Tennis Rules

Registration and Payment
All teams must register online through wellnessregistration.und.edu. A team must be registered AND paid in full, before they are officially in the league. Teammates must register and join the team separately online before being allowed to play.

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at the Jacobi Tennis Complex across the street from the Wellness Center.

Questions
Please feel free to contact the Intramural Staff with any questions or concerns.

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Eligibility Liability
Each participant is responsible for their own eligibility. Furthermore, each team captain is responsible for the eligibility of their team members. Inquiring about eligibility in advance of contests precludes delays and potential protest(s). The Intramurals program will check the eligibility of players if an opposing captain lodges a protest or the Intramurals program has reason to believe the person in question is not eligible. The Intramurals office reserves the right to put into immediate effect any rule changes or modifications regarding eligibility. The Intramurals program reserves the right to handle eligibility violations without a formal protest. **IGNORANCE OF ANY INTRAMURALS RULE IS NOT AN EXCUSE!**

Who is Eligible?
Only the following are eligible to enjoy all Intramurals privileges:

- All currently and regularly enrolled UND Students
- Current UND Faculty/Staff Members working in any department or college of the University
  - Must be a Wellness Center Member
  - If not a Wellness Center Member, they must purchase a Wellness Center Day Pass for each day of an intramural contest. The receipt from the Wellness Center must be presented at each contest.

Intercollegiate Team Members, Junior/Community College and Former Varsity Athletes

**Intercollegiate Team Members:** “Active” members, including redshirts of the varsity or other intercollegiate teams, are ineligible to participate in the same or related sport during the same academic year in which they participated as a member of the varsity team. “ACTIVE” members shall be defined as any athlete who is on an intercollegiate team within one week of the intercollegiate team’s first scheduled contest.

**Junior College/Community College:** athletes who have competed for a junior college or community college team are ineligible to compete in those sports or related sports during the same academic year.
Former University Varsity athletes are eligible to participate, but a maximum of two (2) may be on the same team in their similar or related sport.

**Identification Cards**
All participants will be asked to present a valid UND ID, Wellness Center membership card, or State/Federal ID prior to playing in any Intramurals contest. Individuals failing to present a valid ID will not be allowed to participate.

**Adding Players to Roster**
Players may be added to the roster at any time during the regular season provided the new players meet all eligibility requirements. Only players that have played in at least one regular season game are eligible to participate in the playoffs.

All players MUST be added to their team through wellnessregistration.und.edu before they can participate.

**General**
- The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below.
- **Players may only play for one coed and one single sex team. Teams with players found to be playing on more than one team within a division will be required to forfeit those games with the illegal player.** The first team you PLAY for is the team you are committed to for the season. If you have not played for a team, you are allowed to transfer teams, with proper notification to the Intramural staff.

**Grace Period**
Game time is forfeit time! A forfeit or default will be declared if an individual or a team fails to have the minimum number of players required to start a game at the scheduled game time. However, the opposing team captain will be offered the option of taking the win by forfeit or default or waiting 5 minutes for the minimum number of players to show. In the event the captain decides to wait, that decision is irreversible. The minimum number of players for each sport will be listed on sport rules.

**Default**
A default will be granted to each team that has players present to participate but does not meet the minimum requirement of players to play. Each default will result in a loss for that team. Defaulted games will not be rescheduled. Teams may call the Intramurals office at least 6 hours prior to their game if they are unable to make their game. This will be considered a default.
- One default will result in team receiving a “3” sportsmanship rating.
- Two defaults will result in that team being ineligible for the playoffs in their sport, but left on the schedule.
- Three defaults will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Forfeit**
A forfeit is given to a team if:
- No players are on site by the end of the grace period.
- A team uses a player who is ineligible or participates under an assumed name.
- Unsportsmanlike conduct

Each forfeit will result in a loss for that team. Forfeited games will not be rescheduled.
- One forfeit will result in that team being ineligible for the playoffs.
- Two forfeits will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Playoffs**
Any team that does not have a forfeit or two defaults on their record, has a “3” or above sportsmanship rating, and has won 2 or more games during league play is eligible for the postseason tournament (a tie counts as a win). Some exceptions may apply.

**Time Regulations and Length of Game**

- The best of 15 games, (first player to win 8) or whichever player has won more games after 55 minutes, whichever comes first.
- If the time limit expires during a game, that game should still be completed. See below rules below “tie games and overtimes” if a tie-breaker is required.

**Initiating Play/Serving**

- Winner of toss (spin of racquet) will choose to be server or receiver, in which case the opponent shall choose the starting sides.
- The server must stand with both feet behind the baseline. They must stand between the continuation of the side line and the center line. Neither foot may touch the court across the baseline until the ball has been contacted.
- In delivering the serve, the server shall stand alternately behind the right and left courts, beginning from the right.
- If the first serve is not good, it is a fault and the server has a second try. If second service is not good, it is a double fault and the receiver scores a point.
- It is a fault if the server strikes at the ball and misses it.
- It is not a fault if the server decides not to strike the tossed ball and catches it or lets it fall to the ground instead.
- The server shall not serve until the receiver is ready. The receiver is considered ready if they attempt to return the serve.
- The receiver may stand wherever they please on their side of the net.
- **The receiver determines whether or not the serve is good.**
- It is proper tennis etiquette to award all calls you are unsure of to your opponent.
- A "let" serve is one which hits the top of the net and goes into the correct service court. It is always re-served. There is no limit on the number of let serves.
- The server serves one complete game, after which the receiver becomes the server.
- The server wins a point if the served ball touches the receiver or their racquet before it touches the ground.
- In doubles, each team will decide which partner will receive serve in the right and left hand court, and they will do so throughout a set.

**The Game**

- If a player wins the first point, the score is called 15 for that player; on winning the second point, the score is called 30 for that player; on winning the third point the score is called 40 for that player; and the fourth point won by a player is scored game for that player.
- If both players have won 3 points, the score is called deuce. The next point won by a player is called "advantage in" if the point is won by the server; "advantage out" if won by the receiver.
- If the player with the "advantage" wins the next point, the game is over. Otherwise, the score returns to deuce.
- When a player does not score any points, score is love.
- If because of wind or spin, the ball bounces back over the net, the player may reach across the net to make contact. If contact is not made, the point goes to the player making the initial contact.
- **A ball landing on the line is good.**
- If during a rally, the ball hits the net and goes over into the opponent's court, it remains in play.
- Players shall change sides of court at the end of odd-numbered games.
- In doubles after the service has been returned, either partner may play the ball. However, only one person on each side of the net may contact the ball.

**Fouls, Violations, and Penalties**
The player loses a point if:

- Fails to hit the ball over the net before it has bounced twice.
- Returns the ball so that it lands out-of-bounds.
- Fails to hit the ball over the net.
- Touches the ball more than once in making a stroke.
- Touches the net with racquet or self.
- Volleys the ball before it crosses the net.
- Is hit by the ball before it bounces.

**Tie Games and Overtime**

The 15th or any deciding game due to time limit shall be a tie breaker:

- Person who served the previous game (to tie the set) receives.
- Person who serves first, serves only 1 point to the right “deuce” court. After that point each server will serve 2 serves, beginning with the "ad" court (left).
- Every 6 points, the opponents will switch sides.

**Reporting Scores**

- After the match is completed both teams’ captains must report to the Intramural Program Manager and report the score so that it may be recorded
- Scores will be posted online at wellnessregistration.und.edu

Tennis is self-officiated. The Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules.