

## Tennis Rules

### General

The *RecSports Participant Handbook* will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below. The Handbook is available at [und.edu/RecSports](http://und.edu/RecSports). Key Handbook items include:

- **Alcohol, Tobacco, and Illegal Drugs** – *Handbook pg. 6*
- **Registration & Payment** – *Handbook pg. 7*
- **Captain Responsibilities** – *Handbook pg. 9*
- **Team Name Requirements** – *Handbook pg. 10*
- **Playoff Requirements** – *Handbook pg. 12*
  - Depending on the number of teams registered, playoff brackets may be split into a top and bottom tier and include larger numbers of teams.
- **Default/Forfeit Instructions and Consequences** – *Handbook pg. 14*
- **Participant Eligibility/ID Requirements** – *Handbook pg. 15*
- **Adding Players to Roster/Participation Limits** – *Handbook pg. 18*
- **Appropriate Attire** – *Handbook pg. 19*
- **Team/Participant Conduct** – *Handbook pg. 21*

### Schedules

Schedules for league play are posted online through IMLeagues.

### Facility

All games will be played at Jacobi Tennis Complex across the street from the Wellness Center.

### Questions

Please feel free to contact RecSports with any questions or concerns.

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### Time Regulations and Length of Game

- The best of 15 games, (first player to win 8) or whichever player has won more games after 55 minutes, whichever comes first.
- If the time limit expires during a game, that game should still be completed. See below rules below "tie games and overtimes" if a tiebreaker is required.

### Initiating Play/Serving

- Winner of toss (spin of racquet) will choose to be server or receiver, in which case the opponent shall choose the starting sides.
- The server must stand with both feet behind the baseline. They must stand between the continuation of the sideline and the center line. Neither foot may touch the court across the baseline until the ball has been contacted.
- In delivering the serve, the server shall stand alternately behind the right and left courts, beginning from the right.
- If the first serve is not good, it is a fault and the server has a second try. If second service is not good, it is a double fault and the receiver scores a point.
- It is a fault if the server strikes at the ball and misses it.
- It is not a fault if the server decides not to strike the tossed ball and catches it or lets it fall to the ground instead.
- The server shall not serve until the receiver is ready. The receiver is considered ready if they attempt to return the serve.
- The receiver may stand wherever they please on their side of the net.
- **The receiver determines whether or not the serve is good.**
- It is proper tennis etiquette to award all calls you are unsure of to your opponent.
- A "let" serve is one which hits the top of the net and goes into the correct service court. It is always re-served. There is no limit on the number of let serves.
- The server serves one complete game, after which the receiver becomes the server.
- The server wins a point if the served ball touches the receiver or their racquet before it touches the ground.
- In doubles, each team will decide which partner will receive serve in the right- and left-hand court, and they will do so throughout a set.

### The Game

- If a player wins the first point, the score is called 15 for that player; on winning the second point, the score is called 30 for that player; on winning the third point the score is called 40 for that player; and the fourth point won by a player is scored game for that player.
- If both players have won 3 points, the score is called deuce. The next point won by a player is called "advantage in" if the point is won by the server; "advantage out" if won by the receiver.
- If the player with the "advantage" wins the next point, the game is over. Otherwise, the score returns to deuce.
- When a player does not score any points, score is love.
- If because of wind or spin, the ball bounces back over the net, the player may reach across the net to make contact. If contact is not made, the point goes to the player making the initial contact.
- **A ball landing on the line is good.**
- If during a rally, the ball hits the net and goes over into the opponent's court, it remains in play.
- Players shall change sides of court at the end of odd-numbered games.
- In doubles after the service has been returned, either partner may play the ball. However, only one person on each side of the net may contact the ball.

### Fouls, Violations, and Penalties

The player loses a point if:

- Fails to hit the ball over the net before it has bounced twice.
- Returns the ball so that it lands out-of-bounds.

- Fails to hit the ball over the net.
- Touches the ball more than once in making a stroke.
- Touches the net with racquet or self.
- Volleys the ball before it crosses the net.
- Is hit by the ball before it bounces.

**Tie Games and Overtime**

The 15th or any deciding game due to time limit shall be a tie breaker:

- Person who served the previous game (to tie the set) receives.
- Person who serves first, serves only 1 point to the right “deuce” court. After that point, each server will serve 2 serves, beginning with the "ad" court (left).
- Every 6 points, the opponents will switch sides.

**Reporting Scores**

- After the match is completed both teams’ captains must report the score to the Coordinator of Campus Recreation so that it may be recorded.
- Scores will be posted online at IMLeagues.

**Tennis is self-officiated! There will be no staff in attendance during matches.**

