

5/13/2010

Florida Atlantic University
Campus Recreation
Intramural Sports

Tennis Rules

The United States Tennis Association rules will be in effect with the following exceptions:

Format

Players will be given contact information for all other players. The responsibility will be placed on the players to go and play at times that work well for both players. The winning team should report the scores to Campus Recreation staff through email. There will be a deadline in which all games must be played by. For any games not played, both teams will be issued a forfeit.

Players

Doubles teams will consist of two players, in co-rec (mixed doubles) matches it shall be one man and one woman.

Equipment

Players are encouraged to bring their own racquets. A racquets can be available for check out at the recreation center with a valid FAU photo I.D. Players must wear tennis or court shoes.

General Rules

1. Choice of side and right to be server or receiver shall be decided by the toss of a coin. The player winning the toss may choose:
 - A. to serve or receive, or
 - B. the side of the court.

2. A match is won by the first player or team to win 2 sets. A player must win 6 games to win the set.

3. A game is won by the first/player or team to win 4 points.

4. Advantage scoring will take place. If both teams are at 3 points, then you must win by two.
Scoring

15	1 point
30	2 points
40	3 points
Game	4 points

5. Server shall project ball by hand in to 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.

7. The server may not serve until the receiver is ready.

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

9. In all cases where a let has to be called under the rules or to provide an interruption to play it should have the following interpretation:
 - A. When called solely in respect of a service that one service only should be replayed if the let serve lands within the serving area.
 - B. When called under any other circumstances, point should be replayed.

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10. Service is a let:
 - A. When the ball served touches the net, strap, or band and is otherwise good, or, after touching the net, strap.
 - B. If a service or a fault is delivered when the receiver is not ready.
11. In the case of a let, that particular service shall not count, and the server shall serve again, if the let serve lands within the serving area.
12. Players are to respect all opponents calls of in or out. If in doubt whether a ball is in or out, a player should always give the opponent the favorable call.

Doubles Service

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

1. The pair serving in the first game of the match shall decide which partner shall do so.
2. The opposing pair should also decide who is going to serve in the second game.
3. 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.
4. In delivering the service, the server shall stand alternately behind the right and left courts, beginning from the right in every game.
5. 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.
6. The ball shall pass over 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 serve.

Receiving Serve-Co Rec

7. Partners shall receive the service alternately throughout each game

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