

Clarion University Intramural Sports

Tennis Rules

It is assumed that all Intramural Participants have read all policies and procedures in the [Intramural Sports Handbook](#). The purpose of this Handbook is to assure equitable and enjoyable participation as possible for all participants at Clarion University. All participants, referees and staff are responsible for all of this information

Players:

- Singles and doubles are offered
- Doubles teams may only have two (2) registered players

Equipment:

- Racquets are available to all players, you may bring your own
- Balls will be provided by the Intramural Department
- Players must wear non-marking athletic shoes
- Hats are permitted during play

Rules & Scoring:

- **Players and teams will call their own faults!**
 - If in doubt a replay should be called
- The winner of the match will be the first player or team to win two (2) sets
- Should the game be tied at six games each, a seven (7) point tie-breaker will be played
 - A coin flip will determine serve choice
 - The first singles player or doubles team to reach four (4) points will win the match
- Scoring is traditional with **no AD**
 - Games are played to fourth point (point after "40")
 - If a game is tied at 40-40 the next point wins the game
- A time limit of 50 minutes is in effect for all games except playoff and championship games
 - The player or team with the most amount of games won at the end of 50 minutes will win the match
 - If the total amount of games won is tied at 50 minutes, a seven (7) point tie-break will be played to determine the match winner