



## Florida Southern College Intramural Tennis (Singles) Rules

### General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) All participants must arrive to the playing surface 15 minutes before game time.

### Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

### Eligibility Requirements

**Intramurals are open to current FSC students, faculty, and staff with FSC ID.** All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

### Weather Cancellation

In the event of inclement weather, decisions regarding playing conditions will not be made before one hour prior to the day's first game. Teams should not **assume** that games are cancelled. The Office will try to contact captains if games have been cancelled. We will also post information on our Facebook page "FSC Intramural Sports" or intramural website. The office will also try to send emails out to all captains before the game is supposed to start. Games will be postponed for the following weather related reasons:

- Lightning. All outside activities will be cancelled when lightning is seen or thunder is heard. We will wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
- Tornado/hurricane watch or warning is issued for the Lakeland area.
- When rain or hail makes an outside field unsafe.

If a contest is postponed due to weather, the Assistant Director will attempt to reschedule the game.

### Event Format

Once registration closes, players will receive a schedule of games. These games will be scheduled with their opponent and played at their convenience. All scores will be due from both players at a set date that will be communicated when the schedule is released. Failure to submit a score will result in both players receiving a loss for the match, and the match will be deemed a forfeit.



## Serving and Receiving

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.

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.

In delivering the service, the server shall stand alternately behind the right and left courts, beginning from the right.

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.

- It is a fault if the server strikes at the ball and misses it.
- The following are not faults:
  - If the server decides not to strike the tossed ball and catches it or lets it fall to the ground instead.

The server shall not serve until the receiver is ready.

- The receiver is considered ready if they attempt to return the serve.

The receiver may stand wherever they please on their side of the net.

It is customary for the receiver to determine whether or not the service is good.

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

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.

The server serves one complete game after which the receiver becomes the server.

The server wins a point if the served ball touches the receiver or their racquet before it touches the ground.

## The Game

The player loses a point if:

- Fails to hit the ball over the net before it has touched twice.
- Returns the ball so that it lands out-of-bounds.
- Fails to hit the ball over the net.
- Touches the ball more than once in making a stroke.
- Touches the net with racquet or self.
- Volleys the ball before it crosses the net on a serve
- Is hit by the ball before it bounces.

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.

A ball landing on the line is good.

If during a rally, the ball hits the net and goes over into the opponent's court, it remains in play.

Players shall change sides of court at the end of odd-numbered games.

## Scoring

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.

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.

If the player with the "advantage" wins the next point, the game is over. Otherwise, the score returns to deuce.

When a player does not score any points, the score is love.

## Match

Games will be played best 2 out of 3 sets.

## Scoring

In a best-of-three sets tennis match, the first player to win two sets wins the match, with sets typically won by reaching six games (and being ahead by at least two games, e.g., 6-4), or by winning a tiebreaker at 6-6 in games.

## Tiebreakers

If the set score reaches 6-6 in games, a tiebreaker is played. Tennis tiebreaker rules determine the winner of a set tied at 6-6, usually requiring the first player/team to reach **7 points by a margin of 2**, using numerical scoring (1, 2, 3, etc.) instead of 15, 30, 40.

Participants will play first to 7 points, win by two, if a tiebreaker is needed.

### Tiebreaker Serving Rules:

1. The player due to serve next serves the first point from the **deuce** side.
2. The opponent serves the next two points (starting from the **ad** side).
3. Players then serve two points each, alternating sides (ad, deuce, ad, deuce).

**Change Ends:** Switch ends after points 1, 5, 9, 13, and at the conclusion.

**Result:** The winner of the tiebreak wins the set 7-6 (or 7-6 if they were the receiver).