Ball State University
Intramural Tennis Rules

Eligibility

To participate in Ball State University Intramural Sports, you must:
- Be a currently enrolled student with a valid and current Ball State University ID Card.
- Be a current Ball State University faculty or staff member with a valid ID Card.
- Be a Ball State University Rec Cardholder with a valid current Rec Card.
- No Burris or Indiana Academy Student may participate in the intramural sports program.
- Participation in intramural sports may be limited due to the following constraints:
  - Medical red shirts, as designated by the NCAA, cannot participate within intramural sports at any time.
  - If you are currently participating (includes practicing/playing) with an intercollegiate athletic team, you may NOT participate in the “associated sport” (see the Intramural Sports Policies and Procedures at www.bsu.edu/recreation/intramurals) within intramural sports. Once you cease your affiliation with the intercollegiate athletic team, you may become eligible to play intramural sports in the “associated sport.” Once your eligibility ends and you have been removed from that team’s active roster, you may participate within an associated sport in intramural sports. The Athletic Department Compliance Office to the NCAA reviews all eligibility designations and remains in full contact with this office.
  - ONLY TWO registered sport club team members may participate on an intramural sports team in an “associated sport” relating to their club sport.

Forfeits and Defaults

- A forfeit will be assessed under three conditions:
  - If zero members of a team do not show up within ten (10) minutes of a scheduled event. Teams should not see this as an opportunity to be late.
  - A game that ends in result of a team’s unsportsmanlike behavior (i.e. 3 unsportsmanlike technical in a basketball game) will be scored a forfeit against the team that behaved inappropriately.
  - If a team is found to have an ineligible player on their roster.
- A team that forfeits once in league play will not be eligible for the playoffs.

Protests

Invariably, disagreements may arise due to lack of knowledge of rules and procedures. A system has been set
aside for participants to “protest” two items within an intramural sports activity. Thus, there are only TWO times that you can file a protest:

- An eligibility concern
- A misinterpretation of a published procedure or rule.
  - A protest CAN NEVER be filed on the judgment call(s) of an official**

If a team feels that one or both of the following have happened, a team must do the following:

- Call a time out and request a protest.
- A protest is considered valid only at the time that the discrepancy has taken place. For eligibility protests, you can only protest between the start and completion of a game. For a rule misinterpretation, a team must signify their intent to protest at the exact time. If subsequent play has started before the protest is signified, it’s too late to protest.
- If a protest is deemed invalid or the official’s rule interpretation is correct, the protesting team will be charged one (1) time out.
- If a protest is signified in time, the protesting team’s captain must make themselves available to file a protest form with the on-site intramural sports supervisor. The protest must be filed on the PARTICIPATION PROTEST FORM to be considered valid. This procedure will take a few minutes, as there is important information from participants, officials, and staff. The game will stop during this time and will resume when the proper paperwork is complete.
- The intramural sports supervisor will document all necessary information about the protest and game conditions.
- The game will continue when all paperwork is completed.

Equipment

- Recreation Services will not provide any equipment. Players must bring their own racquets and balls.
- All equipment is subject to the approval of the Intramural Staff on duty.
  - Players must wear shoes. Tennis or Astroturf shoes are legal. No sandals or boots.
  - Players may NOT wear pads/braces above the waist, casts/splints at any time, baseball caps or bandanas with knots.
  - Players MAY wear kneepads, gloves, covered knee braces, headbands, and plastic sunglasses.
  - Players MUST wear athletic apparel with NO exposed metal.
  - Players may not wear any exposed jewelry of any type. Medical alert bracelets and necklaces are allowed only when covered and held down.

Regular Season Structure

- Players will play one match per night and will play for three consecutive weeks, weather permitting, with a playoff tournament to follow. (see Playoff Format, pg3)

Playing the Game

- **Start of Game**
  - Players will either racket spin, rock-paper-scissors, or coin toss to see who gets first serve.
- **Rules Format**
  - Matches will consist of one pro set. A match is won by the first team to win eight (8) games. Teams must win by two (2).
  - No add scoring is used. This means that at 40-40, the player receiving the serve chooses which side the server will serve to next. The team that wins the subsequent point wins the game.
If the match becomes tied at eight (6), a tiebreak ensues. During the tiebreak, the first team to reach seven (7) points wins the match. Players will alternate serves after every odd point and switch sides every six (6) points.

- **Playoff Format**
  - Seeding will be dependent on regular season record.
  - The playoff tournament will be single elimination.
  - Games will be played in the same manner as regular season, pro set to eight (8) games.
  - During the finals we will play a best two out of three sets to six (6) games, must win by two. If a set is tied at six all, a 12 point tie-breaker will be used.

- **The 12 Point Tie-Breaker**
  - Conducted at the 6-6 score in a set.
  - Team due to serve, serves to the DEUCE court. The other team then serves two, starting in the ADD court.
  - After six (6) points have been played in the tie-breaker, players switch sides of the net.
  - The server will serve once to the DEUCE court after the changeover.
  - The first team to seven (7), win by two, wins the set.

### Sportsmanship Policies

This portion of the document is designed to be a summary of the Sportsmanship Policy for Intramural Sports. Please refer to the Intramural Policies and Procedures Manual for a complete version of this policy.

- **No Player, Coach, or Team Follower Shall:**
  - Use foul or derogatory language, threaten, or verbally abuse any other participant or intramural sports employee before, during, or after the game. This includes trash talk.
  - Participate in a game for which he/she is ineligible.
  - Argue or talk back to the game official.
  - Intentionally strike, push, or trip another person. Fighting is prohibited.
  - Mistreat the facility, equipment, or supplies of Ball State University.

- **Warning/Ejection**
  - A warning/ejection system will be used to enforce the sportsmanship policy. Individuals will be issued a warning for unsporting behavior. A second penalty will result in an ejection. Ejections may be issued without warnings in specific situations, including all those that involve fighting.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Warning</th>
<th>Ejection</th>
<th>Game Forfeit</th>
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<tbody>
<tr>
<td>Tennis</td>
<td>1&lt;sup&gt;st&lt;/sup&gt; Verbal Warning</td>
<td>2&lt;sup&gt;nd&lt;/sup&gt; Verbal Warning</td>
<td>3&lt;sup&gt;rd&lt;/sup&gt; Verbal Warning on Team</td>
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- Team captains are responsible for the conduct of their players, sidelines and spectators.
- Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling or committing any other malicious act toward any other person. Fighting is never permitted during intramural sports contests. Participants who fight will be ejected immediately and suspended from all further participation until the outcome of a disciplinary action meeting with the Office of Recreation Services Staff.

*These rules are not meant to be all-inclusive. It is the team captain’s responsibility to consult the Office of Recreation services for clarification on any of these rules.*