



TEAM TENNIS RULES

I. Eligibility

1. All participants are subject to Eligibility Rules, which are listed, in the current Intramural Sports Handbook.
2. Current UA ID must be presented before every game. NO ID - NO PLAY - NO EXCEPTIONS.

II. The Game & Players

1. A team consists of four to ten players (minimum 2 women, 2 men).
2. The format consist of five no-ad sets which include one set of men's and women's doubles, on set of men's and women's singles and one set of mixed doubles in that order.
3. Players may warm-up with other teammates. All players are allowed a five-minute warm-up. Once play has begun a three-minute warm-up is allowed between sets. This must be adhered to so that all sets will be completed in the time allotted.
4. Teams can at any point substitute a player (same gender) into a set for any reason. Once a player is replaced, he/she cannot return in that set. If a substitution occurs in doubles, the remaining player cannot change the side they receive on or the service order.
5. The first team listed on the schedule for that specific match determines home team.
6. The Teams shall change ends at the end of the first, third and every subsequent alternate game of each set, and at the end of each set unless the total number of games in such set is even, in which case the change is not made until the end of the first game of the next set. If a mistake is made and the correct sequence is not followed the players must take up their correct station as soon as the discovery is made and follow their original sequence.

III. Scoring

1. In Team Tennis the scoring is no-ad. This means a game is won by the first team to capture four points (15, 30, 40 game or 1, 2, 3, game). When the game score is deuce (game point), the receiving team chooses which side is to receive the serve. In the mixed doubles set the serve must be gender to gender at game point.

2. The first team to reach six games will win each no-ad set. A nine point Tiebreaker will be played at five games all in any set.
3. The winner of the match will be the team that wins the most games. After all games are totaled, if the trailing team won the mixed doubles set, the match is not over. Mixed doubles play continues until the leading team wins another game or the trailing team ties the score. The overtime rule gives the trailing team a chance to make a comeback. It also emphasizes the importance of the mixed double set. If a tie occurs, a super tiebreaker will be used to determine the winner of the match.

IV. Tie Games

1. Nine Point Tiebreaker - The person who is next to serve begins the tiebreaker. Each player serves two points in succession starting from the deuce court. Players change sides after four points. The first team or person to score five points wins the tiebreaker. If the tiebreaker reaches 4-4, the person who served the eighth point serves the ninth (final) point. The receiver, however, has the choice of sides (except in mixed doubles, where the service must be gender-to-gender). The winner of the ninth point is the winner of the set.
2. Super Tiebreaker - If the match enters into a super tiebreaker, a coin toss will decide which team serves first. The super tiebreaker should be treated as a new set; therefore substitutions may be made during the super tiebreaker. Each player serves two points in succession starting from the deuce court. Players change sides after six points. The first team to score seven points wins the super tiebreaker. If the super tiebreaker reaches 6-6, the person who served the 12th point will serve the 13th (final) point. Since this set is mixed doubles, the final serve will be gender-to-gender. The winner of the 13th point wins the super tiebreaker and the match. NOTE: You do not have to win by two points.

V. NOTE:

1. The Intramural Sports Program reserves the right to act or decide upon any situation, rule, policy or procedure not specifically listed in these rules or in the Intramural Sports Handbook.

ADDITIONAL INFORMATION

1. No animals in indoor/outdoor facilities. (Exception: Assisted living animals)
2. Forfeit Policy:
 - If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
 - The Sport Assistant will declare a forfeit and award a "win" to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.
 - If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.
 - A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm, the game will be declared a forfeit at 6:10pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
 - A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
 - A team may receive a forfeit due to improper team attire.

- Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
- Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
- Forfeited games will not be rescheduled.
- If a team forfeits ONCE the first team on the waiting list may replace it (without a refund). If there is no waiting list, the team may continue to play by paying a \$20.00 Re-entry fee at the Intramural Office within 48 hour of the forfeit.
- If a team forfeits or defaults twice (in league) it is dropped without notice.
- A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a "win" for the opposing team.
- A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

3. Forfeit Penalties:

- Lose right to protest the game
- Opposing team gets first service in each game
- Start the first set with an 8-point deficit

4. Default Policies:

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 4pm).
- Default is recorded as a loss but does not require a fee payment.

5. ID Policy:

Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community.

The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to "OUR" participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve.

Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**