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

II. **The Game, Players, and Equipment**  
A. A team consists of one individual. No substitutes are allowed once tournament play has begun. In the case of injury or other circumstances that cause the player to be unable to complete the match, the player will default the match.  
B. Service will be determined by a form of coin toss (racquet spin is OK).  
C. Coaching is allowed, but may not interfere with play.  
D. All format decisions will be based off of the number of participants.  
E. Players must provide tennis balls. For the tourney, each player brings one unopened can of tennis balls. Winners take the new can of balls to next round. (Those eliminated keep the used can of balls.)  
F. Racquets may be checked out with your student ID card from Gear Up.

III. **Time Factors**  
A. All players must check-in with the intramural supervisor on-site at the ARC tennis courts.  
   1. A 10-minute grace period will be in effect. If you have not checked in within 10 minutes of the scheduled start time, you will receive a forfeit loss.  
B. A 5-minute warm-up period with your opponent will be given, and then the match will begin.

IV. **Scoring**  
A. Matches will consist of one 6-game set, with a 13-point tiebreaker (first to 7).  
B. Advantage scoring will be used. Advantage scoring = both players are at deuce, two points to win the game.