

TENNIS RULES

PLAYERS & EQUIPMENT

1. Each participant must present a current CSU student or faculty/staff ID card in order to be eligible to participate
2. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any hard material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
3. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.
4. Each player is responsible for their own equipment (racket and balls)

GAME FORMAT

1. **Game time is forfeit time.** In the event that he/she decides to wait, that decision is irreversible and the game clock will begin at the scheduled game time. If a player chooses to wait, they will be required to wait until the other player shows up or a maximum of 10-minutes. Play will start as soon as the other player has arrived.

RULES OF THE GAME

1. Each match will consist of one 8-game Pro-Set. The winner of the match will be the first player to win eight games (win by 2).
2. The No-Ad scoring method will be used for all matches. Each game will be played to four (4) points. The winner of the game will be the first player to score four points. If both players have three (3) points (deuce), the next point scored will win the game. The receiver shall choose from which court the service is to be delivered on the deciding point.
3. In the event a match is tied at eight (8) games each, a 12-point tie-breaker will be played.
4. **Tie-Breaker:** The first player to win 7 points (win by 2) will win the match. The tie-breaker will begin with the first server serving once from the deuce court. The next server will serve twice, starting in the ad court. Service will then alternate after every two points. If the tie-breaker reaches six points each (6-All), the tie-breaker will continue until a player establishes a two-point margin. Players will switch sides of the court after every six points played.
5. Match results must be turned in on the appropriate scorecard to the Intramural Supervisor on site after each match is completed.