



TENNIS SINGLES – LEAGUE RULES

Mission Statement

To Serve, Educate and Promote Wellness

Vision Statement

We are a service-oriented department dedicated to excellent fitness, and recreation programs that enhance the university experience.

EQUIPMENT: Participants must provide their own racket and tennis balls.

FORFEIT TIME: If at the scheduled game time a player has not shown up or is not ready to play, they will be given 10 minutes to be on the court and ready to begin play before the match will be called a forfeit. If at any time during the 10 minute forfeit period, the player shows up, they will be allowed to play, but will be assessed the following forfeit period penalty. They will begin the first set with a three game deficit.

UP TO QUARTERFINALS: All matches up to the quarterfinals will consist of one pro-set to eight games, using conventional scoring, with a 12-point tie break game played if games are tied at 7-7. Matches will be scheduled on the hour with warm-up limited to 5 minutes within the hour. NOTE: At the above point of finish using the time limit, the player (team) ahead in games won will win the match. If the match is tied in games, players (teams) should play a 12-point tiebreaker to determine winning teams.

QUARTER-FINALS, SEMI-FINALS & FINALS: All matches will consist of the best of 3 six-game sets, using conventional scoring, with a 12-point tie break game if games are tied at 6-6.

12-POINT TIE BREAK GAME: (SINGLES) A serves first point (from Right court), B serves points 2 and 3 (Left and Right); A serves points 4 and 5 (L & R); B serves point 6 (L) and after they change ends, point 7 (R); A serves points 8 and 9 (L & R); B serves points 10 and 11 (L & R), and A serves 12 (L). If points reach 6-all, players change ends and continue as before with A serving point 13 (R); B serves points 14 and 15 (L & R), etc. until one player establishes a margin of 2 points. Players change ends for one game to start the next set, with Player B to serve first. (R=Right/L=Left)

RULES: USTA Rules will govern except where modified by Intramural scoring rules.

SERVING ORDER: After being assigned to a court, players should spin a racket to determine who serves first.

SCORES: The winning player(s) should report scores to the Intramural Supervisor immediately following a match and check for their next match.