

Intramural Tennis Rules (Singles)

The following rules are based on United States Tennis Association (USTA) rules for tennis, with modifications deemed necessary by conditions of intramural competition. Any rules not covered by this supplement shall be governed by USTA rules.

All rules listed here are in conjunction with the Intramural Sports Participant Handbook. The Intramural Sports Participant Handbook outlines additional rules and policies not found in this rules supplement.

Divisions Offered: Men's and Women's Singles and Doubles

Play-By Dates: Players will be able to contact their opponents through through the online Cal State East Bay Fusion Intramural Sports portal. They are responsible for scheduling and playing the match before the deadline listed each week during the season. Match results are to be reported by the winning player after play each week. Both players should verify scoring each week. Please contact the IM Sports Office (imsports@csueastbay.edu) if you are having difficulty reaching your opponent or recording a score.

Tennis Balls: Players are encouraged to bring new cans of balls to each match. Balls can also be rented from the Equipment Rental Desk at the RAW

Location: The Cal State East Bay campus has 12 unlit tennis courts that are open for play at various times. Check the online schedule to see when court space has been reserved for IM Sports and/or when the courts are open for drop in use. All games must be played on campus.

Playoffs: Teams will play a 5 week regular season, followed by a playoff. Standings will be determined by overall record, head to head, and set score differential.

Make-up Matches: In the event that you are unable to schedule and play a match against an opponent, the last week of the season will be reserved for completing ONE match that may not have played. Contact the opponent that you need to schedule a match with and report the score as you normally would. Keep the IM Sports Office in the loop as to your plans for a reschedule.

Recording Scores: Following the completion of a match, the winning player is responsible for reporting the score to the IM Sports Office (imsports@csueastbay.edu). The losing player should confirm the score as well. Accurate scores are important because they determine overall ranking.

Instructions for Recording Scores: Report the full set scores for each player. Any set tiebreaker should be recorded as 7-6. For the final score, please enter the number of sets won (e.g. 6-2, 6-2 would be recorded as 2-0). If there was a match tiebreaker played (meaning each player won one set) the final score should be recorded as 1-1.

SINGLES MATCHES

Matches and Scoring: Each match will consist of a best of two sets. "Ad" system scoring will be used in all matches (this is the traditional method; love-15-30-40-game). Should each player win a set, a match tiebreak

will be played (first to 10 points, win by 2). The first two sets will be played as tiebreaker sets (see Tiebreaker, below).

Serving: Players will toss a coin to determine serving order. The winner has the option of serving first or choosing a side. The other player will choose from the remaining option. Players will alternate serves each game and switch ends after the completion of each odd numbered game.

Tiebreakers: Should a set reach a score of 6-6, a tiebreaker will be played. Set tiebreakers will be played as a best of 9 points. That is, the first player to reach 5 points will be the winner of the set. If after two sets the game is still tied, a match tiebreaker will be played. This will be the first to 10 points, winning by two. The winner of the match tiebreak will be the winner of the match. During tiebreakers, the person that would have served the next game will serve first in the tiebreaker. This person will serve the first point only, and the next two serves will belong to the opponent. After the first serve, opponents will alternate two serves each until a winner is decided. If a tiebreaker reaches 4 points each, the receiver may choose the side s/he wishes to return the ball from.

DOUBLES MATCHES

Matches and Scoring: Each match will consist of a best of two sets. “Ad” system scoring will be used in all matches (this is the traditional method; love-15-30-40-game). Should each team win a set, a match tiebreak will be played (first to 10 points, win by 2). The first two sets will be played as tiebreaker sets (see Tiebreaker, below).

Serving: Teams will toss a coin to determine serving order. The winner has the option of serving first or choosing a side. The other team will choose from the remaining option. Teams will alternate serves each game and switch ends after the completion of each odd numbered game. The order of serving for a team must be decided before the start of each set and cannot change until the beginning of a new set.

Receiving Serve: The team who has to receive the service in the first game shall decide which partner shall receive the first service, and that partner shall continue to receive the first service throughout the set. The opposing team shall have the same choice when they receive service. Before each set, both teams have the option to change their receiving formation.

Tiebreakers: Should a set reach a score of 6-6, a tiebreaker will be played. Set tiebreakers will be played as a best of 9 points. That is, the first team to reach 5 points will be the winner of the set. If after two sets the game is still tied, a match tiebreaker will be played. This will be the first to 10 points, winning by two. The winner of the match tiebreak will be the winner of the match. During tiebreakers, the team that would have served the next game will serve first in the tiebreaker. It is the team’s choice who it chooses to serve first. This person will serve the first point only, and the next two serves will belong to one partner of the opponent. After the first serve, opponents will alternate two serves each until a winner is decided. If a tiebreaker reaches 4 points each, the receiver may choose the side s/he wishes to return the ball from.