

RULE ONE: THE GAME, PLAYERS, COURT

Section One: General Provisions

- A. Eligibility
 - a. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation's Intramural Sports Participant's Manual.
 - b. Participants must be listed on their respective team's rosters prior to participating, sign risk and liability waiver, and must show their LSU Tiger Card prior to entering a contest.
 - c. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and the possibility of the team being removed from the league.
- B. Players
 - a. The game shall be played between two individuals as posted on the IMLeagues website.
 - b. Team representatives (players, substitutes, coaches, trainers, and other persons affiliated with the team) are subject to the rules of the game and shall be governed by decisions of officials assigned to the game.
 - c. The participation by an ineligible player will subject the offending team to forfeiture of the contest that was protested.
- C. Inclement Weather
 - a. The decision to play scheduled games threatened by bad weather or wet playing areas will be made at 3:00pm on that day, if applicable.
 - b. Players and officials should call the Intramural Rain Hotline (225)578-7246 to obtain information regarding the status of the games for that day.
 - c. If games are canceled due to inclement weather or poor court conditions, then the game will be attempted to be rescheduled at the earliest possible date. Rescheduled games will be based upon field, not on team preferences.

Section Two: The Court and Equipment

- A. The Playing Area
 - a. The playing area is the UREC Tennis Courts located at the Student Recreation Center.
- B. Equipment
 - a. The Ball and Racquets
 - i. The ball shall be a regulation tennis ball provided by the UREC Equipment Desk. Racquets may be the participant's own or rented at the Equipment Desk.

RULE TWO: GAME LENGTH AND TIE BREAKERS

Section One: Game Length

- A. A match will be an eight-game pro set.
- B. No ad-scoring will be used.
- C. Winner must win by at least two games (8-6 or 9-7)

Section Two: Tie Breakers

- A. If a match is tied at eight games each, a tie breaker will occur. It will be the first player to seven (7) points, winning by two (2) points. Once a player/team has scored nine (9) points, they will no longer have to win by two points.
- B. Service – alternate every odd numbered serve and changing sides will happen every six (6) points.

RULE THREE: SERVING AND RECEIVING

Section One: Serving

- A. Coin Toss – the winner of the coin toss will choose to be server or receiver, in which case the opponent will choose the side.
- B. Server
 - a. 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.
 - b. The server shall alternate side behind the right and left courts, beginning from the right and serving into the opponent’s right court. After each point is played, alternate service courts.
 - c. The server has two attempts to put the ball into play (a fault serve is given).
 - d. The serve is a Fault if the server:
 - i. Does not take the proper position before serving.
 - ii. Commits a foot foul
 - iii. Fails to hit the ball into the proper service court.
 - iv. Misses the ball in attempting to strike it. However, the server may toss and catch the ball WITHOUT penalty.
 - e. If any of these occur on both serves, it is a double fault, and the point is lost.
- C. The server serves one complete game, after which the receiver becomes the server.
- D. The server wins a point if the served ball touches the receiver or their racquet before it touches the ground.

Section Two: Receiving

- A. Receiver
 - a. The receiver determines whether or not the serve is good.
 - b. It is proper tennis etiquette to award all calls you are unsure of to your opponent.
- B. Let Serve
 - a. A let serve is one which hits the top of the net, strap, or hand and goes into the correct service court. It is always re-served. There is not limit on the number of let serves.
 - b. It also occurs if the receiver is not ready to receive the ball. If however, the receiver attempts to return the serve, he/she is considered to be ready.

RULE FOUR: SCORING

Section One: The Game

- A. A ball landing on the line is good.
- B. If during a rally, the ball hits the net and goes over into the opponent’s court, it remains in play.
- C. Players shall change sides of the court at the end of odd-numbered games

Section Two: Score

- A. The server is responsible for announcing the score.
- B. A game equals four (4) points. The scoring in tennis is 15 for the first point won, 30 for the second, 40 for the third point won and “game” for the fourth point.
- C. A score of zero is referred to as “love”.
- D. When each player has a score of 40, the score is “deuce”, which means that one player must win two consecutive points in order to win a game.
 - a. If the server wins the next point, the score is called “ad in” if he/she wins the following point, it is the game.

- b. If the receiver wins the first point after deuce, the score is called “ad-out”, and if he/she wins the next point, it is his/her game. HOWEVER, if after the score is either “ad in” or “ad out”, and the other player wins the next point, the score then becomes deuce again.

RULE FIVE: FOULS/LOSES A POINT

Section One: Player Loses a Point

- A. Fails to hit the ball over the net before it has bounced 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 a racquet or self
- F. Volleys the ball before it crosses the net
- G. Is hit by the ball before it bounces.

RULE SIX: DOUBLES

Section one: Serving Rules

- A. In Doubles, each team will decide which partner will receive serve in the right and left hand court, and they will do so throughout the set.
- B. In doubles, after the service has been returned, either partner may play the ball. However, only one person on each side of the net may contact the ball.

RULE SEVEN: PROTESTS

Section One: Protests

- A. Types
 - a. Misinterpretation of a rule. The protest must be made before the next live ball or before the officials leave the playing field.
 - b. Illegal player or players. The protest must be made while the players are still in the game and before the officials leave the playing field.
 - c. Ineligible player. The protest must be made within 24 hours of the end of the game. The Intramural Sports staff will rule on the protest.
- B. Procedures
 - a. Protests based on decisions involving accuracy of an official’s judgment will not be considered.
 - b. Team captains must initiate protests. The Intramural Sports staff on site, including officials and supervisors will determine the next action to take place.