

San Diego State University
Intramural Sports

INTRAMURAL TENNIS RULES

RULE I THE GAME

SEC. I Play is Self Officiated

U.S.T.A. rules will govern play. Tennis is a self-officiated sport. If any disagreement occurs, it shall be mutually agreed to replay the point or situation involved.

SEC. II Match Structure

Matches will consist of one pro-set. A match is won by the first player or team to win 8 games. A player or team must win by 2 games to win the match. If the set becomes tied at 8, a tie breaker will determine the match. A tie break is won by the first person to reach 7 points. Players alternate serve after every odd point. Rotating sides will be permissible.

A game is won by the first player or team to win by 4 points. No as-scoring will be used for all matches. If the score is tie at three points for each player or team the next point wins the game.

Scoring

15=1 point

30=2 points

40=3 points

Game=4 points

RULE II TIME CONSTRAINTS

SEC. I Game Time

Game time is forfeit time. Please arrive at the Tennis Courts 10 minutes early to ensure proper check in.

SEC. II Time Limit

During the tournament/league, a one hour time limit is in effect for all matches.. If one hour passes before an individual/team reaches 8 games, then the individual/team in the lead gets the win for that match.

If an individual/team has won three or more games, and the match is called due to inclement weather, then the individual/team that has won three or more games

will be the official winner.

SEC III Service

Server shall project ball by hand into the air in any direction and before it hits the ground strike it with his/her racquet; the delivery shall be completed at the moment of impact of the racquet and the ball.

Server may not serve until the receiver is ready.

At the end of the first game the receiver shall become the server and the server, the receiver. Player will switch sided after each odd numbered game, i.e 1, 3, 5.

Service is a let:

- A. When the ball served touches the net, strap, or band and still lands in the appropriate service court.
- B. If a service or a fault is delivered when the receiver is not ready
- C. A let may be called by either player during a point if a foreign object enters the court. The point shall be replayed.

In the case of a let, that particular service shall not count, and the server shall serve again.

Players are to respect all opponents calls of in or out. If in doubt, a player should always give the opponent the favorable call.

SEC IV Doubles Service

The order of serving should be decided before the beginning of the first game.

- A. The pair serving in the first game of the match shall decided which partner shall do so
- B. The opposing pair should also decide who is going to serve in the second game
- C. The partner of the player who served in the first game shall serve in the third game; the partner of the player who served in the 2nd game shall serve in the 4th game.
- D. In delivering the service, the server shall stand alternately behind the right and left courts, beginning from the right in every game.
- E. If service from the wrong half of the court occurs and is undetected, all play resulting from such wrong service and services shall stand, but the inaccuracy of the station shall be corrected upon discovery.
- F. The ball shall pass overt 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 the server

SEC V. Receiving Serve-Co Rec

Partners shall receive the service alternately throughout each game.

RULE III EQUIPMENT

SEC. I Equipment

Individuals without non-marking court shoes will be prohibited from playing. Players are also required to bring their own racket and tennis balls.

For more information please visit: <http://www.usta.com/home/default.sps>