

**Administrative Rules and Information**

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants **MUST** have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check [imleagues.com/utdallas](http://imleagues.com/utdallas) for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. **NO ALCOHOL, TOBACCO, OR FOOD** allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.
- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

**Rules of Play**

- I. All matches will be played at the UT Dallas tennis courts, south of the Activity Center.
- II. University Recreation will provide **game balls** only. Participants may bring their own balls to practice with. UREC will NOT provide any rackets, but participants can check-out one inside the Activity Center.
- III. No jewelry is allowed to be worn during play.
  - a. The only exceptions are for any Medical Alert or religious jewelry. Please contact the UREC Competitive Sports office (972.883.7457) to learn how to properly wear such jewelry for safe play.
- IV. **Game time is forfeit time**
  - a. After one forfeit, teams become ineligible for bracket play. Teams are dropped from competition after two forfeits.
- V. **Each game will last no longer than forty-five minutes.**
- VI. All matches will consist of a one set match. If the set is tied at 6 games, a tiebreaker to 7 will be played, won by 2 with no cap.
- VII. No-Ad scoring will be used. If a player/team wins the first point the score shall be 15, second point 30, third point 40, and fourth point is game.
- VIII. A coin toss or racket spin will determine ends of the court and who will be the server or receiver. The individual winning the toss shall have the first choice of options. The options shall be:
  - a. To choose service or receive.
  - b. To choose end of the court. The team not having the first choice shall exercise the remaining option.
- IX. The pair who has to receive the service in the first game shall decide which partner shall receive the first service, and that partner shall continue to receive the first service in every odd game throughout the set. The opposing pair shall have the same choice when they receive service. At the beginning of each set, both teams have the option to change their receiving formation.
- X. Players/teams shall change ends at the end of the first, third, and every subsequent alternate game.
- XI. The service shall be delivered with both feet behind the base-line and within the imaginary continuations of the center-mark and the sideline. The server shall stand alternately behind the right and left halves of the court beginning from the right in every

game. The non-serving player shall stand on the opposite ad section of the court. The ball shall pass over the net and hit the ground within the service court which is diagonally opposite.

- XII. A ball falling on a line is regarded as falling in the court bounded by that line.
- XIII. In the event of a tiebreaker in a doubles match (assuming Players A&B vs. Players C&D), player A will serve the first point, followed by player C to serve points 2&3, player B will serve points 4&5, player D will serve points 6&7, and player A will serve points 8&9. This pattern will continue until the tiebreaker has been won. Each player will serve from the right side of the court followed by the left side. Teams will switch sides of the court after every 6 points.
- XIV. In tournament format following league play, seeding will be used in the following order:
  - a. Win-loss record
  - b. Head-to-head
  - c. Total Games Lost