- Player touches the net with his or her body, racket, or clothing while the ball is in play
- Player’s racket touches the ball while s/he is not holding the racket
- Player touches it twice before the ball goes over the net
- Player’s return hits the ceiling or any fixture above the playing area

Sportsmanship: Sportsmanship and integrity are vital in intramural tennis. Players will be calling their own lines, so it is imperative that they do so with honesty and integrity. The site supervisor has the right to eject players or alter scores if s/he sees unsporting behavior from participants.