All players MUST check-in with the supervisor prior to participation. Each player should verify his/her eligibility in one of the following ways:

1) Present his/her own, valid Gator 1 Card before each contest to be eligible to participate

OR

2) Have a registered RSConnect profile and be part of the team’s roster. The participant must verify his/her UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

GAME TIME IS FORFEIT TIME
A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Any team who utilizes the 10-minute rule will incur a 1-point penalty. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

The game is self-officiated. Players must play using the honor code system. Teams are responsible for keeping their spectators and players under control. Misconduct of spectators, players or coaches can result in assessment of an ejection or forfeiture of the game. Spectators must also remain in the area designated by the supervisors. The supervisors shall have the power to make decisions on any contested calls, matters or questions not specifically covered in the rules. Supervisors also have the right to use creative measures in order to control the conduct of players or spectators. All decisions made by supervisors are final, such as if a supervisor has given multiple warnings and the behavior is not corrected, a team may be penalized by playing down a player for three minutes.

All matches will be governed by the U.S.T.A. rules except where intramural rules allow for variation.

1. Equipment
   1.1 Players will be responsible to furnish tennis balls and racquets for each match.
   1.2 If needed, tennis balls and racquets may be checked out at the SWRC equipment room.
   1.3 At the time of the match, a can of tennis balls must be provided by the participants. Failure to do so will result in a forfeit. No exceptions.
   1.4 Any jewelry that is not an earring with a hoop, a watch, or ridged or pointed jewelry, which in the opinion of the sport programs staff may cause harm to any other participant may be worn during the contest.

2. Teams
   2.1 Teams will consist of two (2) singles players and one (1) set of doubles. These players will be designated at the beginning of the match. The two singles players cannot play in the doubles match.
   2.1.1 If a team only shows up with three players, the #1 singles match and doubles match must be played. The #2 singles match will be forfeited. A team may not participate with only two players. If a team only has two players, the match will be considered a forfeit.

3. Scoring
   3.1 All matches will play an eight (8) game pro set; therefore, the first player to win 8 games wins the match.
   3.2 The “No-Ad” method of scoring will be used. That is, if the score goes to 40-40, the next point wins the game.
   3.2.1 If tied 40-40, the receiver will choose which side of the court he/she would like to receive. If a match is tied 7-7, the 12 Point Tie-Breaker will be used.
4. Rules for the 12 Point Tie-Breaker

4.1 Singles: “A” serves first point (from right court); “B” serves points 2 and 3 (left and right); “A” serves 4 and 5 (left and right); “B” serves 6 (left); players switch sides, “B” serves 7 (right); “A” serves 8 and 9 (left and right); “B” serves 10 and 11 (left and right); “A” serves 12 (left).

4.1.1 If score is tied, players switch sides and continue until one player is winning by two points.

4.2 Doubles: Follow the same pattern, assuming A&B v. C&D. Player “A” serves first point (right); “C” serves 2 and 3 (left and right); “B” serves 4 and 5 (left and right); “D” serves 6 (left); players switch sides, “D” serves 7 (right); “A” serves 8 and 9 (left and right); “C” serves 10 and 11 (left and right); “B” serves 12 (left).

4.2.1 If score is tied, players switch sides and continue until one player is winning by two points.

5. Sportsmanship

5.1 All teams begin a match with a sportsmanship rating of a 8. Teams have the opportunity to elevate their rating to a 10 with positive acts of sportsmanship. Conversely, teams will have their sportsmanship rating reduced for a variety of reasons.

5.2 An ejection of any player and/or coach and/or spectator will result in a sportsmanship rating ranging (based on severity of ejection) from a 0-4.

5.2 If at any time a team has 2 players and/or coaches and/or spectators ejected from the match, the offending team will immediately default the match.