

CU • STUDENT REC CENTER INTRAMURALS
DOUBLES TENNIS • RULES
Office Line: 303-492-2893 • Email: imsports@colorado.edu
Website: www.colorado.edu/rec-center/intramurals

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

- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any recreation center property and at all Intramural Sports sanctioned events. Participation while under the influence of these substances is also prohibited in these areas. Any violation of this policy will be grounds for immediate ejection, forfeiture and possible suspension.
- NO JEWELRY is allowed in any intramural competition.
- **Game time is forfeit time! Players should check in with the Intramural Supervisor at least 15 minutes before their scheduled game time. If you do not have enough players to field a team at game time, your team will receive a Forfeit. NO EXCEPTIONS!**
- **No Buff OneCard = No Play! All intramural participants are required to have either their Buff OneCard or Rec Center membership card with them at EVERY intramural event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**
- The following are situations in which your team WILL NOT be allowed to advance to the post-season tournament:
 - If you forfeit one regular season game.
 - If you accumulate two or more Honest Effort Forfeits (HEF).
 - If your team fails to average a 3.00 or better sportsmanship rating.
- The Intramural Sports Office **DOES NOT** reschedule regular season or post-season tournament games once the schedule has been posted. If your team is unable to make a regular season game, **your team captain must** email the intramural office at least 24 hours prior to your scheduled game time Monday-Friday, and by no later than 5:00pm on the Friday preceding a Sunday game. The intramural office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to notify the intramural office by the deadline stated will result in a Forfeit. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF).
- All games picked up by a team count as a real game and will count towards your record and sportsmanship rating.

FORFEIT POLICY

- **GAME TIME IS FORFEIT TIME!** All teams should arrive **15 minutes prior** to the scheduled start of the game to check in and get the necessary equipment for the game. Any team failing to report ready-to-play at the scheduled starting time shall forfeit to their opponent. Any team that forfeits will be removed from the league for the remainder of the season.
- If you are not playing at least 50% of your scheduled games due to other teams forfeiting, please contact the intramural office to see if we can schedule more games for your team.

ELIGIBILITY

- Every eligible intramural participant must be a full fee paying University of Colorado student or recreation center member.
- Every eligible intramural participant must present their Buff OneCard or Student 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 no more than one team in the Equal Opportunity division and one in the Co-Rec division per sport per session.
- 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 teams are limited to three club players per team in their specific sport or any related sport, and athletes must play on a team in the most competitive league offered.

TEAMS/ SUBSTITUTIONS

- A team consists of two 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 must wear athletic footwear (tennis shoes, cross trainers, etc.). No Crocs, flip-flops, toe shoes, sandals, boots, dress shoes or shoes of the like are allowed during play.
- Players may not wear hats, watches, headphones or any sort of jewelry.
- Braces or casts are only allowed if deemed safe by the Intramural Supervisor on site.
- Balls will be provided by the Intramural Sports Department, but players must supply their own racquets (available for rental at the Student Recreation Center Equipment Check-Out desk).

THE GAME

LENGTH

- Games consist of one, eight 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 participating.
- Games are **self-officiated**. All calls are honor calls and should be made by the person making the play on the ball, but can be called by any player participating in that game. Please be honest and consistent with your 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:
 - 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.

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 from Intramural Sports. 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 intramural staff, participant or spectator is grounds for ejection. Team technicals may be given and team captains are therefore responsible for controlling their respective benches.
- Pre and post-game harassing of any intramural staff, participant or spectator, as well as any unsportsmanlike conduct or lack of cooperation, is grounds for program penalty, suspension or expulsion.
- The Intramural Supervisor has the ability to award penalties and/or ejections to any Intramural Participant or Spectator at any point in time.
- Only captains may address the intramural staff on matters of interpretation and discussion.
- 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.
 - Accruing two Honest Effort Forfeits (HEF).
 - Receiving less than a 3.0 sportsmanship rating average.
- Post-season tournament schedules will be posted the last week of the regular season.

Forfeit Score: 8-0
Needed to Start: 2 players
Minimum to Start: 1 players
HEF: less than 1 players