

# UT INTRAMURAL SPORTS PROGRAM

## INDIVIDUAL/DUAL TENNIS RULES – FALL 2009

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*Participation in UT RecSports Programs is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The RecSports Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs. UT does not provide personal health or medical insurance coverage for participants.*

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\*\*\*The following is an abridged version of the 2008-09 USA Volleyball Beach Rules\*\*\*

### **GENERAL INFORMATION**

1. Participation is limited to currently enrolled, fee-paying UT students and faculty/staff members with RecSports Memberships.
2. Participants must present their VolCard or current RecSports Membership Card in order to participate. If the membership card does not have a picture, the participant will be required to show a government issued picture identification along with the membership card.
3. Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all intramural policies.

### **EQUIPMENT**

1. **TENNIS BALLS/RACQUETS:** Participants may furnish their own game balls and racquets. Tennis balls and racquets are available for check-out at the Welcome Desk in the TRECS.
2. **CLOTHING:** Matching teams jerseys are not required. A player's clothing must be presentable and appropriate for competition.
3. **SHOES:** All players must wear tennis/running shoes. Spikes, screw in cleats, and cleats with metal or ceramic exposed are prohibited.
4. **HEADWEAR:** Players may wear baseball style caps or other headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Rubber or cloth elastic bands may be used to control hair.
5. **JEWELRY:** No jewelry, including livestrong bracelets, may be worn. Jewelry must be removed before the participant will be allowed to participate. Medical alert

bracelets are permitted but they must be taped down. TAPING OF ALL OTHER JEWELRY IS NOT PERMITTED.

6. SUNGLASSES: Players may not wear sunglasses that are metal or rigid.

## **THE MATCH**

1. SELF-SCHEDULING SPORT: For this sport, it is the responsible of both parties to contact each other to schedule a play time and place. This match must be scheduled and played prior to the deadline posted for the round.
2. MATCH: The first player to win 8 games is declared the winner. It is not necessary to win by two games.
3. GAMES: A game is won when one player wins four (4) points (zero points = love; one point = score of 15; two points = score of 30; three points = score of 45; and four points = game). It is not necessary to win by two points.

## **PLAYING RULES**

1. ORDER OF SERVICE:
  - a. To determine the serve in the first game of the first set, the sides will volley. Once the ball has legally crossed the net three times, the ball will be "live." The person who wins the volley has choice of serve/receive or side. At the end of the first game the receiver shall become the server, and the server shall become the receiver. This order is repeated throughout the match.
  - b. If a player serves out of turn, any points made by the illegal server shall be lost and the opposing team shall be awarded a point. The serving order should then be corrected immediately and the offending team shall lose that service turn.
  - c. If the order of receiving the service changes during a game by the receivers it shall remain as altered until the end of the game in which the mistake is discovered, but the partners shall resume their original order of receiving in the next game of the set in which they are receivers of service.
  - d. Players shall change ends at the end of every other game of the match.
2. SERVE:
  - a. Before the server begins to serve, he must stand with both feet behind the baseline within the center mark and sideline.
  - b. The service always begins to the right of center mark and is made to the opponent's right service court. After each point is played, service courts are changed for the next service in alternating fashion.

- c. Once the server and receiver are ready, the serve shall commence. The server shall project the ball by hand into the air in any direction and strike it with his racket before it hits the ground. The server has two attempts to put the ball in play without committing a fault.
- d. The ball must clear the net and land in the proper service court or on one of the lines of the proper service court before being hit by the receiver. After the service, the ball may be hit before it bounces.
- e. Foot Faults - A foot fault on the serve will be declared when:
  - i. The server changes his position by walking or running.
  - ii. The server touches the baseline with either foot.
- f. The service is a fault when the server:
  - i. Assumes the wrong position before serving.
  - ii. Commits a foot fault.
  - iii. Misses the ball while attempting to hit it.
  - iv. Fails to hit the ball into proper service court.
  - v. The served ball hits a permanent structure other than the net, strap or band.
  - vi. The server hits his/her partner or anything he wears or carries with the served ball.

**If any of these occur on the first serve, it is a fault. If any occur on both serves, it is a double fault and the point is lost.**

3. LET:

- a. A let is a served ball that touches the net, band or strap and is otherwise good.
- b. A let may be called when a player is unable to play the ball due to circumstances beyond his control, such as interference by a ball or player from another court.
- c. A let is called if a service is delivered before the receiver is ready. However, if the receiver makes an attempt to return the ball he is considered to have been ready.
- d. When a let occurs on a service, only that service is repeated. If it occurs during play, the point is replayed.

4. POINT:

A player loses the point if:

- a. The ball bounces twice on his side of the net.
- b. The player volleys the ball and fails to make a legal return to his opponent's court, even when standing outside the court.
- c. His/Her body, clothing or racket touch the net while the ball is in play.
- d. The player reaches over the net to play a ball unless the ball has bounced back over the net due to spin or to the wind.
- e. The ball strikes him/her during play, even while out of bounds.

- f. The player throws the racket at the ball and makes an otherwise good return.
- g. The player hits the ball more than once. In doubles, both partners may swing at the ball but only one may make contact.
- h. The player fails to return a ball that lands on a boundary line.

5. RETURN:

It is a good return when:

- a. The ball touches the top of a net post or net and falls into play in the proper court.
- b. If the ball, served or returned, hits the ground within the proper court and rebounds or is blown back over the net and he plays the ball, provided that neither he nor any part of his clothes or racket touches the net, posts, cord or metal cable, strap or band or the ground within his opponent's court and that the stroke is otherwise good.
- c. If the player's racket passes over the net after he has returned the ball, provided the ball passes the net before being played and is properly returned.
- d. If a player succeeds in returning the ball, served or in play, which strikes a ball lying in the court.
- e. If the ball is returned outside the post either above or below the level of the top of the net, even though it touches the post, provided that it hits the ground within the proper court.