

Edinburgh University Sports Union

Intramural Tennis Rules

1. Sports Union

Edinburgh University Sports Union is responsible for administering the IMS leagues and as such, all decisions taken by the IMS Committee (following consultation with VPIM or the IM coordinator) are to be abided by. The SU reserves the right to ban any participant from taking part in IMS activities for continued breach of code of conduct rules.

2. General conduct

Players should ensure the area round the courts is left tidy. The IMS leagues are run in the spirit of good sportsmanship and this should be upheld in matches. Participants in IMS activities are representatives of Edinburgh University and as such, the conduct of players should be a credit to the University and not cause for complaint.

3. Cancellations

In order for games to be considered for rescheduling, they must be cancelled at least 72 hours in advance of their start time. If you need to cancel a game you must contact all of the following:

1. Either the Coordinator - Competitions (polly.pearse@ed.ac.uk) or Sport Participation Activator (nwells@ed.ac.uk)
2. Either the Vice-President Intramural (esus.vpim@ed.ac.uk), the IM Coordinator (esus.imcoordinator@ed.ac.uk) or the IM Officer (*contact tbc*)
3. The Opposition Captain

Failure to give at least 72 hours' notice to all parties will result in a forfeit which includes the recording of a 4-0 defeat and a deduction of 3 points.

Failure to give more than 72 hours' notice for cancellations on 3 occasions throughout the year will designate the team at risk of disqualification from the league under the discretion of the Coordinator - Competitions.

It is very important that these cancellation procedures are abided by, as failure to do so will risk the wider allocation of facilities to Intramural Sport being cancelled.

4. Results

Results should be reported as soon as possible after the game to allow League tables to be updated promptly.

The deadline for results to be reported is 12pm the day after your fixture. BOTH teams are to report the results, regardless of the outcome, to ensure consistency and make sure they are reported on time.

If the result has not been reported by the end of the season's allocated fixtures, a 0-0 result will be allocated.

5. Membership

All individuals taking part in Intra-Mural competitions must purchase a Sports Union Membership available on the SU website <https://www.eusu.ed.ac.uk/organisation/IntraMural/>

6. THE GAME RULES

- No players ranked in the top 15 Men's or Women's teams are allowed on court at any one time
- Each team is responsible for bringing 1 set of balls to the match – 1 for each court

Each team will bring a minimum of 4 players to each fixture. Of the 4 players, the team captains split them into 2 pairs, called 1st and 2nd pair (the order does not matter). Each pair from each team will play both other pairs from the opposing team. Thus, for each pair, they will play 2 matches each (called rubbers described in the format section). The order of the rubbers goes as such and will be played over 2 courts:

Court 1: 1st pair from team A vs 1st pair from team B

Court 2: 2nd pair from team A vs 2nd pair from team B

Court 1: 1st pair from team A vs 2nd pair from team B

Court 2: 2nd pair from team A vs 1st pair from team B

Note: If they wish, a team may bring up to 8 players for a fixture, and they may change a player out when a new rubber starts. However, once a player starts a rubber, they must finish that rubber, and no other player can take their place.

7. Format

There are 4 rubbers (individual matches) played in every fixture. These rubbers are doubles only (mixed gender) and played under the standard FAST4 format. These are best of 3 sets, with the first 2 sets first to 4 games. If a set reaches 3-3, a standard tiebreak to 7 is played (2 clear to win). If, after the second set, the score is 1-1, a standard match tie-break to 10 is played (2 clear to win).

All games are played using no-ad scoring. That is, when a game reaches deuce, a 'sudden death' point is played to decide the game. It is the receiving team who decides the side to return from.

8. Scoring

Each rubber is worth 1 point. Thus, the whole fixture is out of 4 points. You gain a point in the league table for each rubber won. For example, if a fixture was scored 3-1 in rubbers, the winning team would get 3 points, and the losing team would get 1 point. If a fixture was scored 2-2, each team would gain 2 points.