I. Eligibility
All participants are subject to Campus Recreation Eligibility Rules which are listed in the Campus Recreation Intramural Handbook.

II. The Game
A. This is a single elimination tournament. If a player is injured during the game that player must withdraw from the tournament.
B. POINTS AND OUTS - Points are scored only by the serving side. Losing the serve is called a sideout in singles. In doubles, when the first server loses the serve it is called a handout and when the second server loses the serve it is a sideout.
C. MATCH, GAME AND TIEBREAKER - A match is won by the first player winning two games. The first two games of a match are played straight to 15 points. Third game is played straight to 11 points.

III. Play Regulations
A. 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.
B. 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.
C. 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.
D. 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.
E. 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.
F. 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.
G. 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.
H. SIDEOUT - 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 sideout. In doubles, the side is retired when both partners have lost service.
I. 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.
J. HINDERS - 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.

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