Roster size is limited to 4 players

Teams winning a championship will receive a maximum of 4 t-shirts.

Games will be governed by the current rules of the National Intramural and Recreational Sports Association (NIRSA), with the following points of emphasis and modification:

General
- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any Recreation Center Property and at all Intramural sanctioned events. Participation while under the influence of these substances is also prohibited these areas. Violations will be grounds for immediate ejection, forfeiture and possible season suspension.
- No jewelry is allowed in any Intramural Competition.
- The following are situations in which your team WILL NOT be allowed to advance to the post-season tournament:
  - If you forfeit two regular season games.
  - If you accumulate two or more Honest Effort Forfeits (HEF).
  - If you receive two or more Defaults for failure to comply with equipment regulations.
  - If your team fails to average a 3.00 or better sportsmanship rating.

Forfeit Policy
- Teams Receiving One Forfeit
  - If a team accumulates one Forfeit during the regular season, they will automatically be charged a $20 fee that must be paid within the four business days following the forfeited game.
  - If a team receiving one forfeit pays the assessed $20 fee within the four business days, this team will be allowed to continue in the league for the remainder of the regular season and will still be eligible for the post-season tournament.
  - If the team fails to pay this $20 fine within the four business days, they will still be responsible for the $20 fee, but will be automatically dropped from the remainder of the regular season and will not be allowed to participate in the post-season tournament.

- Teams Receiving Two Forfeits
  - If a team accumulates two Forfeits during the regular season, they will automatically be charged an additional $10 fee. This team will then be dropped from the remainder of regular season play and will be ineligible for the post-season tournament.

Eligibility
- Every eligible Intramural Participant must be a full fee paying CU Student or Recreation Center Member.
- Every eligible Intramural Participant must present their “Buff OneCard” or Recreation Center Membership Card in order to check in before every game. If a player fails to have one of these two proofs of identification, they will not be allowed to participate. NO EXCEPTIONS!
- Players may play on only one team per sport per session (with the exception of being allowed to play on a Co-Rec team and a team of their own gender in the same sport).
A player must have played in at least one of the first four regular season games in order to be eligible to play in the post-season tournament.

**Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire academic year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.

**Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural Tennis teams are limited to 1 club player per team in their specific sport or any related sport and they must play in the most competitive league.

**TEAMS/ SUBSTITUTIONS**
- A team consists of 2 players on the court.
- Intramural Doubles Tennis is an Equal Opportunity (EO) Intramural Sport and therefore may be played with any combination of players, regardless of gender.

**UNIFORM/EQUIPMENT**
- Players must wear athletic-style clothing. Some examples of inappropriate clothing would be such items as jeans, button-down shirts, sandals, dress shoes, etc. The Intramural Staff has the final discretion on what is deemed appropriate and inappropriate.
- Players may not wear hats, watches, or any sort of jewelry.
- Balls will be provided by the Intramural Sports Department, but players must supply their own racquets (available for rental at the Recreation Center Equipment Check-Out desk).

**THE GAME**
**LENGTH**
- Games consist of one 8 game pro-set or 50 minutes, whichever comes first.

**TIMEOUTS**
- There are no timeouts in Intramural Doubles Tennis.

**STARTING the GAME**
- 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.
- 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.
- The team serving first will be noted on the schedule.

**SCORING**
- Four points wins a game (games must be won by two or more points).
- Eight games wins a set & a match (set does NOT need to be won by two 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:
     o The player/side winning the game when time is called will win that game (even if only by one point).
     o The player/side winning the set when time is called wins the set & match
     o If the game is tied at the end of regulation, the tie-breaking procedure outlined in point 5 will be used.
MERCY RULE
- There is no mercy rule for Intramural Doubles Tennis.

TIE BREAKER
- In the event of a tie, players/sides shall play a match where the first player/side to reach seven points shall win the match (must win by two).
- Each service shall result in one 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.

ENDING the GAME
- After sets have concluded, it is the responsibility of BOTH team captains to report the final score and sportsmanship rating to the Intramural Supervisor. If captains fail to do so, the end result will be recorded as a Double Forfeit.

CONDUCT/SPORTSMANSHIP
- Fighting and unsportsmanlike conduct will not be tolerated and are grounds for the entire team and all its members being dropped from the league and/or Intramural Program. Any team whose members leave the bench will result in the entire team being suspended for at least the semester.
- Any abusive language, physical gestures and untimely or inappropriate questioning of calls directed at any Participant or Spectator is grounds for ejection.
- Pre and post-game: harassing of any Participant or Spectator, any unsportsmanlike conduct or lack of cooperation, is subject to penalty from a mild warning to complete expulsion from the program.
- Teams are required to clean up after themselves and keep the Intramural playing area clean. Failure to do so can impact your sportsmanship rating.
- **Teams must average no less than a 3.0 sportsmanship rating. Failure to do so will result in expulsion from the post-season tournament.**

TOURNAMENT SCHEDULES
- Teams are considered ineligible for the post-season tournament for the following reasons:
  - Accruing one Forfeit and failing to pay the assessed $20 fee within the four business days following the forfeited game.
  - Accruing two Forfeits.
  - Accruing two Honest Effort Forfeits (HEF).
  - Receiving less than a 3.0 sportsmanship rating average.
  - Failing to complete the Intramural Captain’s Test by the deadline set.
- Post-season tournament schedules will be posted the last week of the regular season.
- Teams receiving two Honest Effort Forfeits (HEF), two Defaults or failing to complete the Intramural’s Captain’s Test by the set deadline will be allowed to but their way into the post-season tournament for an additional $20.