



Intramural Sports

Tennis

FOREWORD

The Intramural Sports Tennis league/s is organized for the purpose of offering current Santa Clara University students, faculty and staff the opportunity to participate in an atmosphere of mutual respect and good sportsmanship. Captains are expected to familiarize themselves and their teammates with these rules and the policies within the Intramural Sports Handbook. Any disruptive or unsportsmanlike conduct can be cause for suspending an individual and/or team for the program. The program is based upon cooperation and mutual respect among players and student supervisors.

GENERAL RULES

- Tennis singles are allowed a maximum of 1 player of the roster; Tennis doubles teams are allowed a minimum 2 and maximum of 4 players on the roster.
- Matches are **self-officiated**. All illegal hits, net violations, line calls, etc. are honor calls and should be made by the person making the play on the ball. Please be honest and consistent in the calls.
- All matches are the length of a Pro-set (to 8) or 60-minutes (whichever comes first), unless an alternative format is discussed and agreed to by both teams prior to the match.
- Scoring: **4 points wins a game** (games must be won by 2 or more points). **8 games wins set & match** (set does NOT need to be won by 2 or more games). **Example of a match score: Pro-Set** : Player A score = 8 (winner) - Player B score= 7.
- Each team is allowed one 45-second time out per match.
- United States Tennis Association rules shall govern all situations not mentioned.

EQUIPMENT

- Participants are responsible for their own equipment.
- Racquets and balls are available for check out from the Malley Center Front Desk.
- All players must wear tennis shoes and not running shoes that will mar the courts.

SAFETY CONSIDERATIONS AND INSURANCE COVERAGE

- Each player must have a signed "Release of Liability and Assumption of Risk for Use of Athletic Facilities and Programs" on file with the ACCESS office.
- **Player safety is of foremost concern.** This is enhanced by rule modification, staff training, and facility inspection.
- **Any and all injuries should be reported immediately to Campus Recreation staff member in the Malley Center.**
- All jewelry should be removed prior to play.
- Each participant is responsible for his/her own medical insurance coverage. **Santa Clara University does not provide insurance to individuals for any injury incurred in Intramural Sports participation.** The university also does not provide any services to prepare or maintain a player's readiness to participate. One must bring their own athletic tape to prepare to play.
- In the case that a participant sustains an injury that causes bleeding:
 - The participant must exit the area of play until the bleeding has been stopped and the wound is bandaged.
 - If blood stains any part of the participant's clothing, he or she may not return to the game until blood is no longer visible on the clothing.

SCHEDULING THE GAME

- Each team will be responsible for scheduling matches and reporting scores before the designated play-by date, Sunday at midnight of each week.
- Teams are responsible for playing their match in the given time frame. Teams unable to contact their opponent must contact the Intramural Sports Staff at intramurals@scu.edu **72-hours** in advance of the weekly deadline. The Intramural Sports Staff will contact both teams to reiterate the play deadline.
- Subsequently, if a game is not played after secondary contact by the Intramural Sports Staff, the match will result in a forfeit for both teams. There are no defaults in Intramural Tennis.
- Scores must be emailed to intramurals@scu.edu by this scheduled date. Both teams should report their scores.
- Scores that are not reported by the designated play-by date will result in a forfeit for both teams.

STARTING the GAME

- Game time is forfeit time.
- The choice of ends and the choice to be server or receiver in the first game shall be decided by a coin or racket toss.
- Captains should meet prior to starting time, shake hands and review captains' responsibilities. Captains must confirm that only players on their official roster are being used.

SERVICE

- Service may be made anywhere behind end line.
- For mixed doubles players need to rotate serving order and court position between female and male.

BOUNDARIES

- A ball touching any part of a boundary line is "good".

TIME EXPIRES DURING THE MIDDLE OF THE MATCH

- The player/side winning the game when time is called will win that game (even if only by one point).
- The player/side winning the set when time is called wins the set & match.
- If the game is tied at the end of regulation, the tie-breaking procedure outlined in point 5 will be used.

TIE BREAKING PROCEDURES

- Players/sides shall play a match, where the first player/side to reach 7 points shall win the match (must win by two points). In the tiebreaker, each service shall result in a point regardless of which player/side serves the ball (rally scoring). The player whose turn it is (as determined by a coin or racket toss) shall be the server for the first point. The opponent shall be the server for the second and third point and thereafter each player shall serve alternately for two consecutive points until a winner is decided.

PLAYOFF PROCEDURES

- Scheduled playoff match-ups must be played in the given time frame outlined by the Intramural Sports Staff.
- Matches not completed by the set deadline will result in a forfeit.
- Results must be emailed to Intramurals@scu.edu by midnight of the deadline date.

