Florida Southern College Wellness Programs
Intramural Tennis Tourney
Information Sheet

PLAY BEGINS:
Tournament play begins on Friday, October 4th. This is a single elimination tournament. The tournament will either end Friday night or Saturday afternoon (based on the amount of teams). All sports teams may have as many participants as they want but only four of them will count towards all sports.

ENTRY INFORMATION:
The entry deadline is Friday, September 27th, 2013. To register you must visit http://www.flsouthern.edu/wellness/intramurals/forms.htm and follow registration links or visit directly http://flsouthern.ezeleagues.ezfacility.com/sign_up.aspx.

ENTRY FEES:
Intramural Tennis is free. However, if you forfeit once in the tournament your team will owe $25.00 and be immediately dropped from the tournament.

TOURNAMENT INFORMATION:
The leagues offered are Men’s and Women’s. If you have any questions about what league your team should sign up, please contact intramurals at arossow@flsouthern.edu or 863-680-4123.

TOURNAMENT TIMES:
All individuals will play on Friday, October 4th and could play Saturday, October 5th. Please note on the “comment” section of the online registration when your team can’t play. Game times will be given to please who request certain accommodations first. No one is guaranteed all requests but the intramural staff will do its best to schedule around your requests. Also please note on the “comment” section of the online registration if that individual is participating for an all sports team.

LOCATION:
All games will be played at the tennis courts on campus.

MANDATORY CAPTAINS MEETING/PLAYOFF MEETING:
A mandatory captains meeting will be held at 4:00pm on Tuesday, October 1st 2013 in the Dubose Conference Room(next door to the career center). Rules and policies will be reviewed at this meeting. Schedules/Brackets will be distributed at the conclusion of the meeting. If the captain or a team representative fails to attend the meeting, they will have till the next morning to contact intramural sports about rescheduling a time for the meeting. All teams that don’t show up will be charged $10.00 before the team is allowed to play. Captains and teams are responsible for knowing when and where they play.

QUESTIONS:
Questions please contact Alicia Rosso, Assistant Director of Wellness Programs and Intramural Sports at 863-680-4123 or arossow@flsouthern.edu. The intramural sports office is located in the HWC Gym.
Tennis is a game of courtesy, sportsmanship, and good behavior. Players will be in charge of calling their own games! Court supervisors will be there for questions and to run the tournament.

I. 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 service, 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. The following are not faults:
   A. 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. It is customary for the receiver to determine whether or not the service is good.

10. It is proper tennis etiquette to award all calls you are unsure of to your opponent.

11. A let service 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.
II. THE GAME

1. THE PLAYER LOSES A POINT IF:
   A. FAILS TO HIT THE BALL OVER THE NET BEFORE IT HAS TOUCHED TWICE.
   B. RETURNS THE BALL SO THAT IT LANDS OUT-OF-BOUNDS.
   C. FAILS TO HIT THE BALL OVER THE NET.
   D. TOUCHES THE BALL MORE THAN ONCE IN MAKING A STROKE.
   E. TOUCHES THE NET WITH RACQUET OR SELF.
   F. VOLLEYS THE BALL BEFORE IT CROSSES THE NET ON A SERVE
   G. IS HIT BY THE BALL BEFORE IT BOUNCES.


3. A BALL LANDING ON THE LINE IS GOOD.

4. IF DURING A RALLY, THE BALL HITS THE NET AND GOES OVER INTO THE OPPONENT’S COURT, IT REMAINS IN PLAY.

5. PLAYERS SHALL CHANGE SIDES OF COURT AT THE END OF ODD-NUMBERED GAMES.

III. 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 TEAMS 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.

IV. MATCH - THE BEST OF 11 GAMES, (FIRST PLAYER TO WIN 6 GAMES but win by 2 games) OR WHICHEVER PLAYER HAS WON MORE GAMES AFTER 30 MINUTES, WHICHEVER COMES FIRST. At the 30 minute mark if you are in the middle of game, you can finish that game.