

**CU • STUDENT REC CENTER INTRAMURALS**  
**Tennis • RULES**  
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**Website: [www.colorado.edu/rec-center/intramurals](http://www.colorado.edu/rec-center/intramurals)**

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### **GENERAL RULES**

- Doubles teams may have a maximum of four players on the roster.
- Games are **self-officiated**. All calls are honor calls and should be made by the person making the play on the ball. Please be honest and consistent in the calls.
- Games consist of one 8 game Pro-set or one hour.
- The team serving first will be noted on the schedule.

### **EQUIPMENT**

- Athletic shoes must be worn at all times.
- Game balls are provided. Tennis rackets are available for checkout at the Rec Center.

### **STARTING the GAME**

- Game time is forfeit time.
- Both captains should check in with the IM Sports Supervisor 10 minutes prior to game.
- Each player must show valid Buff card prior to every Intramural Sports contest.
- Captains should meet prior to starting time, shake hands and review captain's responsibilities. Captains must confirm that only players on the roster are being used.

### **8 GAME PRO-SET**

1. **Length of the game: Pro-Set (to 8) or 60 minutes** (whichever comes first).
2. **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

1. If time expires in the middle of a game, the following rules will apply:
  - 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.
2. **Tie-breaking procedure:** Players/sides shall play a match, where the first player/side to reach 7 points shall win the match (must win by 2). In the tiebreaker, each service shall result in a point regardless of which player/side serves the ball. The player whose turn it is (as determined by a coin 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.