



Department of Recreational Sports Intramural Sports



Team Tennis Rules

I. GOVERNING RULES

The rules of World Team Tennis and United States Tennis Association (*Friend at Court*) apply in all except where a special Oregon State University Intramural Sports rule applies.

II. ELIGIBILITY

All participants must be either students registered at Oregon State University or Faculty/Staff/Affiliate with a Recreational Sports Membership. For more information on eligibility, consult the Intramural Sports Handbook.

III. UNIFORMS/EQUIPMENT

- A. **No Jewelry (earrings, necklaces, bracelets, rings, etc.) will be allowed on the court at anytime. Players will need to remove items immediately or leave the game.**
- B. No shoes that leave black or scuff marks on the court will be permitted. Athletic, closed toe shoes must also be worn. No boots or sandals.
- C. No braces or supports that may cause other players harm will be permitted.
- D. Teams must provide their own balls (one can per team, per match) and racquets. Racquets may be checked out from Equipment Issue at Dixon Recreation Center with OSU ID card.

IV. PREGAME

- A. All participants will need to bring their ID card to enter the Tennis Pavilion.
- B. Team managers must fill out the score sheet with the players participating in that night's match. If a player is not currently on the roster, the player must see a supervisor to gain approval before playing. Players will need their ID to be added.
- C. Team managers need to check in with the supervisor on duty before each game to verify their team's roster.

V. GAME TIME

- A. Match time listed on the schedule is the official start time.
- B. A coin toss or racquet spin will occur to determine which team is home or away (the winner of the toss or spin will have the choice).
- C. You must have four players (two males and two females) at the courts ready for play at game time; otherwise a forfeit will be awarded to the opposing team.
- D. Both managers will be in charge of keeping game scores on score sheets provided.
- E. At the conclusion of the match, both managers will verify the scores and the winning team will submit the score sheet to the supervisor.

VI. DEFAULT RULES

- A. If a player is unable to compete or a team does not have enough eligible players, the set will be defaulted 6-0 (Example: Team A has only 2 males and 1 females show up to a match. Team A must forfeit their Women's Doubles set, giving the opposing team an automatic 6-0 set win).
- B. If a player has to retire and cannot be substituted for, the score will be recorded with the games played standing with the opposing team receiving six games.

VII. SET SCORING

Sport Clubs and Intramural Sports Office
111 Dixon Recreation Center

737-4083
<http://recsports.org/orst/>



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- A. The match will consist of five sets of tennis on two courts:
 - 1. Women's and Men's Doubles
 - 2. Women's and Men's Singles
 - 3. Mixed Doubles
- B. Sets will be played first to six games, no-ad scoring. At deuce, the receiving team will choose the side to receive serve (except in mixed doubles when it is gender to gender).
- C. At 5-5, a nine-point tiebreak will be played (first to five points, see Tiebreak rules).
- D. All players are allowed a 5 minute warm-up before sets.

VIII. MATCH SCORING AND OVERTIME

- A. The winner of the match will be determined by total number of games won.
- B. After the mixed doubles match is completed and scores are recorded and totaled, the procedure is as follows:
 - 1. If the leading team won the mixed doubles set, the match is over.
 - 2. If the trailing team won the mixed doubles set, the match continues into overtime until the leading team wins one game or until the score is tied (see Supertiebreaker).
 - 3. If the overall score ends tied, you automatically begin the Supertiebreaker.

IX. EXPLANATION OF TIEBREAKERS

- A. Nine-Point Tiebreaker
 - 1. A nine-point tiebreaker will be played at five games all in any set.
 - 2. The person who is next to serve begins the tiebreaker.
 - 3. Each player serves two points in succession starting from the deuce court.
 - 4. Players will change sides after four points.
 - 5. The first team to win five points win the tiebreak and set (set score 6-5).
 - 6. If the tiebreaker reaches 4-4, the person who served the 8th point will serve the ninth (and final) point. The receiver has the choice of sides (except in the case of mixed doubles where they must be gender-to-gender).
 - 7. The winner of the 9th point is the winner of the set.
- B. Supertiebreaker
 - 1. A coin toss or racquet spin will determine which team serves first.
 - 2. The Supertiebreaker is a mixed doubles tiebreak and is treated just as a new set and substitutions are allowed.
 - 3. Either player on the serving team may serve first.
 - 4. Court positions may be changed from the previous mixed doubles set.
 - 5. Each player serves two points in succession starting from the deuce court.
 - 6. Players will change sides after six points.
 - 7. The first team to score seven points (win by two) wins the Supertiebreak and the match.
 - 8. If the Supertiebreak reaches 6-6, the person who served the 12th point will serve the 13th (and final) point.
 - 9. The final serve will be gender to gender.
 - 10. The Supertiebreak counts as one game in overall match scoring.

X. SERVICE ORDER

- A. The home team serves first in all doubles sets (including mixed).



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- B. The visiting team serves first in all singles sets.
- C. The receiving team in all sets will determine which end they would like to receive.

XI. CHANGING ENDS

- A. After every four games, players change ends of the court.

XII. SERVICE LETS

- A. Let serves will not be played.

XIII. SUBSTITUTIONS

- A. A team can, upon completion of a point, substitute a player (same gender) into a set for any reason (including between first and second serves).
- B. Once a player is replaced, he/she may not return in that set.
- C. If a substitution occurs in doubles, the remaining player may not change the side on which they receive or the serving order.
- D. Substitutions are allowed in overtime and Supertiebreakers.
- E. Once a player has come out of the mixed doubles set, a player cannot return in overtime as it is the same set.

XIV. CONDUCT

- A. The Intramural Sports program promotes sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect or vulgarity and includes taunting.

XV. EJECTIONS

- A. Any player ejected from a game will be immediately suspended from participating in all Intramural Sports activities. The ejected player must then make an appointment with the Coordinator of Intramural Sports and Sport Coordinator to determine the length of suspension and any other sanctions. The following actions can result in ejections from Intramural Sports Team Tennis:
 1. Improper language.
 2. Unsporting conduct.
 3. Slamming racquet against any surface, object or person.
 4. Hitting balls outside of the court or at any object or person