CONDUCT

- The value of Intramural Sports is in playing, not in winning - so you, your team, and your fans are expected to **behave in a sportsmanlike manner at all times, both on and off the field.**
- Profanity, intimidation, abusive language, threats, fighting or other physical contact is not tolerated and will result in disciplinary action as defined below.
- Possession or consumption of alcohol or illegal substances is not allowed. Any individual suspected of being "under the influence" will be asked to leave the facility immediately. Bellomy Field, the Malley Center and Stanton Field are facilities where no alcoholic beverages are permitted.
- Officials are fellow SCU students and must be treated with respect at all times.
- All students participating in Intramural Sports will be held to the Student Conduct Code in the SCU Student Handbook for more detailed info please visit the Office of Student Life website at <http://www.scu.edu/governance/student/index.cfm>

Disciplinary action includes but is not limited to:

- Immediate participant ejection (must leave the facility within two minutes or game is forfeited)
- Ejected participant must meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.
- Two ejections within the intramural season (academic year) results in an automatic suspension from the program for that academic year. For example, if a participant is ejected from a flag football game & then a basketball game they may be suspended from all future play in the Intramural Sports program.
- Suspensions are a minimum two games (participant may not attend team's games during the suspension).
- Possible referral to Office of Student Life and/or Campus Safety.

Appealing disciplinary action includes:

- A written request for reinstatement and a meeting with Assistant Director of Recreation and/or Intramural Sports Coordinators needs to be requested within 5 business days of the decision.

Sportsmanship Rating:

To ensure the conduct guidelines listed above, sportsmanship ratings will be assigned by the Intramural Student Coordinators and/or Officials and/or IM Supervisors on site at the conclusion of each IM competition. The sportsmanship rating for each team will be listed on the score sheet of each competition and will not be posted online. The intent of this new system is to allow Intramural Student Coordinators to resolve sportsmanship conduct concerns to prevent potential disciplinary action. Intramural Student Coordinators will address sportsmanship concerns with team captains as they arise. You may request your team's sportsmanship ratings by emailing intramurals@scu.edu.

Team sportsmanship is rated according to the following scale and criteria;

4 points: Excellent Sportsmanship

Respect shown to the game and staff by participants and spectators at all times. Participants speak to staff members appropriately in all situations. Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates and calmly converses with officials about rule interpretations and calls.

Teams that win by forfeit will receive a "4."

3 points: Acceptable Sportsmanship/Good Conduct

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from officials or other IM Staff members. Participants question an official's judgment/rule interpretation in a disrespectful manner. Minor incidents such as trash talk, cursing in any manner, or mocking the skill level of an opponent might occur such that an official is prompted to provide 1-2 verbal warnings and might also include a yellow card (soccer), unsportsmanlike flag (flag football), technical foul (basketball) or something of the like. Teams that receive 1 yellow card, an unsportsmanlike flag or technical foul (or the equivalent) will receive no higher than a "3" rating.

Teams that default will receive a "3."

2 points: Sportsmanship Needs Improvement

Team members repeatedly question the judgment of or an official's abilities. They, and/or spectators are disrespectful of opponents and/or officials on a number of occasions which may or may not warrant various sport specific penalties. Captain exhibits minor control over his/her teammates and spectators. Teams having a player ejected for an unsportsmanlike act will receive no higher than a "C" rating, including ejections for use of an invalid ID/ineligible player.

Teams that forfeit without providing proper courtesy notice will receive a "2."

1 point: Unacceptable Sportsmanship

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. The team captain exhibits no control over teammates or himself/herself. Teams focus more on bickering with officials than playing the game.

Multiple unsportsmanlike calls and/or technical occur.

See Disciplinary Action listing above for possible sanctions applied. Intramural Staff working the competition will be required to submit an Incident Report for any teams receiving a D rating.

The team captain will be required to meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff prior to their next scheduled competition and the team will not be eligible to return to participate until approved by the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.

0 points: Season Ending Rating

The following actions can result in an "0 point" sportsmanship rating:

Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).

Team captain (spokesperson) exhibits loss of control over self, the team, and/or the spectators.

Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

Fighting or contest ended due to extenuating conduct circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season.

Instances include multiple players being ejected for sportsmanship reasons;

A team accumulating 4 sportsmanship technicals/penalties in the game;

Physical contact, threats, and/or attempts to injure other participants or intramural staff. All players on the team roster will be suspended from intramural sports program for an unspecified period of time.

The incident will be referred to the Office of Student Life and/or Campus Safety