I. Eligibility
A. All participants are subject to Campus Recreation Eligibility Rules that are outlined in the Intramural Sports Participant Handbook.

II. League Format
A. For Fall 2018, the format is Round Robin pool play with the top finishing participant in each pool playing against each other to determine the nightly "champion."
B. Each night, 10 players maximum will be allowed to participate.
C. Players will be divided into two groups and will play against each person in that group. The nightly format can be adjusted due to low participation numbers.
D. At the end of each night, a “champion” will be determined. This player has then qualified for the end of year Tournament of Champions to determine the overall winner of the league.
   1. A player can win multiple weeks, but will still only hold one spot in the Tournament of Champions. In the case a player wins multiple weeks, the player who finished in second place on any night following the champion’s first nightly win will advance into the Tournament of Champions.
      a. Example: Greg defeats Billy in the Week 1 Final, then also defeats Jeremy in the Week 3 Final. Jeremy will advance to the Tournament of Champions, but Billy will not.
E. If a player is injured during any game and is unable to continue, that player must withdraw from the tournament for that week.
   1. Players will have 5 minutes from the scheduled game time to start their match. If a player is not there when their match is called, this will result in a forfeit.
   2. Any match that is forfeited will result in a 5-0 victory for the player who did not forfeit.

III. The Game
A. POINTS AND OUTS – During Round Robin pool play, side out scoring is used, which means a point will be scored only by the serving player.
   1. A server continues to serve until an out serve, or two consecutive fault serves, or one player hits partner with an attempted return, or a player or a team loses a rally, or a player or a team commits an avoidable hinder.
B. MATCH, GAME AND TIEBREAKER – Each Round Robin pool play match will consist of one game to 11 points (win by 2) with side out scoring in effect. The Championship Match will be one game to 15 points (win by 2) with side out scoring in effect. Format can and will be adjusted based on the number of participants on a given night.

IV. Play Regulations
A. All matches are self-officiated. Please be honest in making your calls, and call the game consistently from start to finish. Do not wait until game point to start calling violations.
B. All matches will start with a lag from the back wall that hits the front wall. The player whose shot lands closest to the back line of the service box will serve first.
C. SERVE – In tournament play, the player or team winning the coin toss has the option to either serve or receive at the start of the first game. The second game will begin in the reverse order of the first game. The player or team scoring the highest total of points in games one and two will have the option to serve or receive first at the start of the tiebreaker. In the event that both players or teams score an equal number of points in the first two games, another coin toss will take place and the winner of the toss will have the option to serve or receive. In everyday play, the "lag" or courtesy "you serve" will determine the first server.
D. START – The serve is started from anyplace within the service zone, with the exception of certain drive serves. Stepping on but not over the lines are permitted. The server may not step over the short line until the ball passes the short line.
E. MANNER – The player begins the service motion with any continuous movement which results in the
ball being served. The ball must be bounced and hit before it bounces a second time.

F. DRIVE SERVICE ZONES – The drive serve lines are three feet from each side wall in the service box.
The player may drive serve between the body and the nearest side wall only if the player starts and
remains outside of the three foot drive service zone, and the racquet does not break the plane of the
zone while making contact with the ball. The drive serve zones are not observed for crosscourt drive
serves, the hard-Z, soft-Z, lob or half lob serves.

G. SERVE IN DOUBLES – At the beginning of each doubles game, when the first server is out, the team
is out. Thereafter, both players on each team receive a handout and a sideout. On each serve, the
server's partner must stand erect with their back to the sidewall and both feet on the floor within the
service box until the served ball passes the short line.

H. DEFECTIVE SERVES – There are three types of defective serves: 1) a dead-ball serve which results in
no penalty and the server is given another serve (like a wet spot or broken ball), 2) any fault serve,
and 3) an out serve which results in an out.

I. RETURNS – Once a "good serve" puts the ball into play, the receiver may not enter the marked
safety zone until the ball bounce or crosses the plane of the dashed receiving line-particularly in
making an on-the-fly return attempt. After "legal " contact with the ball the receiver's follow through
may carry the racquet or the body past the receiving line. Failure to return a serve results in a point
for the server.

J. SIDE-OUT – A server continues to serve until an out serve, or two consecutive fault serves, or one
player hits partner with an attempted return, or a player or a team loses a rally, or a player or a team
commits an avoidable hinder. In singles, retiring the server is a side-out. In doubles, the side is
retired when both partners have lost service.

K. RALLIES – Play initiated after a successful return of service is called the rally. Play stops when: the
ball is carried (resting on the racquet long enough that the effect is more of a sling or throw than a
hit): a ball obviously doesn't have the velocity or the direction to hit the front wall and strikes another
player; an avoidable hinder occurs. The ball remains in play until it touches the floor a second time
regardless of how many walls it makes contact with- including the front wall. In singles, if a player
swings at the ball and misses it, the player may continue to attempt to return the ball until it touches
the floor a second time. In doubles, if one player swings at the ball and misses it, both partners may
make further attempts to return the ball until it touches the floor a second time. Both partners on a
side are entitled to return the ball.

L. HINDER – There are two types of hinders, 1) a dead-ball hinder which is replayed without penalty
(court hinders, body contact, safety holdup, screens, etc.) and 2) avoidable which result in the loss of
rally by the offender (these are not necessarily intentional, but clearly take away an offensive shot
from your opponent, like blocking, making distracting noises, or playing so close as to be hit by the
back swing, etc.). If your court position or manner takes away an offensive shot from your opponent,
the right thing to do is call an avoidable hinder on yourself.