1. **Sportsmanship**
   1.1 Campus Recreation uses a 4.0 point sportsmanship scale.
   1.2 In order to qualify for playoffs, teams must secure a 3.0 or higher average during the regular season.

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
</tr>
</thead>
</table>
| 4.0   | Always respectful to officials and opposing team.  
       | Does not argue or complain with or about the officials.  
       | Does not comment about officials’ calls. |
| 3.0   | Usually respectful to officials and opposing team.  
       | Minimal arguing/complaining about officials’ calls.  
       | One technical foul issued. |
| 2.0   | Disrespectful to officials and opposing team (i.e., taunting, profanity, etc.).  
       | Several instances of arguing or complaining.  
       | Multiple technical fouls issued.  
       | One ejected player. |
| 1.0   | Excessive arguing or complaining.  
       | Any contact or provocation of officials or opposing team members.  
       | Multiple red sportsmanship cards issued.  
       | Any player involved in a fight. |
| 0     | Team and/or players are out of control.  
       | Multiple persons on team fighting.  
       | Very disrespectful to officials.  
       | Destruction or abuse of UC property.  
       | **A team that receives a “0” rating will be suspended from competition until its captain meets with the Assistant Director or Coordinator of Intramural Sports. The team may be removed from competition.** |

2. **Eligibility/Rosters**
   2.1 All players on a team’s roster must be both current Campus Recreation Center Members *AND* current UC student, faculty, or staff.
       2.1.1 Full time students are automatically members of the Campus Recreation Center.
       2.1.2 Part time, co-op, branch students, and faculty/staff must purchase a membership at the Campus Recreation Center to be eligible for intramural play. For membership information please visit the Campus Recreation Center Member Services Desk.
   2.2 A player who plays on a team in the regular season is eligible for playoffs. Captains cannot add players to rosters during playoffs.
2.3 Per sport, per season, individuals may only play on one team from each column:

<table>
<thead>
<tr>
<th>Column 1</th>
<th>Column 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Independent Fraternity</td>
<td>Coed A</td>
</tr>
<tr>
<td>Men’s A</td>
<td>Coed B</td>
</tr>
<tr>
<td>Men’s B</td>
<td>Coed</td>
</tr>
<tr>
<td>Men’s Sorority</td>
<td>Women’s</td>
</tr>
</tbody>
</table>

3. **League Information**

3.1 Mandatory Team Representative Meeting

3.1.1 Tennis participants are exempt from the team representative meetings each season. Participants will be e-mailed instructions for tennis play.

3.2 Scheduling

3.2.1 All regular season and playoff schedules will be posted online at IMLeagues.com.

3.2.2 Players will be given a contact list with player e-mail addresses and phone numbers.

3.2.3 Players are responsible for contacting their opponents and scheduling a time to play. UC Intramurals does not reserve courts for participants.

3.3 Reporting Scores

3.3.1 You will have one week to play a match and report scores.

3.3.2 Scores should be reported via e-mail to intramural@uc.edu.

3.3.3 **If no score is reported, it will be recorded as a double forfeit.**

3.4 Equipment

3.4.1 All players are responsible for obtaining all equipment including tennis rackets and tennis balls. UC will not supply any equipment. Both players should bring at least one can of tennis balls.

3.5 League format: Four regular season matches and then you will be seeded into a single elimination playoff bracket.

3.6 Officiating

3.6.1 All tennis play is self-officiated.

3.6.2 Any rules not covered here can be found on the U.S. Tennis Association website at http://www.usta.com/Improve-Your-Game/Rules/.

4. **Match Considerations**

4.1 All matches will consist of a “best 2 out of 3” sets format. All 3 sets will be played to a tiebreak.

4.2 A set will continue until a player wins 6 games and wins by a 2 game advantage.

4.2.1 At 5-5, a player can win by winning the next to games (7-5).

4.2.2 At 6-6, players will play a tiebreak.

4.3 A game will continue until a player wins 4 points and wins by a 2 point advantage. Scoring is as follows:

4.3.1 No point: “Love”

4.3.2 1 point: “15”

4.3.3 2 points: “30”

4.3.4 3 points: “40”

4.3.5 4 points: “Game”

4.3.6 If players reach a score of 40-40 in a game, the score is “Deuce.” Whoever wins the next point will earn the “Advantage.” If that same player wins the next point, he or she will win the game. If he or she does not win the next point, the score will regress to “Deuce.” At 40-40, players must win 2 consecutive points to win the game.
5. **Tiebreaks**

5.1 The first player to 7 points will win the set. Players must win the tiebreak by at least 2 points.

5.2 Players will switch sides every 6 points

6. **Other Rules**

6.1 Players will switch sides after the first game, and every 2 games thereafter. Players will also switch sides after each set.

6.2 Balls landing on any part of the line are considered IN.

6.3 Serves that hit any part of the net and go over in-bounds will be considered a “let,” and the player will be allowed to retry the serve. If it is the first-serve, the player will have 2 chances to serve. If it is the second-serve, the player will have 1 chance to serve.

6.4 Players will conduct a coin toss prior to play to determine choice of serve, receive, or side.

6.5 The server must notify the other player of the score prior to each serve.

6.6 Any instance where an outside object or person interferes with game play can be deemed a “replay” by both players.