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 utilizing the 10-minute rule will incur a 3-point penalty in the first game. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

Games are self-officiated. Teams are responsible for keeping their spectators under control. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the match.

1. Equipment
   1.1 Soccer balls will be provided; however, players may choose to bring their own.
   1.2 Closed-toe shoes must be worn, no cleats/spikes are allowed.
   1.3 Any jewelry that is not an earring with a hoop, a watch, or ridged or pointed jewelry, which in the opinion of the competitive sports staff may cause harm to any other participant may be worn during the contest.

2. Teams
   2.1 Teams will consist of two (2) players. Up to four (4) players may be on the roster.
      2.1.1 If a team shows up with only one (1) player, that team forfeits the match.
      2.1.2 Players may make substitutions on any dead ball.

3. Scoring
   3.1 All matches will play three (3) games, the first team to win 2 games wins the match.
   3.2 Each game is played to 15-points using rally scoring, you must win by two (2) points.
      3.2.1 If a team reaches 15 points but does not have a two (2) point lead, the game continues until either a two (2) point lead is achieved or a team reaches 18 points, whichever occurs first.
   3.3 A point is scored by Team A when Team B either, hits the ball out of bounds, takes an extra touch, or takes an extra bounce.

4. How the game is played
   4.1 One player from Team A “serves” the soccer ball to the other side. Once it goes over the net, Team B has, at most, three touches and one bounce to return the ball back to Team A’s side of the court. Team A, then, has three touches and one bounce to keep the rally going.
4.1.1 To serve the ball, a player on Team A bounce the ball once and kicks it to the opposing team’s side.
4.1.2 On a serve, Team B must let the ball bounce on their side before returning the serve, after this bounce they are allowed one additional bounce.
4.1.3 There is no minimum number of touches before Team B can return the ball.

4.2 The bounce can come at any point during the return. If Team B chooses to let the ball bounce before touching it, they will then have three touches to get it over the net without letting it bounce again. Or Team B can volley Team A’s serve before it bounces, which means they will then have two more touches and a bounce to get it back to the other side.
4.3 The net is in play; if the ball touches the net, play continues.
4.4 In order for the ball to be considered out of bounds, the entirety of the ball must cross the line.
4.5 Any body part, except hands and arms, may be used to touch the ball.
4.6 A player may not touch or lean over the net with any body part.
4.7 A team can take their three touches in any combination e.g. Player A can take two touches, and Player B takes one or Player A takes one touch, Player B takes one touch, and then Player B takes the final touch etc.

5. Bad Serves
5.1 All serves must be returnable and land within the playing field.
5.1.1 A team has two chances to serve the ball correctly, after that a point will be awarded to the opposing team.

6. Sportsmanship
6.1 All teams begin a match with a sportsmanship rating of an 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.
6.2 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.
6.3 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.

7. Co-Rec Rules
7.1 A Co-Rec team consists of one (1) male and one (1) female player on the court during a game.
7.1.1 Only same-gender substitutions are allowed, i.e. a male may only sub for a male and a female may only sub for a female.

8. The Court
8.1 The field of play will be the two service boxes in front of the net on the tennis court, as pictured below.
8.2 Teams will be on opposite sides of the net.