

Each player must meet one of the following conditions to sign-in:

- 1) **Present their own, valid UF Gator 1 Card before each contest to be eligible to participate.**

OR

- 2) **Be part of the team's roster, in which case they may present EITHER their own, valid UF Gator 1 Card OR a government-issued photo ID to be eligible to participate.**

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.

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 Competitive Sports staff may cause harm to any other participant may be worn during the contest.

2. Teams for Doubles

- 2.1 Teams will consist of two players.
 - 2.1.1 If a team only shows up with one player, the 10-minute forfeit rule will be in effect.

3. Scoring

- 3.1 All matches will play an eight (8) game pro set, therefore, the first player/team 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/players will begin a match with a sportsmanship rating of a 7. Teams/players have the opportunity to elevate their rating to a 10 with positive acts of sportsmanship. Conversely, teams/players 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 of 0.

5.3 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.