I. Eligibility
   A. All participants are subject to eligibility requirements outlined in the Intramural Participant Handbook.

II. The Game, Players, and Equipment
   A. A full team consists of 4 players and a maximum of 7.
   B. Matches will consist of a 6-game set with a 9-point tiebreaker, if necessary. No ad-on scoring will be used—this means the first team to reach 6 games wins the match.
      1) Any game tied 5-5 will go to the 9-point tiebreaker.
      2) If the tiebreaker is tied 4-4, the next point will win.
   C. There will be no substitutions. If a player is injured during a game, he/she must forfeit that game.
   D. Service will be determined by spinning the racquet.
   E. Matches consist of two singles matches and one doubles match occurring simultaneously.
   F. Coaching is allowed but it may not interfere with play.
   G. The tournament format will be Double Elimination.

III. Time Factors/ Start Time:
   A. A 10-minute “grace period” will be given to teams that are not present at the game site. After the 10 minute grace period if no members are present that team shall forfeit their match. The team present will advance to the next round.
   B. A minimum number of 2 players are needed to start the game. Any team that does not have the required number of players for either the singles or doubles match will forfeit that game, 7-0.
   B. A 5-minute warm up period will be allowed with the opponent and then the match must begin.

IV. Scoring
   A. Scoring will be as follows. Each team will receive one point for each game won. The team winning the individual match will receive an additional point for the victory.
      (Example. #1 singles, Team A defeats Team B 6 - 5. Team A is awarded 7 points, and Team B is awarded 5 points.)
   B. Once round robin play has been completed, the team with the highest total points scored will be declared the champion.
      1) If there is a tie in total points, the team with the head-to-head victory will be declared the champion.
   C. We strongly encourage proper seeding for your own team to promote a quality experience for all participants.

V. Miscellaneous
   A. Each team needs to bring six tennis balls to each match.
   B. Teams can check out racquets from Gear Up.