Iowa State University Intramural Sports

TENNIS DOUBLES – RULES

Games will be governed by the current rules of the NIRSA, with the following points of emphasis and modifications:

ELIGIBILITY

- Every participant must be a current ISU SUMMER fee paying student, or have purchased a valid Continuing Student Pass (CSP) or have a valid Rec Pass.
- Each player will be required to show their ISU ID card before every match.
- Current intercollegiate tennis athletes are not eligible to participate in this intramural tennis event (see IM constitution for more clarification on this).
- Players who sign up below their actual playing ability are subject to being disqualified from the tournament at the discretion of the intramural staff.

EQUIPMENT

- All necessary equipment (racquets and balls) will be provided. You may use your own racquet if you’d like.

GAME PLAY

- A match will consist of one 8 game pro-set or 45 minutes, whichever comes first (unless otherwise noted).
- A player does NOT need to win the set/match by 2 or more games (8-7 will win the match).
- First service will be determined by either a coin toss or “rock-paper-scissors” between the two teams with the winner having the option to choose either to begin serving or to have the opponent begin serving.
- Scoring will be standard tennis scoring (0-15-30-40-Game).
  - We will play using Advantages for each game (Ad. IN/OUT).
- The intramural supervisor will give a “5 minute warning” after 40 minutes if matches are still being played.
- If time expires in the middle of a match, the following rules will be followed:
  - If one team is leading the match by 2 or more games, the match will end with the leading team being declared the winner.
  - If the match score is within a 1 game difference or tied (i.e. 6-5 or 6-6) and teams are playing a game when time expires, they will finish that game.
• If time has expired with one team leading by 1 game and teams have NOT started the next game, the match would end at that point.
  o If a match is knotted in a tie after the time limit has expired, there will be a tiebreaker played to determine the winner.
  • The tiebreaker will be the first team to reach 7 points (Do NOT need to win by 2 points for this tiebreaker)
    • First service will again be determined by coin toss or “rock-paper-scissors”. The first team to serve will serve the first point. The opponent will then serve for the next two points and thereafter each team will alternate service every two points.
• Serving rotates from player to player each game (Team 1 is A & B, Team 2 is C & D):
  o Player A starts serving for Team 1
  o Next game player C serves for Team 2
  o Next game player B serves for Team 1
  o Next game player D serves for Team 2
  o Continue this rotation for the entire pro-set
• Tiebreaker serving rotation:
  o Point 1: Player A (Team 1) serves
  o Point 2: Player C (Team 2) serves
  o Point 3: Player C Serves
  o Point 4: Player B (Team 1) serves
  o Point 5: Player B serves
  o Point 6: Player D (Team 2) serves
  o Point 7: Player D serves
  o Point 8: Player A serves
  o Point 9: Player A serves
  o Point 10: Continue rotation
• All matches are self-officiated. All calls are honor calls and should be made by the person making the play on the ball. Please be honest with the calls during the matches!
• Teams will switch sides of the court after every odd numbered game.
• There are no timeouts unless there is an injury.