1. Eligibility
   A. Any person who has purchased either the Full Intramural Membership or the Individual/Dual Membership is eligible to participate in Tennis Singles. The following persons are eligible to purchase memberships:
      a. Student or employees; individuals associated with Campus Ministry, VCOM, Vet Med; Visiting Scholars; CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the University or fail to comply with eligibility guidelines.
      b. Alumni are not eligible to purchase the Intramural Membership unless they fall into one of the previous categories mentioned.

   **All memberships may be purchased online. To complete your purchase of an intramural membership, you will be required to watch an online video presentation covering the basic policies of the program.**

2. Instructions:
   A. Players furnish their own equipment.
   B. Courtesy Ball Policy: Each player reports to match with a new can of balls. Winner takes the unopened can of balls to the next match.

3. Toss:
   A. Before starting play, the opposing players shall toss a coin or spin the racket. The winner shall have the option of: serving, receiving or choosing side of court.

4. Serving:
   A. In tennis, play is started with the serve, make by tossing ball into the air, hitting it with the racket before it touches the ground. The server stands behind the baseline and to the right or left of the center mark, but not outside singles sideline.
   B. The serve for the first point of a game always begins to the right of the center mark, made to the opponent’s right service court. Alternate service court side after each point is played.
   C. The server has two attempts to put the ball into play.
   D. The serve is a fault if the server:
      - does not take the proper position before serving.
      - commits a foot fault. (Foot touches baseline prior to hitting ball.)
      - misses the ball in attempting to strike it. (Server may toss and catch the ball without penalty.)
      - Ball is “out” - fails to land in proper service court.
      1. If any of these occurs on the first service, it is a fault.
2. If any of these occurs on both serves, it is a double fault, and the point is lost.

E. The ball must clear the net and land in the proper service court before being hit by the receiver. (After the service, ball may be hit before it bounces.) A ball hitting the line is considered good.

5. Scoring the Game:
   A. The server is responsible for announcing the score before the service. The server’s score is always called first.
   B. A game equal four points. Scoring in tennis is 15 for the first point won, 30 for the second, 40 for the third, and “game” for the fourth point. If the score is deuce, (meaning 40-40), one team must win by two consecutive points in order to win the game. If the serving team wins the next point, the score is called “ad in” and if they win the following point it is game. If the receiving team wins the first point deuce, the score is called “ad out”, if they win the next point it is their game. However, if after the score is either “ad in” or “ad out”, the other team wins the next point, the score becomes deuce again.
   C. A set is concluded when one team wins six games, but the team must win by two or more games. In case of a tie, (6-6 in any set), a 9-point tie-breaker will decide the winner of the set.
   D. A match consists of the best two out of three sets.

6. Changing Sides:
   A. The opposing pairs change sides of court at the end of the first, third, and every subsequent alternate game of each set, and at the end of each set, unless the total number of games in such a set is even, in which case the change is not made until the end of the first game of the next set. The order of service does not change between subsequent sets.

7. A Let:
   A. A let is a ball which, striking the net, strap, or hand, lands in the proper court on the surface.
   B. A let is called when a player is unable to play a shot due to circumstances beyond his/her control, such as interference by a ball or player from another court.
   C. A let occurs if a service is delivered before the receiver is ready. If however, the receiver attempts to return the service, he/she is considered to be ready.
   D. When a let occurs on a service, only that service is repeated.
   E. The ball is in play if it hits the net during the subsequent rally after the service.

7. Player Loses Point:
   A. If the ball bounces twice on their side of the net or if a pair does not return the ball into their opponent’s court.
   B. If a player’s body, clothing, or racket touch the net while the ball is in play.
   C. If a player reached over the net to play a ball, unless the ball has bounced back over the net due to a spin, or the wind.
D. If the ball is hit twice while on their side of the court.
Challenge Ladder Guidelines

1. Tournament format for various individual/dual sport competitions will consist of a 5-week challenge ladder followed by a single elimination “play-by” tournament. The winner of the single elimination tournament will be considered the intramural champion. **The Intramural Sports Office holds the right to alter single elimination tournament format depending on the number of registered participants for the sport.

2. You may only challenge up to 3 people ahead of you or below you. This means that if you are at the top the only way you can challenge is down. Vice versa if you’re at the bottom of the ladder.

3. The Challenge Ladder determines rank for the single elimination tournament. Participants must play at least 3 matches over the 5-week challenge ladder in order to make the elimination tournament. **If you do not play the required matches, you will not qualify for the tournament.**

See the chart below for dates that you must have played a minimum number of matches played in order to remain in the ladder. Failure to meet these requirements will result in removal from the ladder.

<table>
<thead>
<tr>
<th>Minimum # of Matches Played</th>
<th>Date Result Submitted By</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>September 18</td>
</tr>
<tr>
<td>2</td>
<td>September 29</td>
</tr>
<tr>
<td>3</td>
<td>October 12</td>
</tr>
</tbody>
</table>

4. If after two days of trying to e-mail AND call an opponent you do not hear a response, you may submit the match as a forfeit. Individuals or teams that forfeits twice will be removed.

5. Extensions of time to play games are not allowed.

6. Winners must submit results on the website. E-mailed results will not be counted for an individual or team match count. Challenge ladders will be updated daily on the website. The following link will take you to the site where match results may be submitted: https://docs.google.com/forms/d/e/1FAIpQLSc_lBMteZDOf_77N_EKzXpDWX4JKryAiECuxPxdNaW6VLwcUw/viewform

7. You may not challenge anyone outside your ladder. For example, a participant from the A1 division may not challenge someone from the A2, A3, or B divisions.

8. It is your responsibility to set up times, places, and dates for which to play. Don't wait until the last minute.

9. All matches must be completed and submitted by 8:00am on October 12th. The tournament will start October 13th for those who have played the required number of matches.
10. If you have any other questions, comments, or concerns, please e-mail imsports@vt.edu.