



Eligibility Rules

1. All undergraduate and graduate students currently enrolled in any department or college of the University, current faculty, and staff shall be eligible for all Intramural Sports activities.
2. All players must have their current, valid University of Maryland ID in order to sign in and participate. Players may be added to the roster during the regular season at the game site. During the playoffs, a player must already appear on the roster to be eligible to play. Players may play on only one same-gender team and one coed team.
3. Members of the Varsity & Junior Varsity Tennis Teams are NOT eligible to participate in Intramural Tennis
4. Club Tennis players must participate at the A level. Doubles teams may have no more than one (1) Club Members on their roster.

The Game

1. Game time is forfeit time. Any team that forfeits will receive a “0” sportsmanship rating and will not be eligible for playoffs.
2. Doubles teams will consist of two players, in co-rec (mixed doubles) matches, it shall be one man and one woman.

Equipment

1. Players must bring their own tennis rackets and balls.
2. If any player does not have a racket, one can be checked out from the Equipment Issue Desk at the Epley Recreation Center prior to their scheduled match time.
3. Players must wear tennis or court shoes.

Play Procedure

1. Choice of side and right to be server or receiver shall be decided by the toss of a coin. The player winning the toss may choose:
 - i. to serve or receive, or
 - ii. the side of the court.
2. Matches will consist of one pro-set. A match is won by the first player or team to win 8 games. A player must win by 2 games to win the match. If the set becomes tied at 8, a tie breaker will determine the match. A tie break is won by the first person to reach 7 points. Players alternate serve after every odd point.
3. A game is won by the first/player or team to win 4 points.
4. No-ad scoring will be used for all matches. If the score is tied at three points for each player or team, the next point wins the game.

Scoring	
15	1 point
30	2 points
40	3 points
Game	4 points

5. A one hour time limit is in effect for all matches. At one hour, whoever is ahead is winner. The time limit will be lifted for all semi-final and final matches.

6. Server shall project ball by hand into the air in any direction and before it hits the ground strike it with his/her racquet; the delivery shall be completed at the moment of impact of the racquet and the ball.
7. The server may not serve until the receiver is ready.
8. At the end of the first game the receiver shall become the server and the server, the receiver. Players will switch sides after each odd numbered game, i.e. 1, 3, 5.
9. Service is a let:
 - i. When the ball served touches the net, strap, or band and still lands in the appropriate service court.
 - ii. If a service or a fault is delivered when the receiver is not ready.
 - iii. A let may be called by either player during a point if a foreign object (i.e. ball) enters the court. The point shall be replayed.
10. In the case of a let, that particular service shall not count, and the server shall serve again.
11. Players are to respect all opponents' calls of in or out. If in doubt whether a ball is in or out, a player should always give the opponent the favorable call.