NU Intramural Sports
Tennis Rules

GENERAL RULES:

1. All players must present their valid Northeastern University Photo ID to play. No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.

2. Jewelry is not allowed to be worn by any participant during an Intramural event. Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.

3. GAME TIME IS FORFEIT TIME! The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team’s IDs and registering their uniform numbers with the IM staff.

4. 3 Unsportsmanlike Penalties will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team’s designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.

5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

GAME RULES:

United States Tennis Association rules will be in effect with the following exceptions:

Equipment

All teams and players should bring an unopened can of balls to each match. Players must wear tennis or court shoes.

General Rules

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:
   a. to serve or receive, or
   b. the side of the court.

2. A match is won by the first player or team to win 12 games. A player must win by only 1 game to win the match.

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:
   a. 15 - 1 point
   b. 30 - 2 points
   c. 40 - 3 points
   d. Game - 4 points

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

6. Server shall project ball by hand in to 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. In all cases where a let has to be called under the rules or to provide an interruption to play it should have the following interpretation:
   a. When called solely in respect of a service that one service only should be replayed if the let serve lands within the serving area.
   b. When called under any other circumstances, point should be replayed.

10. Service is a let:
    a. When the ball served touches the net, strap, or band and is otherwise good, or, after touching the net, strap.
    b. If a service or a fault is delivered when the receiver is not ready.

11. In the case of a let, that particular service shall not count, and the server shall serve again, if the let serve lands within the serving area.

12. 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.

Doubles Service

The order of serving should be decided before the beginning of the first game.

1. The pair serving in the first game of the match shall decide which partner shall do so.

2. The opposing pair should also decide who is going to serve in the second game.

3. The partner of the player who served in the first game shall serve in the third game; the partner of the player who served in the 2nd game shall serve in the 4th game.

4. In delivering the service, the server shall stand alternately behind the right and left courts, beginning from the right in every game.

5. If service from the wrong half of the court occurs and is undetected, all play resulting from such wrong service and services shall stand, but the inaccuracy of the station shall be corrected upon discovery.

6. The ball shall pass over the net and hit the ground within the service court which is diagonally opposite, or upon any line bounding such court before the receiver returns the serve.