Ashland University  
Department of Recreational Services  
Intramural Tennis Rules  
Updated: 07/08/13

Playing Area and Conditions
- All matches will be played at the varsity tennis courts.
- Weather information – check imleagues.com for cancellations.
- Any personal items (ID’s, keys, equipment, etc.) left at any intramural site and found by any intramural employee will be taken to the “lost and found” at customer service in the Recreation Center.
- Jewelry is allowed, unless deemed unsafe to a player/opponent by the IM supervisor.

Equipment
- Racquets and balls are supplied by the Department of Recreational Services.
- Players have the option to use their own racquets.

The Game
- All matches will be self-officiated.
- If the ball hits the line, it is in.
- Six game sets in match play.
- The first player to win six (6) games wins.
- Winner must win by two games.
- Best of three (3) sets.

If a match is tied at 6 games each, the following 9-point tiebreaker system will be used:

- The player who would have served the beginning of the 13th game begins the game and serves twice - once on the right side and once on the left.
- Serve then rotates to the next player who also serves once on the right side, and once on the left.
- Doubles Tiebreaker – The player whose turn it is to serve shall be the server for the first point. Thereafter, each player shall serve in rotation for two points, in the same order previously in that set until winners of the game and set have been decided.

Serving
- Winner of toss – (spin of racquet). The winner of the toss will choose to be server or receiver, in which case the opponent shall choose the side.
- The server must stand with both feet behind the baseline.
In delivering the serve, the server shall begin on the right side and alternate sides after each point.

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.

The receiver may stand wherever they please on their side of the net.

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.

If the ball hits the net and does not fall into the correct service court, it will be a fault.

The server serves one complete game, after which the receiver becomes the server.

**Scoring**

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; on winning the third point, the score is called 40; 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 “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.

**Doubles**

The serving team will determine which player will serve first; that player will serve in the first game and their partner will serve the third game. The receiving team will determine who will serve first; that player will serve the second game and their partner will serve the fourth game.