GENERAL RULES:

1. All participants must meet the eligibility requirements listed in the Intramural Sports Participant Handbook. Each player must be an NIU student or current NIU Recreation Member (faculty/staff). All expired memberships must be updated before the individual may play in any game.
2. Participants must have their NIU OneCard at every game. Any games in which an ineligible player signs in will be considered a forfeit.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
5. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
6. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

The Game

1. All games shall be played on the date and hour scheduled.
2. If all team members (to make the minimum number required) are not signed in and ready to play by game time, the opposing captain has the option to give them a five (5) minute GRACE PERIOD. However, the five (5) minute grace period will be deducted off the game clock. If the team does not have the minimum amount of players signed in and ready to play by the end of the 5 minute grace period, then a forfeit will be called.
3. The best of 3 games, (first player to win 2 games) or whichever player has won more games after 30 minutes, whichever comes first.
4. If the time limit expires during a game, that game will still be completed.

The Court

The matches will be held at Anderson Tennis Courts.

Game Equipment

1. Participants who do not bring their own racquet must check one out at the Equipment Desk of the Student Recreation Center
2. Intramural Sports will provide the tennis balls for each match.
Serving and Receiving

1. Winner of toss - (ROCK, PAPER, SCISSOR). The winner of the toss will choose to be server or receiver, in which case the opponent shall choose the side.
2. The server must stand with both feet behind the baseline. They must stand between the continuation of the side line and the center line. Neither foot may touch the court across the baseline until the ball has been contacted.
3. In delivering the serve, the server shall stand alternately behind the right and left courts, beginning from the right.
4. If the first serve is not good, it is a fault and the server has a second try. If second service is not good, it is a double fault and the receiver scores a point.
5. It is a fault if the server strikes at the ball and misses it.
6. It is not a fault if the server decides not to strike the tossed ball and catches it or lets it fall to the ground instead.
7. The server shall not serve until the receiver is ready. The receiver is considered ready if they attempt to return the serve.
8. The receiver may stand wherever they please on their side of the net.
9. The receiver determines whether or not the serve is good.

Game Play

1. If because of wind or spin, the ball bounces back over the net, the player may reach across the net to make contact. If contact is not made, the point goes to the player making the initial contact.
2. A ball landing on the line is good.
3. If during a rally, the ball hits the net and goes over into the opponent's court, it remains in play.
4. Players shall change sides of court at the end of odd-numbered games.
5. In doubles after the service has been returned, either partner may play the ball. However, only one person on each side of the net may contact the ball.

Scoring

1. If a player wins the first point, the score is called 15 for that player; on winning the second point, the score is called 30 for that player; on winning the third point the score is called 40 for that player; and the fourth point won by a player is scored game for that player.
2. If both players have won 3 points, the score is called deuce. The next point won by a player is called "advantage in" if the point is won by the server; "advantage out" if won by the receiver.
3. If the player with the "advantage" wins the next point, the game is over. Otherwise, the score returns to deuce.
4. When a player does not score any points, score is love.
Fouls and Violations

1. The player loses a point if:
   a. Fails to hit the ball over the net before it has bounced twice.
   b. Returns the ball so that it lands out-of-bounds.
   c. Fails to hit the ball over the net.
   d. Touches the ball more than once in making a stroke.
   e. Touches the net with racquet or self.
   f. Volleys the ball before it crosses the net.
   g. Is hit by the ball before it bounces.

Sportsmanship

1. Sportsmanship is an important part of intramural sports. Teams receive sportsmanship ratings at the conclusion of each game on a scale of 1 to 5 with 5 as an excellent rating. Teams must average a 3.0 during the regular season to qualify for the playoffs.
2. Teams are responsible for keeping their spectators under control. Misconduct of spectators and players may result in ejection and/or forfeiture of the game. Spectators must remain in the out-of-play areas. Only players are permitted in the playing area.
3. Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next game. Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
4. If at any time a team has 2 players or spectators ejected from the game, the offending team will immediately forfeit the game.
5. Teams shall assist in removing trash and equipment from their game area at the conclusion of their game, if the area is determined to be not picked up by the team, the team will face a deduction of sportsmanship rating.
6. Officials and supervisors are college students employed by Campus Recreation to provide a service to the participants of Intramural Sports. Officials are employed regardless of experience to fulfill a need for a large number of officials to cover all the games being played. Officials undergo clinics and evaluations to help them to constantly improve in their abilities. Supervisors are trained to handle conflicts that occur during games and are there to answer questions that participants may have regarding Intramurals. The supervisors can be identified by the IM polo they will be wearing. IM supervisors are veteran officials or trained tournament personnel who have complete authority to make decisions regarding problems or special situations. Supervisors have been selected for their knowledge of intramural sports regulations and rules, maturity, professionalism and a sincere interest in intramural sports.

5 - Excellent - Players and spectators were positive throughout the game and completely respectful towards the supervisors officials, and opposing team. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. No verbal warnings. No instances of unsportsmanlike physical contact. The team captain has full control of his/her teammates/fans. Players and spectators show appreciation toward Intramural Staff and opponents at the end of the game.
4 - **Good** - Players and spectators cooperate with the supervisors and officials and show respect for opposing team members most of the game. Emotions were kept under control. No instances of excessive physical contact. Team members respectfully disagree about some decisions made by Intramural Staff or show minor dissension which may not receive an unsportsmanlike penalty (technical foul, yellow card). Shows respect toward opponents throughout game and pre game captains meetings. All complaints or concerns are filtered through captain to voice to Intramural Staff.

3 - **Average** - Team/spectators show minor verbal dissent toward Intramural Staff or opposing team, which may or may not merit an unsportsmanlike penalty. Most complaints or concerns are filtered through captain to voice to Intramural Staff. A few instances of physical contact. A few instances of vulgar language and/or profanity are displayed by members of the team. Captain exhibits control over team and spectators. Teams receiving one unsportsmanlike penalty and/or warning will receive no higher than a “3” rating.

2 - **Poor** - Teams/spectator constantly commenting disrespectful verbiage to Intramural Staff or opposing team. Captain exhibits minor control over team and spectators. Vulgar language and/or profanity are displayed by members of the team. Players/Team/Spectators use racial insults, anger motivated outburst, demeaning, degrading and derogatory statements or homophobic comments before, during or after a game. Teams receiving three unsportsmanlike penalties and/or warning or one player ejection will receive no higher than a “2” rating.

1 - **Extremely Poor** - Team is completely uncooperative toward Intramural Staff. Captain has absolutely no control over team, spectators, and/or his/herself. Team, player or spectator makes intimidating physical contact with a staff and/or opposing team. A team, player or spectator threatens harm or violence toward the staff. Any team causing a game to be forfeited by result of unsportsmanlike behavior or have multiple unsportsmanlike penalties and or having more than one player ejected will receive no higher than a “1”