

-Georgia Southern University-
CAMPUS RECREATION AND INTRAMURALS
INTRAMURAL SPORTS

TENNIS RULES

2009 – 2010

1. Each match will consist of one 8-game Pro-Set. The winner of the match will be the first player to win eight games (win by 2).
2. The No-Ad scoring method will be used for all matches. Each game will be played to four (4) points. The winner of the game will be the first player to score four points. If both players have three (3) points (deuce), the next point scored will win the game. The receiver shall choose from which court the service is to be delivered on the deciding point.
3. In the event a match is tied at eight (8) games each, a tie-breaker will be played.
4. **Tie-Breaker:** The first player to win 7 points (win by 2) will win the match. The tie-breaker will begin with the first server serving once from the deuce court. The next server will serve twice, starting in the ad court. Service will then alternate after every two points. If the tie-breaker reaches six points each (6-All), the tie-breaker will continue until a player establishes a two-point margin. Players will switch sides of the court after every six points played.
5. Match results must be turned in on the appropriate scorecard to the Intramural Supervisor on site after each match is completed.