

2007 Tennis Rules

Azusa Pacific University PROHIBITS possession or consumption of alcoholic beverages on University property. This includes all Intramural Sports areas including Citrus College and Covina Bowl. Violators will be asked to leave the area. Failure to do so can result in forfeiture of the ball game, suspension of individuals and/or teams, and appropriate action by the Office of Communiversisty.

I. PLAYER ELIGIBILITY

1. Participation is limited to currently-enrolled, APU students, faculty members, and staff. APU Alumni and members of the community are not eligible.
2. In order to participate in an Intramural contest each player must present their validated APU ID Card.
3. All players must sign-in at the sign-in table or with a supervisor at the game site prior to each game to be eligible to participate.
4. No current APU tennis players can compete in tennis intramurals. A collegiate varsity athlete must wait a full academic year after he/she stops playing at the collegiate level before being eligible to participate at the intramural level for their sport only. Any collegiate athlete may participate in any other intramural activity with the permission of his/her coach. Red-shirt players cannot play their own sport the year they are red-shirting, but may play the following year if they are no longer playing collegiately, and they are not considered ex-varsity athletes.
5. All players must sign a sportsmanship agreement form given to each team captain at the captains meeting and must be signed and turned in By All Players Before Their First Game. Players that do not sign the sportsmanship agreement form will not be allowed to play until they sign it. This rule will be strictly enforced.

II. THE COMPETITION AND TEAM SCORING

1. Teams are comprised of 4-5 players. Four players are required to avoid a forfeit. One female student must play on your team each week.

III. INDIVIDUAL MATCH SCORING

1. Each week your team will play another team in two doubles matches. One must be a mixed doubles pair.

2. A team wins the overall match when a team wins 2 matches.

3. Doubles matches are best of three sets.

4. If your team wins Match 1 and then the opposing team wins Match 2, you must choose one member of your team to play a set of singles tennis to decide the overall winner of the match.

5. Scoring for tennis will be normal Ad scoring. When your team reaches 6 games and is winning by two games or more then you win a set. If the set is tied at 6-6 then you will do a traditional tiebreak. The tiebreak will go to 7 points. You must win by more than 1 point. If the score is 7-6 then you must keep going until you win by two, 8-6 for example.

6. Doubles tie-breakers will follow the following format.

Doubles partners will preserve the sequence of their serving turns. (Assuming A & B vs. C & D): Player 'A' serves first point (right); 'C' serves 2 and 3 (left and right); 'B' serves 4 and 5 (left and right); 'D' serves point 6 (left) and after team change ends, point 7 (right). Continue this order until a team wins. If point reach 6-all, players change ends and continue as before. A tie breaker is won when a player or team reaches seven points (with at least 2 point margin established), or after a 6-all, a player or team establishes a 2 point margin

7. The participants will referee the matches fairly, as one of the points of intramurals is to have fun while demonstrating good sportsmanship.

8. Rock, paper, scissors will decide who serves first to begin the first set in each doubles match as well as the singles set if it is necessary.