



USCB Department of Recreational Sports TENNIS SINGLES RULES



1. Instructions:

- A. Players furnish their own equipment.
- B. Tennis balls may be checked out from the Fitness Center.

2. Toss:

- A. Before starting play, the opposing players shall toss a coin or spin the racket. The winner shall have the option of: serving, receiving or choosing side of court.

3. Serving:

- A. In tennis, play is started with the serve, made by tossing ball into the air, hitting it with the racket before it touches the ground. The server stands behind the baseline and to the right or left of the center mark, but not outside singles sideline.
- B. The serve for the first point of a game always begins to the right of the center mark, made to the opponent's right service court. Alternate service court side after each point is played.
- C. The server has two attempts to put the ball into play.
- D. The serve is a fault if the server:
 - does not take the proper position before serving.
 - commits a foot fault. (Foot touches baseline prior to hitting ball.)
 - misses the ball in attempting to strike it. (Server may toss and catch the ball without penalty.)
 - Ball is "out" - fails to land in proper service court.
 - 1. If any of these occurs on the first service, it is a fault.
 - 2. If any of these occurs on both serves, it is a double fault, and the point is lost.
- E. The ball must clear the net and land in the proper service court before being hit by the receiver. (After the service, ball may be hit before it bounces.) A ball hitting the line is considered good.

4. Scoring the Game:

- A. The server is responsible for announcing the score before the service. The server's score is always called first.
- B. A game equal four points. Scoring in tennis is 15 for the first point won, 30 for the second, 40 for the third, and "game" for the fourth point. If the score is deuce, (meaning 40-40), one team must win by two consecutive points in order to win the game. If the serving team wins the next point, the score is called "ad in" and if they win the following point it is game. If the receiving team wins the first point deuce, the score is called "ad out", if they win the next point it is their game. However, if after the score is either "ad in" or "ad out", the other team wins the next point, the score becomes deuce again.
- C. A set is concluded when one team wins six games, but the team must win by two or more games. In case of a tie, (6-6 in any set), a 9-point tie-breaker will decide the winner of the set.
- D. A match consists of the best two out of three sets.

5. Changing Sides:

- A. The opposing pairs change sides of court at the end of the first, third, and every subsequent alternate game of each set, and at the end of each set, unless the total number of games in such a set is even, in which case the change is not made until the end of the first game of the next set. The order of service does not change between subsequent sets.

6. A Let:

- A.** A let is a ball which, striking the net, strap, or hand, lands in the proper court on the surface.
- B.** A let is called when a player is unable to play a shot due to circumstances beyond his/her control, such as interference by a ball or player from another court.
- C.** A let occurs if a service is delivered before the receiver is ready. If however, the receiver attempts to return the service, he/she is considered to be ready.
- D.** When a let occurs on a service, only that service is repeated.
- E.** The ball is in play if it hits the net during the subsequent rally after the service.

7. Player Loses Point:

- A.** If the ball bounces twice on their side of the net or if a pair does not return the ball into their opponent's court.
- B.** If a player's body, clothing, or racket touch the net while the ball is in play.
- C.** If a player reached over the net to play a ball, unless the ball has bounced back over the net due to a spin, or the wind.
- D.** If the ball is hit twice while on their side of the court.

Challenge Ladder Guidelines

- 1) Tournament format for various individual/dual sport competitions will consist of a 5-week challenge ladder followed by a single elimination "play-by" tournament. The winner of the single elimination tournament will be considered the intramural champion. **The Intramural Sports Office holds the right to alter single elimination tournament format depending on the number of registered participants for the sport.
 - 2) You may only challenge up to 3 people ahead of you or below you. This means that if you are at the top the only way you can challenge is down and vice versa if you are at the bottom of the ladder.
 - 3) The Challenge Ladder determines rank in the tournament at the end of the season. EVERYONE makes the tournament provided that you have played in THREE matches. If you do not play in three matches then you do not qualify for the tournament.
 - 4) If after two days of trying to e-mail AND calling the team your trying to challenge and there is no response, submit the results as a forfeit.
 - 5) There will not be an extension to get games in due to injury, weather, etc.
 - 6) Winners must submit results to Lindsey Logue in the Campus Center.
 - 7) Results submitted in any way besides through Lindsey Logue will not count.
 - 8) It is your responsibility to set up times, places and dates for which to play. Don't wait until the last minute.
 - 9) It is your responsibility to decide on a set of rules BEFORE you play in any match or game.
- If you have any other questions please feel free to e-mail llogue@uscb and I will respond as quickly as possible.

For any questions, concerns, or suggestions, please contact:

Lindsey Logue

Coordinator of Recreation, Fitness, & Intramurals

843.208.8360 or llogue@uscb