INTRAMURAL TEAM TENNIS RULES (Open)
San Francisco State University
Campus Recreation Department
Intramural Sports
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The team captain is expected to read and familiarize themselves with the SF State Intramural Sports Handbook and is responsible to inform their team of all rules listed here and within the handbook.

The SF State Campus Recreation Department/Intramural Sports Program reserves the right to implement any rules necessary to protect the integrity of the leagues and ensure fairness of competition and the safety of participants.

GAME AND PLAYER EQUIPMENT
1. The IM Program will furnish tennis balls for both matches and warm ups.
2. Only court or tennis shoes are allowed.
3. A player may not wear anything which could be dangerous to another player (e.g. jewelry, rings, watches, etc.) Only stud earrings are permitted. Knee braces are permissible provided all metal is covered by protective padding.
4. Hard casts of any kind are not allowed.

TEAM COMPOSITION
1. Teams may carry a maximum of five players on their team roster.
2. You have up to the fourth week of league games to finalize your official team roster.
3. Each tennis participant may compete for only one team in the league.
4. Intercollegiate tennis players are not permitted to play in intramural leagues.
5. Club players must play in Division A Leagues. No more than one club player can play on any intramural team.

THE GAME
1. Matches are self-officiated. All illegal hits, net violations, line calls, etc. are honor calls and should be made by the person making the play on the ball. Please be honest and consistent in the calls.
2. Teams will play 1 match each week composed of up to three no-ad sets. Best 2 out of 3 sets wins the match.
3. Match sets shall be played in the following order: Set 1 = Singles, Set 2 = Singles, Set 3 = Doubles. The second set must be played by a different teammate, than the player who played the first set. If a third set must be played, the doubles team can be made up from any players on the team.
4. A five minute grace period will be given for late arriving teams. After 5 min. the game will be considered a forfeit, 0.0 sportsmanship points will be given to that team.
5. SF State ID cards are REQUIRED at the beginning of every game prior to a participant playing on the courts. You must have your SF State ID card to play. NO EXCEPTIONS!
6. A 50 minute time maximum will be enforced for the entire team match. The team in the lead at the end of the 50 minute maximum will be declared the match winner.
7. Game roster must be filled out before the start of the game.

SCORING
1. Scoring order is Game, Set, Match.
2. Team must win 6 games to win the set. If score is tied 6-6, a tiebreaker must be played.
3. Scoring is no-ad. This means a game is won by the first team to win four points (1, 2, 3, game). When the game score is deuce (3-3) (game point), the receiving team chooses which side is to receive the serve.
4. The team match winner is the best 2 out of 3 sets.

BOUNDARIES
1. A ball touching any part of a boundary line is “good”.

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**WARM-UP TIME**
1. All players are allowed a five-minute warm-up. All team members are encouraged to warm-up during this time.

**THE SERVICE**
1. The home team will be determined by the spin of a racquet.
2. The home team will serve first during the first set. Thereafter all initial serves will alternate sides at the beginning of each set.
3. Service may be made anywhere behind the base line.
4. For mixed doubles players need to rotate serving order and court position between female and male.
5. Players will have two chances to make a successful serve. If either of the two service chances hit the net, the serve does not count. Let serves are not playable. If on the second try a successful serve is not made the ball and a point goes over to the other team.

**CHANGING ENDS**
1. After every four games players change ends. In the nine-point tiebreaker, change ends only after the first four points. In the Super tiebreaker, change ends only after the first six points.

**TIE BREAKER**
1. If the match enters into a Tiebreaker situation, teams will decide which team serves first/receives or chooses side in the Tiebreaker. The Tiebreaker should be treated as a new set and substitutions are allowed. The receiving team selects from which end of the court they want to receive. 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 Tiebreaker.

**SUBSTITUTIONS**
1. A team can at any point, INCLUDING THE TIEBREAKER, substitute a player (same gender) into a set for any reason.
2. Once a player is replaced, he/she cannot return in that set.

**SPORTSMANSHIP RATING & PLAYOFFS**
1. All teams are given a sportsmanship rating at the end of every game (0-4.0).
2. If a team forfeits, they will be given a 0 rating in sportsmanship. If a team captain knows his/her team will be forfeiting a game ahead of time, the team should notify the intramural sports office. Teams that notify the intramural sports office via email by 12:00noon on the day of their game will be given a 2.0 sportsmanship rating for their forfeited game. [An email must be sent by 12:00noon to ims@mail.sfsu.edu]
3. The overall sportsmanship average(SPA) will determine whether or not a team is eligible for playoffs. A team with a total sportsmanship average(SPA) at the end of the season below a 2.7 will not be eligible to participate in playoffs.
4. All teams with a sportsmanship average(SPA) above 2.7 are eligible for playoffs, which will be held in a tournament format. Regular season records will determine tournament seeds.

**ZERO TOLERANCE POLICY**
There is ZERO TOLERANCE towards all violent and/or threatening behavior in all SF State Intramural Leagues. Players and/or spectators involved in any behavior which could potentially cause harm or injury to another player, ie: body checking, throwing punches, tripping, excessive taunting, verbal or physical abuse, and other malicious acts will be severely dealt with. In addition, talking to a game official is strictly prohibited and trash talking, arguing, or harassing a Campus Recreation employee will not be tolerated. Individuals choosing to engage in such behavior will be banned from future participation within the SF State Intramural Program forever, and a report will be filed with the University Police Department, possibly resulting in assault charges being filed against the individual.