

### Players & Equipment

- Each participant must present a current Cougar ID Card in order to be eligible to participate.
- Each participant must sign a liability waiver.
- *Eligible Participants:* Students, Staff/Faculty with Student Fitness Center Memberships.
- All participants must have an [IMLeagues](#) account and be on the appropriate team roster to be eligible.
- **Each team shall consist of 2 players. Both players must be present in order to begin a game.**
- **Shoes:** Tennis shoes are recommended footwear. Sandals, street shoes, or boots are not allowed. No player will be allowed to participate in bare feet.
- **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play. Medical alert bracelets must be secured to the participant.
- Players may wear soft, pliable pads or braces on the leg, knee, or ankle. Braces may not have any exposed metal or screws. Braces made of any rigid materials (including plastic) must be covered with protective padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
- If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of their own glasses.

### Playing Surface

- All games will be played at the Student Fitness Center Outdoor Tennis Courts, unless otherwise noted.
- Only players participating and a coach are permitted in the playing area, spectators must be outside the court.

### Game Format

- Each match (singles and doubles) will be played the best of three sets.
- In Intramural tennis each game will be the traditional scoring of 15, 30, 40, ADV (if necessary)
  - Each set is first to 6 games.
  - First to 2 sets wins the match or 45 minutes are up
- A coin toss at the beginning of the match will determine which team receives the choice of first serve or choice of side of court for the first game. The loser of the toss receives the remaining option. The team not serving first in the first game shall serve to start the second game. In the event of a third game, a second coin toss will determine the choice of first serve or side. Teams shall change sides of the court for the second game.
- **Game time is forfeit time**, if a team does not have the minimum number of players necessary to start a match, the game is declared a forfeit.
  - Grace Period: A team may be offered a 10-minute grace period from the original start time to obtain the minimum number of players required to participate.

### Scoring & Game Play

- A coin toss at the beginning of the match will determine which team receives the choice of first serve or choice of side of court for the first game. The loser of the toss receives the remaining option. The team not serving first in the first game shall serve to start the second game. In the event of a third game, a second coin toss will determine the choice of first serve or side. Teams shall change sides of the court for the second game.
- A game is won by attaining 4 points (15, 30, 40, game). If tied at 40 (deuce), play continues until one person wins the next point, granting "Advantage". If the same person wins the next point, they win the game. If not, the score reverts back to 40-40 (Deuce).

- Players will switch ends of the court after every odd game (i.e. after the 1st, 3rd, 5th...).
- Once a player has won 6 games, they have won the set. If the score within a set reaches 6-6, the players may either continue to try and reach a margin of 2 (8-6 or 7-9). Players have the option, only when agreeing to at the beginning of the match to play a 12 pt. tie breaker if they wish.

### Service

- The server and receiver will stand diagonally from each other on opposite sides of the court.
- Server A will first serve from the right side of the court. Once the point is over, server A will serve from the left side of their baseline for the next point. The server will continue to alternate left and right for each point of the game.
- **Service Court Errors:**
  - Any of the following situations are considered service court errors:
    - **A player serves out of turn**
    - A player has served from the wrong service court or
    - Is standing on the wrong service court and was prepared to receive the service and it has been delivered.
  - When a service court error has occurred:
    - If the error is discovered before the next service, it is a “let” and the error will be corrected.  
*Exception:* Only one side was at fault and lost the rally. In this case, the error will not be corrected and play will continue.
    - If the error is not discovered before the next serve then the error is not corrected and play will continue.

### Faults

- It is a fault when:
  - A service is not corrected
  - If the ball hits the net, or bounces off the net and goes out of the service box during a serve
  - The ball goes out of the service area

The server is allowed 2 faults per point.
- It is a “let” when:
  - The ball hits the net and lands inside the service box
  - Two players cannot agree that a ball was in or out.

The server will get to reserve in case of a “let”.

### Team Conduct & Sportsmanship

- The official(s)/supervisor(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to, the following:
  - Disrespectfully addressing an official or staff member.
  - Questioning the official’s/supervisor’s judgment or decisions.
  - Use of disconcerting acts or words when an opponent is about to play the ball.
  - Showing disgust with official’s decisions.
  - Using profane or insulting language or gestures toward an official/supervisor or other player.
  - Baiting players of the opposing team
  - Disrupting the game so that it may not be continued in an orderly fashion.

A sportsmanship score will be awarded to each participating team after every game. An average of the points from each game will factor into team standings. The following scale will be used to rate all teams in all contests played:

- 4: Excellent, no problems.
- 3: Occasional problems, some verbal dissent.
- 2: Unreasonable comments and conduct.
- 1: Continuous verbal dissent, unreasonable conduct.

**Statement of Inclusion Language for Intramural Sports Department**

*SIUE Campus Recreation is dedicated to providing a positive intramural sports experience for students of all abilities. Please contact Imani Welch ([imwlech@siue.edu](mailto:imwlech@siue.edu) or 618-650-3248) at the Student Fitness Center, Room 1524A, to discuss options should you require an accommodation to fully participate in the Intramural Sports program because of a disability or impairment.*