UMKC INTRAMURAL TENNIS LEAGUE RULES

Note: Current United States Tennis Association (USTA) and National Intramural-Recreational Sports Association (NIRSA) rules will govern tennis with the following emphasis and modifications:

GENERAL INFORMATION

1. Each individual must pay a non-refundable entry fee to participate in the intramurals league.
2. UMKC Intramural tennis matches are self-officiated. Rules of the USTA should be followed. It is highly recommended that shall a disagreement over a point occur, the point shall be replayed. Honesty in calls is of utmost importance. It is proper tennis etiquette to award all calls of which one may be unsure to the opponent. A tournament monitor will be used to record scores, answer participant questions and ensure matches finish on time. The court monitor will also check ID cards, clarify and enforce all UMKC Intramural and Plaza Tennis Center facility rules and regulations. When necessary, they have the authority to eject individuals from play as well as from the facility itself.
3. Participants, employees or contract employees are not allowed use tobacco products or have in their possession or their presence any alcoholic beverages or drugs during any intramural event (whether on campus or not). Officials reserve the right to prevent any person from participating/working if they use tobacco products or are in possession of or suspected to be under the influence of alcohol or drugs.
4. Any student of the University of Missouri-Kansas City is eligible to participate.
5. ID must be carried by all participants in case of eligibility questions.
6. Participants are required to provide their own racquets, proper attire and tennis shoes.
7. Any player or spectator displaying unsportsmanlike conduct will be assessed the appropriate penalty(ies). If a player, team or spectator is ejected from the event, they are required to leave the premises immediately. Failure to abide by this rule may preclude future participation in intramural events. Any player, team, or spectator ejected is automatically ejected from their next scheduled game/match (regular season or playoffs). Additionally, they may face further disciplinary action if deemed necessary by the Campus Recreation Sports Council. A second ejection during the session disqualifies a player or spectator from further participation in regular season and playoff games/matches.
8. Sportsmanship is vital in any sport. Inappropriate language will be considered unsportsmanlike conduct.
9. The UMKC Intramural Tennis Tournament is a one-time tournament played in the spring semester. There is not a playoff season. The tournament is designed to be a double elimination competition.
10. Participation in the UMKC Intramural Program is voluntary. UMKC or Swinney Recreation Center is not responsible for injuries incurred while participating in Intramurals sports. Each participant is advised to carry personal health and accident insurance. For reporting purposes, participants injured during play must have an appropriate report form completed and submitted to the Campus Recreation and Intramurals Office within 48 hours of incident.

THE FACILITY

1. The UMKC Intramural Tennis Tournament is held at the Plaza Tennis Center located on the southeast end of the Country Club Plaza in Kansas City, Missouri. The physical address of the Center is 4747 J.C. Nichols Parkway, Kansas City, Missouri 64112.
2. In case of inclement weather on the day of the tournament, the tournament will be cancelled without a reschedule date. All paid fees will be returned to registered participants. Situations that warrant the cancellation of matches due to inclement weather may include lightning and thunder, tornado and/or severe weather warnings and conditions that would be deemed injurious to participants should play continue.
3. Any personal items left at the Plaza Tennis Center will be taken to that facility’s Lost and Found.
STARTING THE GAME

1. Any currently enrolled students of UMKC is eligible to compete (except for all UMKC varsity tennis players and coaches, who are ineligible to participate). To participate in intramurals, there is no credit hour requirement, but an appropriate UMKC ID must be presented.
2. All participants must be prepared to present proper UMKC ID on the day of the match. An individual whose name appears on the official scorecard will be considered as having played in the match. Players who are discovered by the UMKC Intramurals staff as falsely representing themselves will be immediately suspended from play.
3. Prior to each match, all participants must register on the official scorecard. The court monitor will then verify each participant’s identity by checking the UMKC ID. All participants must display their UMKC ID in order to compete.
4. Any participant having a visible amount of blood on their person or uniform shall be considered an injured player and must leave the match immediately for appropriate treatment and/or changing of clothes.
5. Players wearing glasses should have shatterproof lenses and securing straps.
6. Jewelry is permitted unless deemed unsafe by the court monitor.
7. Match time is forfeit time. Each participant must report to the match site and be ready to compete to avoid a forfeit. Ready to compete is defined as having checked in with the proper match equipment and on the court ready to begin play at the scheduled starting time.
8. The court monitor will be responsible for calling forfeits. The opposing player shall advance to the next round of the tournament.

SCORING

1. Serving: The winner of the toss will choose to be server or receiver, in which case the opponent shall choose the side.
2. Play is started with the serve which is made by tossing the ball into the air and hitting it with the racket before it touches the ground. The server stands behind the baseline and to the right or left of the center mark, but not outside the singles sideline.
3. The serve for the first point of a game always begins to the right of the center mark and is made to the opponent’s right service court. After each point is played, alternate service court. The same individual continues serving until the game is completed.
4. The server has two attempts to put the ball into play.
5. The serve is a fault if the server:
   a. Does not take the proper position before serving.
   b. Commits a foot fault (foot touches baseline any time prior to hitting ball).
   c. Fails to hit the ball into the proper service court.
   d. The ball must clear the net and land in the proper service court before being hit by the receiver. However, after the service, the ball may be hit before it bounces.
6. The receiver determines whether or not the serve is good. This is communicated in any attempt to return the serve.
7. The server serves one complete game, after which the receiver becomes the server.
8. The server is responsible for announcing the score before the service. The server’s score is always called first.
9. A Let:
   a. A “let” serve is one which hits the top of the net and goes into the correct service court. It is always re-served. There is no limit on the number of let serves. When a let occurs on a serve, only that serve is repeated.
   b. The ball is in play if it hits the net during the subsequent play after the serve.
   c. A let call should be made before the serve goes out of play or is hit by the server or server’s partner.
   d. If during a rally, the ball hits the net and goes over into the opponent’s court, it remains in play.
10. A game equals four points: “Love” (0) - 15 - 30 - 40 - “Game.”
11. No-ad scoring will be used. When a game becomes tied at deuce, next point wins the game. No advantage scoring.
12. A ball landing on the line is good.
THE GAME AND GAME LENGTH

1. UMKC Intramural Tennis Tournament will be playing an eight-game pro set. Service will alternate every odd numbered serve and changing sides will happen every six (6) points. Winner must win by at least two games, 8 - 6, or 9 - 7.

2. A match will be made up of the first individual to win 9 games OR a 50 minute period (with a 5 minute warm-up). When the time limit is called, every game currently underway should be finished. If the outcome of that game results in a tie, the tie-break rule below should be used to determine a winner.

3. Tie Break Rule: If a match is tied at eight games each, a tie break will be played first to seven points, must win by two points (up to 10 points).