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 short quiz related to the general intramural rules 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 the mandatory in-person captains meeting.

Entry Fee:
The team entry fee of $5/singles and $10/doubles 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 register without payment.

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 campus recreation staff by 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 of $2.

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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<tr>
<td>Ryan Rudesill</td>
<td>Assistant Director of Recreation</td>
<td>715.425.4717</td>
<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 may complete an add sheet at the time of 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 athletic 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.
5. All visible jewelry, watches, and bracelets must be removed prior to participation.
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 will determine who will start serving.
   d. Participants have 5 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 1 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. The 2016-17 UWRF Tennis team may not participant in intramural tennis leagues or tournaments during
      the 2016-17 academic year.
   b. Only one 2015-16 collegiate tennis player may be on a competitive league team, when available.
   c. A current club member and 2015-16 collegiate tennis player may not be on the same roster.
   d. There are no restrictions for members of the 2014-15 UWRF Tennis team.

5. EQUIPMENT:
   a. Two game balls will be provided for each match.
   b. Participants are encouraged to provide their own tennis racket.
   c. Rackets may be checked out in the Campus Recreation Front Desk.

6. GAME PLAY/SCORING:
   a. Matches will be played as an 8 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 8-8.
   e. During a 7-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 2 and 3 from the add/left then deuce/right court.
      iii. “Player A” serves points 4 and 5 from the add/left then deuce/right court.
      iv. “Player B” serves point 6 from the add/left court.
      v. After 6 points (and every 6th point after), the players switch sides.
      vi. “Player B” serves point 7 from the deuce/right court.
      vii. “Player A” serves points 8 and 9 from the add/left then deuce/right courts
           1. Play continues until one participant has 7 points, win by 2 (no cap).
f. During a 7-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 2 and 3 from the add/left then deuce/right court.
   iii. “Player A2” serves points 4 and 5 from the add/left then deuce/right court.
   iv. “Player B2” serves point 6 from the add/left court.
   v. After 6 points (and every 6th point after), the players switch sides.
   vi. “Player B2” serves point 7 from the deuce/right court.
   vii. “Player A1” serves points 8 and 9 from the add/left then deuce/right court.
       1. Play continues until one team has 7 points, win by 2 (no cap).