

Florida Gulf Coast University Campus Recreation

Tennis Rules (Revised 9/30/2007)

Each collegiate division player must present a valid University ID before each contest to be eligible to participate. No Exceptions. Open division players must present a valid government-issued ID prior to each contest.

All participants are responsible for their own medical expenses. Any participant unsure of their physical condition should check with their family physician or the Student Infirmary before participating.

Game time is forfeit time.

Officials who are in absolute control of the game will do the officiating. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

This is a rule Addendum to the NIRSA Tennis Rules. All rule changes are highlighted. The NIRSA Tennis Rules will govern play for any rules not mentioned in the following intramural rules. NIRSA Rules are referred to in parenthesis as (1-1-1) being rule 1, section 1, article 1.

Basic:

A team consists of one advanced player, one intermediate player, and one beginner player. The beginners will play against beginners on other team, advanced against advanced, and intermediate against intermediate. For your team to win, you need to win two out of the three matches.

Serving:

If the server misses his target twice, he loses the point. If the ball hits the net and goes in the correct service box, another serve is granted. If the server steps on the baseline before contact is made, the serve is deemed a fault.

Scoring:

The server always calls his score first. If the server wins the first point, he gets a score of 15. Scoring is done like a clock. See example below. Love means zero in tennis. The second point is called 30. The third point is called 45 (now-a-days known as 40) and game is won when the score goes back to love. If the score is 40-40, also known as **deuce**, one side must win by two points. **Advantage-In** means if the server wins the next point, he wins the game. **Advantage-Out** means the receiver has a chance to win the game on the next point.

After the game, the opponents serve. Games equal 1. The first to win 6 games, by two, wins the set. The first to win 2 sets wins the match. If the score is 6-6, a tie-breaker is played. This is scored by one's. The first team to score 7 points winning by two wins the set. The tiebreaker continues until one side wins by two. Hence, Game-Set-Match.

Court:

The server shall stand behind the baseline on the deuce court within the boundaries of the singles court when playing singles and within the doubles sideline when playing doubles. [See court dimensions](#). All even points are played from the deuce court and odd number points played from the advantage court. The server shall not serve until the receiver is ready. Serves are made from the deuce court to the opponents service box on the deuce court. Advantage court to advantage box. If the server misses his target twice, he loses the point. If the ball hits the net and goes in the correct service box, another serve is granted. If the server steps on the baseline before contact is made, the serve is deemed a fault.

A ball that lands on the line is good.

If players serve out of turn or serve to the wrong person or court, the point or game will stand and order will be resumed following the point or game.