

Tennis Rules

Policy Information: For additional information please review the Intramural Sports Handbook online at:

<http://www.butler.edu/recreation/intramural-sports/rules>

Equipment

Shoes: Each player must wear athletic shoes to prevent injury.

Racquets/Balls: Equipment will be provided by the Intramural Sports staff at the game site. Participants may furnish their own racquets if they choose. All personal racquets must be approved by the Intramural Sports staff.

Game Regulations

Players: An official team shall consist of one (1) player for singles play.

Game Length: A match will be made up of the first team to win 4 games OR a 45 minute period (with a 5 minute warm-up). Final match will be the first to win 5 games with no time limit.

Officials: There will be no officials for tennis. Tennis matches will be self-officiated. Rules of the USTA should be followed. It is suggested that any disagreement be determined by a replay of point.

Official Game: In the event of inclement weather during the regular season, if a match has reached 2 games, it is over and the score is official. If the match has not yet reached 2 games, it is considered a cancelled game and will not be counted toward playoff qualification.

Tie Break: Tiebreaks occur at 3 games all. A tie break will be played first to five (5) points. The winning player must win by two (2). Once a team has scored seven (7) points they will no longer have to win by two (2) and the first to eight (8) is the winner. Service will alternate every two (2) serves and changing sides will happen every four (4) points.

Sport Specific Rules

Serving:

1. In tennis, play is started with the serve which is made by tossing the ball into the air and hitting it with the racket before it touches the ground. The server stands behind the baseline and to the right or left of the center mark, but not outside the singles sideline.

2. The serve for the first point of a game always begins to the right of the center mark and is made to the opponent's right

service court. After each point is played, alternate service court. The same individual continues serving until the game is completed.

3. The server has two attempts to put the ball into play.

4. The serve is a fault if the server:

- Does not take the proper position before serving.
- Commits a foot fault. (Foot touches baseline anytime prior to hitting ball.)
- Fails to hit the ball into the proper service court.
- Misses the ball in attempting to strike it. However, the server may toss and catch the ball without penalty.

4.1 If any of these occurs on the first serve, it is a fault.

4.2 If any of these occurs on both serves, it is a double fault, and the point is lost.

5. The ball must clear the net and land in the proper service court before being hit by the receiver. However, after the service, the ball may be hit before it bounces. A ball touching the line is considered good.

Scoring the Game:

1. The server is responsible for announcing the score before the service. The server's score is always called first.

2. A game equals four 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. A score of zero is referred to as "love". 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. If the server wins the next point, the score is called "ad in" if he/she wins the following point, it is the game. 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.

Changing Sides: The players change sides of court at the end of the first, third, and every subsequent alternate game of the set.

During the tie break, sides are changed at a total of four points between the two players.

A Let:

1. A let is a ball which strikes the net, strap or hand, but lands in the proper court on the serve.

2. A let is called when a player is unable to play a shot due to circumstances beyond his/her control, such as interference by a ball or a player from another court.

3. A let occurs if a serve is delivered before the receiver is ready. If however, the receiver attempts to return the serve, he/she is considered to be ready.

4. When a let occurs on a serve, only that serve is repeated.

5. The ball is in play if it hits the net during the subsequent play after the serve.

Player Loses Point:

1. If the ball bounces twice on a player's side of the net or if a player does not return the ball to his/her opponent's court.

2. If a player's body, clothing or racket touches the net while the ball is in play.

3. If a player reaches over the net to play a ball unless the ball has bounced back over the net due to a spin or the wind.

4. If the ball is hit twice while on his/her side of the court.

5. If the player hits the ball and the ball makes contact with the roof, it is considered out.