

Florida Southern College
INTRAMURAL TENNIS SINGLES RULES Spring 2010

TENNIS IS A GAME OF COURTESY, SPORTSMANSHIP, AND GOOD BEHAVIOR. PLAYERS WILL BE IN CHARGE OF CALLING THEIR OWN GAMES!

- **The Intramural Tennis Singles Season will last 4 weeks with a playoff at the end.**
- **Please Report all scores to Alicia Slone @ aslone@flsouthern.edu or 863-680-4123**

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.
2. 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.
 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) OR WHICHEVER PLAYER HAS WON MORE GAMES AFTER 30 MINUTES, WHICHEVER COMES FIRST. (Based on the number of sign-ins on the day of the tournament we may add or decrease matches).

- V. THE 11TH OR ANY DECIDING GAME SHALL BE A TIE BREAKER:
THE TIE BREAKER:
 - A. FIRST PERSON TO WIN 7 POINTS BY A MARGIN OF 2 POINTS.
 - B. PERSON WHO SERVED THE PREVIOUS GAME (TO TIE THE SET) RECEIVES.
 - C. PERSON WHO SERVES FIRST, SERVES 1 POINT TO THE "AD" COURT, AFTER THAT POINT EACH SERVER WILL SERVE 2 SERVES IN THE TRADITIONAL ORDER.
 - D. EVERY SIX POINTS, THE OPPONENTS WILL SWITCH SIDES.

EVERY PLAYER IS ENCOURAGED TO BRING A CAN OF NEW/GOOD TENNIS BALLS EACH TIME THEY PLAY.