

Tennis Rules



Facility: MCRC Indoor Tennis Courts (3rd Floor)

Roster Management: Rosters must have a minimum of 2 players and no more than 3 players.

Minimum Players: All games will be 2 vs. 2. If only one player can play they will have to play alone. CoRec teams must have one player of each gender on the court

Equipment: All players must wear athletic attire and footwear. Sandals, flip-flops, and boots are not permitted. Tennis balls will be provided by IM Staff, but **participants must bring their own rackets.**

Game Duration (Subject to change after Week 1): All matches will be a **best of 5 set of games.** Conventional tennis scoring will apply for each game. Due to time restrictions, no new game may start after 50 minutes from the scheduled start time of each match. Thus, the first team to win 3 games or have more games won at the time limit than the opposing team will win the match. If teams are tied at the time limit, the match will result in a tie for the regular season.

Scoring: Matches will be played using conventional tennis scoring.

Gameplay: Tennis matches are self-officiated. If there is a dispute between teams, then they may approach the official and ask for a ruling. The official's ruling is final. Any interruption in play becomes a restart (i.e. errand balls entering the court).

Teams will rock-paper-scissor to determine the opening serve. Only one player will serve for the entirety of the game. From there, serving will alternate from team to team each game. Once a team gets to serve again, the other participant must serve for that game (i.e., the same player can't serve two consecutive games)

Participants will get two attempts at serving. The server must be in a stationary position behind the baseline, between the center mark on the baseline and the doubles sideline. A legal serve must be overhand and land in the service box opposite the side you are serving from and cannot hit the net. If a serve lands outside the service box, a fault is called and the serving team tries again. Two faults is a point to the opposing team. If the serve hits the net and lands in the correct service box, a let is called and the serving team serves again with no penalty. If the serve hits the net and lands outside the service box or hits the post, it is a fault. The player serving starts on the right side of the court and switches sides for every successful point (the opponents don't switch).

When serving, the server's partner can stand anywhere on the court. The team receiving the serve can stand anywhere on the court as long as both players are not on the same side of the

court. The receiving team can choose which player will receive the first serve, but they must remain on the same side for each subsequent serve for the remainder of the game.

After the serve, either player may hit the ball (partners do not have to alternate hits). Players are allowed to move freely around the court once the serve has been returned.