



The University of Michigan  
Department of Recreational Sports  
*Intramural Sports Program*

## TENNIS RULES

### I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual, which can be found on our website at [www.recsports.umich.edu/intramurals](http://www.recsports.umich.edu/intramurals).)

#### A. ROSTER AND ROSTER ADDITIONS

1. **Team Sports:** A team's roster is formed throughout the regular season. All players participating in a game must be listed on that game's scorecard. The players who are listed will be entered onto that team's roster and will appear on all future scorecards under that team's name. *The manager is responsible for ensuring that each scorecard, including the printed roster, is complete and accurate (i.e. all team members who participated in that game are listed on the scorecard).* Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player's name as well as his/her ID number on the scorecard. A player must participate in at least one regular season game to be eligible to participate in the playoffs.
2. **Tournaments:** A team's roster is built over the course of the preliminary rounds of the tournament. As in team sports, the individuals listed on the scorecards constitute a team's roster. Managers are responsible for the completeness and accuracy of the scorecards. In tournament events, roster additions may be made through the quarter-final games.

#### B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID card. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
  - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
  - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
  - c. The player must come in the next working day between 9:00am and 4:30pm with their valid student ID to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.
3. **Club Sport Members and Intercollegiate Athletes:** Teams may not play with any Intercollegiate Tennis players. Club Tennis players are restricted from participating in IM tennis. Refer to the Manager's Manual concerning any questions regarding these players.

**C. FORFEITS:**

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest. This includes forfeits for all singles and doubles matches.
2. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.

**NOTE:** Both teams are recommended to list the players present at the game site in order to have those players considered as having “participated” in that game.

3. A team may waive the right to forfeit and wait for the opposing team to arrive.
  - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes**.
  - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
  - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
  - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
  - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

**D. SPORTSMANSHIP RATINGS**

1. Each team in each contest shall be rated by the officials. A team begins an intramural game or event with a total of 10 sportsmanship points. During the course of the contest, teams may lose points if their behavior deteriorates. A contest will be terminated if the SRS Rating becomes zero or below.
2. Level 1 Sportsmanship Infraction: For each Sportsmanship infraction a team receives, one point will be deducted.
3. Level 2 Sportsmanship Penalty: For each Sportsmanship Penalty a team receives, three points will be deducted.
4. Level 3 Sportsmanship Ejection: For each Sportsmanship Ejection a team receives, seven points will be deducted.
5. Forfeits: Forfeiting a contest shall result in a seven point deduction.
6. Playoffs: In order to be eligible for the playoffs a team must have a SRS score of 31 or higher for the regular season. If in any playoff game, including the Championship, should a team’s actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the playoffs. The declared winner must not have a SRS rating of less than seven.

<b>Level 1: Sportsmanship Infraction</b> (1 point deduction)	? Any verbal warning that addresses conduct
<b>Level 2: Sportsmanship Penalty</b> (3 point deduction)	? Alcohol use by spectators ? Spectator interference
<b>Level 3: Sportsmanship Ejection</b> (7 point deduction)	? Alcohol use by player ? Physical contact with an official ? Fighting ? Intentionally injuring or attempting to injure an opponent ? Threatening/Verbal abuse of an official ? Use of an ineligible player ? Use of a suspended player ? Forfeiting a game

## II. SPORT RULES

### A. TOURNAMENT FORMAT

1. Singles and Doubles Based on the number of entries there will be a single or double elimination tournament for both singles and doubles.
2. Team Event Tennis teams are composed of a minimum of two players who participate in two separate matches of singles and one match of doubles. At the time of entry, a team manager does not need to declare which player will be the first singles player, the second singles player, and which two will be the doubles team. The manager will be required to submit a line-up prior to each match. Once this line-up is submitted for the match it cannot be changed. The team winning two of the three matches will advance.  
NOTE: A team must have at least two players present in order to avoid a forfeit. Players may play in a singles match and doubles match if their team is shorthanded.
3. All contestants are expected to be checked in with the tournament supervisor and ready to play at the scheduled time.

### B. MATCHES AND SCORING

1. The winner of the match will be the first player or team to win two sets.
2. Should a set be tied at six games each, a seven point tie-breaker will be played. The first player or team to reach four points in the tie breaker will win the match. The IM seven point tie breaker is conducted as follows: 1) Coin toss determines choice of "A" or "B" position, 2) "A" serves deuce court, 3) switch sides, 4) "B" serves deuce court, "B" serves add court, 5) "A" serves deuce court, "A" serves add court, 6) switch sides, 7) "B" serves deuce court, 8) "A" serves deuce court.
3. The scoring of games is traditional *with no ads*. Games are played to fourth point (point after "40"), and if a game is tied at 40-40, the next point wins the game.
4. A time limit shall be in effect for all matches except for finals matches. The time limit for matches shall be 75 minutes, except in semi-final matches, when the time limit shall be 90 minutes. Again, finals matches shall not have a time limit in effect.

### C. COURT ETIQUETTE

1. All contestants must wear shirts, shorts, and non-marking athletic shoes. Hats are permitted.
2. All contestants are forewarned that the throwing of a racquet in anger may result in a Sportsmanship Rating System penalty, which may preclude a team or individual from advancing in their respective draws. Other displays of Unsporting conduct may also be reflected in the Sportsmanship Rating.
3. Please do not walk behind a court while play is in progress. WAIT for play to stop.
4. Any liquid brought into the court area must be in a non-breakable container with a cover on it. GLASS CONTAINERS ARE NOT ALLOWED ON THE COURTS.

### D. CO-REC RULES

1. Teams must have one female and one male each play a singles match.
2. Teams must have one female and one male play in the doubles match.

### E. EQUIPMENT

1. Casts are illegal.
2. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.