

Campus Recreation

University of South Carolina Student Life

Intramural Doubles Tennis League

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

****Rule changes from previous seasons have been highlighted in yellow****

Section 1: General Information

A. General IM Procedures

- a. Teams should arrive 15 minutes before the game to check-in with the supervisor.
- b. All participants must display a valid Carolina Card before each game to play.
 - i. You may also use your digital Carolina Card through the GET mobile app.
No ID – No Play – No Exceptions!
- c. Teams are expected to begin the game at the scheduled time.

B. Defaults

- a. 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.
- b. The deadline to notify the Sport Programs Office that their team is unable to play their scheduled game and receive a default is 3pm the day of their game (M-F) or 12pm if their game is on Sunday.
- c. 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.
- d. The UofSC Sport Programs Office can be reached:
 - i. By email at sportprograms@mailbox.sc.edu
 - ii. By phone at 803.576.9387
 - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

C. Forfeits

- a. 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.

- b. 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.

D. Team Choice (5 minutes: 5 minutes)

- a. The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.
 - i. If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
 - ii. During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.

E. Sportsmanship

- a. Each team will be given a sportsmanship rating 1-5, in accordance with the Participants’ Manual, from the officiating crew/on-site supervisor following the game.

F. Playoffs

- a. All teams are eligible for post-season play if they do not forfeit more than once or default more than twice and complete the season with the required sportsmanship rating (3.0).

G. Miscellaneous

- a. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to log onto sc.dserec.com/online/dashboard
- b. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
- c. 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

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.

A. Location

1. Matches can be played at the Blatt PEC courts.

B. The Game (Match)

1. Teams are comprised of two (2) players.
2. 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.
3. The games will consist of a best 2 out of 3 sets.
4. 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.
5. 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.
6. The game will be self-officiated.
7. If there is a question on a call, play the point over.

C. Reporting Final Score

1. At the end of each match, please report the score to the Sport Programs Office by email sportprograms@mailbox.sc.edu by the scheduled time to report on DSE.

D. Season Schedule

1. Each team will play a 4-week regular season schedule.
2. It is each team's responsibility to get their match played in a timely fashion.

E. Playoff Schedule

1. Teams will be eligible for playoffs as long as they do not default more than twice, forfeit more than once, have a sportsmanship less than 3.