

# Campus **Recreation**

## University of South Carolina Student Life

### Intramural Doubles Tennis League Rules

*\*\*Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures\*\**

#### Section 1: General Information

##### General IM Procedures

- Teams are expected to begin the game at the agreed scheduled time.
- If teams have questions or clarifications regarding score results, defaults, forfeits, or other important information related to the match, they must contact the Sport Programs Office within two business days.
- All participants must display a valid Carolina Card before each game in order to play.
- You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!

##### Defaults

- A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
- A default in self-scheduled sports will occur if:
  - i. a team attempts to schedule a time, but the other team does not respond
    - a. Must show the Sport Programs Office the attempts.
  - ii. Both teams will be assessed a default if:
    - a. Neither team can agree on a day and time for their matchup.
    - b. Neither team reports their score to the Sport Programs Office.
- If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in a **forfeit fee of \$25** being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE. The team will receive a 3-sportsmanship rating for each default.
- The UofSC Sport Programs Office can be reached:
  - i. By email at [sportprograms@mailbox.sc.edu](mailto:sportprograms@mailbox.sc.edu)
  - ii. By phone at 803.576.9387
  - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

##### Forfeits

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- A forfeit will result in the team automatically losing and receiving a 1-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport. A **forfeit fee of \$25** will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.
- A forfeit in self-scheduled sports will occur if:
  - i. A team does not show up for their agreed upon match time.
    - a. Must show the Sport Programs Office the confirmed time.
- If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. A **second forfeit fee of \$25** will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.

### **Sportsmanship**

- Each team will be given a sportsmanship rating 1-5, in accordance with the Participants’ Manual.
- Sportsmanship issues should be reported to the Sport Programs Office within two business days of the match being held.

### **Playoffs**

- All teams are eligible for post season play provided that they
  - i. Win at least one game in the season.
  - ii. Do not forfeit more than once
  - iii. Do not default more than twice
  - iv. Complete the season with the required sportsmanship rating (3.0).

### **Miscellaneous**

- To receive the latest USC Intramural Sports schedules, scores, and updates be sure to log onto [sc.dserec.com/online/dashboard](http://sc.dserec.com/online/dashboard)
- No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
- Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
  - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
  - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

## **Section 2: Rules & Sport Specific Information**

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*The game will be played according to the current National Federation of State High School Association's rules if not explicitly stated in this document.*

## **Location**

- Matches can be played at the Blatt PEC courts or anywhere else teams agree upon.

## **The Game (Match)**

- Teams are comprised of two (2) players.
- Teams will play the doubles court, the widest lines being out of bounds.
  - i. If the ball hits the line, it is considered IN
  - ii. If teams cannot agree on a ball being in or out, then the point shall be replayed.
- The games will consist of a best 2 out of 3 sets.
- Teams will have one (1) hour to compete, if both teams agree before the match that they would like to keep score a different way, then we are good with it if it falls within the one (1) hour timeframe.
- To determine the serve in the first game of the first set, the sides will volley. Once the ball has legally crossed the net three times, the ball will be "live." The pair who wins the volley has choice of serve/receive or side. At the end of the first game the receivers shall become the servers, and the servers shall become the receivers. This order is repeated throughout the match.
- The game will be self-officiated.
- If there is a question on a call, play the point over.

## **Reporting Final Score**

- At the end of each match, please report the score to the Sport Programs Office by email [sportprograms@mailbox.sc.edu](mailto:sportprograms@mailbox.sc.edu) by the scheduled time to report on DSE.

## **Season Schedule**

- Each team will play a 4-week regular season schedule.
- It is each team's responsibility to get their match played in a timely fashion.
- The league itself is self-scheduling. If a team is having trouble contacting their opponent to find a time to play, they should contact the Sport Programs Office at [sportprograms@mailbox.sc.edu](mailto:sportprograms@mailbox.sc.edu) and let our staff know.
- All game results must be reported to the Sport Programs Office at [sportprograms@mailbox.sc.edu](mailto:sportprograms@mailbox.sc.edu) in order to be considered official.

