League Registration:
All intramural registration will take place on IMLeagues through the UWRF Intramural Sports website. During team registration, captains will select the league and division they wish for their team to participate in. The league and division will indicate the nights and times of the contests for the regular season.

Captain’s Quiz:
During registration, team captains will take a quiz related to the general intramural policies and rules of the specific sport they are registering for. Successful completion of the quiz ensures the captain knows the rules and policies prior to the start of the intramural league. Online quizzes have replaced mandatory in-person captains meeting.

Entry Fee:
The entry fee is now an individual fee. Participants must purchase a pass from IMLeagues upon registering or use a pre-purchased pass. Passes are $7.50 for a single team, $15 for a semester, or $25 for a year. The team entry fee must be paid online with a credit/debit card after the successful completion of the quiz. Payment will not be accepted in any other form. Teams cannot complete registration without payment. Entry fees help cover the cost of equipment, facility expenses, student staff labor costs, and administrative expenditures.

Schedules, Results, and Standings:
Schedules, results, and standings for league play and playoffs will be on IMLeagues. Please go to the UWRF Intramural Sports website at www.uwrf.edu/campusrec and click on the Intramurals Sports and IMLeagues to access IMLeagues.

Forfeit/Default:
If your team is unable to compete in a contest, please notify the Intramural Sports staff by email (campusrec@uwrf.edu) or phone (715.425.4289) before 1pm on the day of your contest to avoid a forfeit fee. If you do not notify the campus recreation staff before the deadline or you do not show up for the contest, your team will be charged a forfeit fee.

Questions:
Please contact the Campus Recreation Staff with any questions or concerns.

<table>
<thead>
<tr>
<th>Contact Name</th>
<th>Position</th>
<th>Phone Number</th>
<th>Email Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Campus Rec Staff</td>
<td>General Information</td>
<td>715.425.4289</td>
<td><a href="mailto:campusrec@uwrf.edu">campusrec@uwrf.edu</a></td>
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<tr>
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<td>Student Manager</td>
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<td><a href="mailto:ryan.rudesill@uwrf.edu">ryan.rudesill@uwrf.edu</a></td>
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</tbody>
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General Procedures:
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests.

1. Each participant must present a valid UWRF ID to the intramural supervisor or scorekeeper at every contest. No other form of ID will be accepted.
2. All participants must be on the team roster. Any member not on the roster must add to the roster prior to the contest. No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on.
3. Each participant must wear appropriate apparel and footwear.
4. Minor first aid treatment is available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.

RULES:

1. GAME SETUP:
   a. An intramural supervisor will supervise the courts and record scores.
   b. All calls during the match are made by the players in the contest.
      i. Games must be played with honesty and integrity. At no point will the intramural supervisor make a call during the contest other than clarifying rules. If a call is argued by both parties, a replay will occur.
   c. A racquet spin (or other method) will determine who will start serving.
   d. Participants have five minutes after the scheduled start time of their game to warm up before their match must start. Please arrive earlier if you would like more time to warm up.
   e. Any match still in progress after one hour from the schedule start time will be stopped at the end of the next game and the winner will be declared. If at the end of the next game the score is tied, one more game will be played to determine the winner.

2. PARTICIPATION:
   a. Doubles teams may have three members on their roster. Singles may not add players.
   b. Doubles teams must compete with two players at all times.
      i. Co-Rec teams must have one male and one female competing at all times.
   c. No substitutions are allowed during a match unless someone becomes injured. If a player leaves the match, they are not able to return during that match.

3. SPORTS CLUB ATHLETE ELIGIBILITY:
   a. Current sport club members may only play in the doubles league with a non-club member.

4. ATHLETIC ATHLETE ELIGIBILITY:
   a. Members of the 2018-19 UWRF Tennis team may not participate in tennis leagues or tournaments during the 2017-18 academic year.
   b. A 2017-18 collegiate tennis player may be on a doubles team only with a non-club member.
   c. A current club member and 2017-18 collegiate tennis player may not be on the same roster.
   d. There are no restrictions for members of the 2016-17 UWRF Tennis team.

5. EQUIPMENT:
   a. Game balls will be provided for each match.
   b. A few racquets may be available for checkout from the supervisor, but participants are strongly encouraged to provide their own racquets.

6. GAME PLAY/SCORING:
   a. Each contest will consist of a six game set.
   b. Game scoring is counted as Love, 15, 30, 40, Game. If both teams reach 40 before another point is won, advantage scoring will be used (deuce, add-in/add-out, game).
   c. Teams will switch sides of the court after every odd number of games (1st, 3rd, 5th... etc.)
   d. A tiebreaker will result if the game scores are tied at six.
   e. During a seven point tie breaker for singles:
      i. “Player A” (team whose turn it was to serve) serves the first point from deuce/right court.
      ii. “Player B” serves points two and three from the add/left then deuce/right court.
      iii. “Player A” serves points four and five from the add/left then deuce/right court.
      iv. “Player B” serves point six from the add/left court.
v. After six points (and every sixth point after), the players switch sides.
vi. “Player B” serves point seven from the deuce/right court.
vii. “Player A” serves points eight and nine from the add/left then deuce/right courts
    1. Play continues until one participant has seven points, win by two (no cap).
f. During a seven point tie breaker for doubles:
   i. “Player A1” (player whose turn it was to serve) serves the first point from deuce/right court.
   ii. “Player B1” serves points two and three from the add/left then deuce/right court.
   iii. “Player A2” serves points four and five from the add/left then deuce/right court.
   iv. “Player B2” serves point six from the add/left court.
   v. After six points (and every sixth point after), the players switch sides.
   vi. “Player B2” serves point seven from the deuce/right court.
   vii. “Player A1” serves points eight and nine from the add/left then deuce/right court.
       1. Play continues until one team has seven points, win by two (no cap).