IM Tennis Tournament Rules and Information

I. GENERAL RULES

1. The supervisor on duty reserves the right to remove any player from competition who has violated any Emory University Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility immediately. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

2. Three (3) Unsportsmanlike Penalties will result in a team disqualification regardless of the score. Two (2) Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.

3. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

II. PLAYER ELIGIBILITY

1. Participation is limited to currently-enrolled, fee-paying students, Emory University faculty/staff members, spouses, and Alumni.

2. All players must have an Emory University ID or Government Issued photo ID (i.e. Driver’s License) at each game to sign-in. ID Cards will be checked EVERY GAME.

3. All players MUST be listed on the printed scoresheets and cannot be written in at gametime.

4. Varsity & Club Athletes: Varsity players are not eligible to participate in similar intramural sports. Each team can have up to two club players in a similar sport. Teams who violate this policy will receive a forfeit loss for each game the violation has taken place and will be ineligible for the playoffs.

III. MATCHES AND SCORING

1. Before the start of the game, players will play rock-paper-scissors. The winner of rock-paper-scissors will have the choice of first serve or which side of the court to play on. The losing player will have the remaining option. For indoor, players will not switch sides during the match.

2. The winner of the match will be the first player to win one “short set” (4 games).

2. Should a set be tied at 3 games each, an extra game will be played. The winner of the game will be declared the winner of the set. The “win by 2” rule will not be in effect.
3. A time limit shall be in effect for all matches except for finals matches. The time limit for matches shall be 30 minutes.

4. The scoring of games is traditional with no ads. Games are played to fourth point (point after “40”), and if a game is tied at 40-40, the next point wins the game.

5. Players will make all in and out calls. If an agreement on a call cannot be made the point will be replayed.

6. Players are responsible for keeping their own scores and reporting the final score to the supervisor on duty.

IV. COURT ETIQUETTE

1. All contestants must wear shirts, shorts, and non-marking athletic shoes. Hats are permitted.

2. All contestants are forewarned that the throwing of a racquet in anger may result in a Sportsmanship Rating System penalty, which may preclude an individual from advancing in their respective draws. Other displays of unsporting conduct may also be reflected in the Sportsmanship Rating.

3. Please do not walk behind a court while play is in progress. WAIT for play to stop.

4. Any liquid brought into the court area must be in a non-breakable container with a cover on it. GLASS CONTAINERS ARE NOT ALLOWED ON THE COURTS.