1) Players
   a) **Players will not be permitted to play without presenting their DragonCard or digital Drexel ID.**
   b) If a team knows ahead of time that they will not be able to field a team with the minimum player requirement, they have the option to default the game. Defaults must be submitted by 4:00 PM the day of your game (12:00 PM on Friday for Defaults of weekend games). Teams can default their game by communicating with the Intramural Office by:
      i) Coming to the Rec Suite (Rec Center room 112) and declaring Default to the appropriate staff member and showing a valid DragonCard.
      
      ii) Email the Intramural Sports Office ([intramuralsports@drexel.edu](mailto:intramuralsports@drexel.edu)) stating intent to default, specifying your team, and the league and division the team is in. Emails must be sent from a valid Drexel Email.

      iii) Call in to the Intramural Sports Office (215-895-2676) and state intent to default, including your team’s name, and the league and division the team is in. Please include when your game takes place and who your opponent is.

2) Equipment
   a) All games will take place at Buckley Tennis Courts on 34th & Lancaster.
   b) Players will be provided with intramural tennis racquets and tennis balls.
      i) Players are encouraged to bring their own racquet and balls.
   c) All participants must wear appropriate footwear. Tennis shoes and closed-toed shoes are acceptable.
      i) Open-toed shoes and bare foot are prohibited in game play.
   d) No jewelry is permitted unless worn for religious or medical purposes.

3) Timing
   a) Game time is start time. If both teams fail to report to IM staff by game time, each team will be charged with a forfeit. Forfeits are automatically given a 1 for sportsmanship.
b) **Coaches Choice** – If only one team is ready to start the game, the captain will have a choice to accept an automatic win by forfeit or wait 10 minutes for the opponents to show up.

   i) If the captain chooses to wait, the present team will gain an advantage of the 1 point per minute waited. The late-arriving team will automatically lose the coin toss and begin at a deficit. If the other team does not arrive after 10 minutes past game time, the game will be declared a forfeit and the accumulated score will be final.

   (1) **EX:** A late-arriving team that arrives at 7:07 for their Tennis game will start the game losing 1-0 in the first set with a 40-0 deficit in the subsequent game.

   (a) 15-30-40-Game-15-30-40 = 7 minutes.

c) Players have 1 timeout per set. They do not carry over between sets if unused.

4) **Gameplay**

   a) **Game Settings**

      i) Players are expected to play with honesty and fairness. Players are responsible for calling out violations.

         (1) Any disputes must be taken to the IM Staff on site. The decision made by the staff is the final ruling.

      ii) A coin toss will determine the team that will decide on first service or side defending.

      iii) Serves will alternate after every game.

      iv) Players must switch sides concluding each set.

   b) **Scoring**

      i) Games will be scored on a Love (0)-15-30-40-Game scale.

      ii) Games must be won by two points. If there is a Deuce (40-40), the game will be played until a side has won by two points.

      iii) Sets are won when a side wins 3 games. There is no win-by-two when referring to sets.

      iv) Matches are won when a side wins 3 sets. There is no win-by-two when referring to matches.

         (1) Love-15-30-40-Game

         (2) First to 3 games = 1 set.

         (3) First to 3 sets = End of match.

      v) Following every set, players must confirm the score of that set with the Intramural Staff before beginning the next set.

   c) **Serving**

      i) Serves must always be delivered diagonally from whichever corner the serve starts from.

      ii) Servers are given two chances to serve.
(1) If the first serve does not go diagonally, contacts the net, or fails to make it over the net, the server will have a second serve attempt. If the server faults again, a point will be given to the opponent.

d) Rally
   i) Players must alternate shots after a good service until one player fails to return their opponent’s shot.
   ii) Shots that hit the boundary lines are considered in play.
   iii) A point will be lost if:
       (1) The server serves two consecutive faults.
       (2) The receiver returns a serve before it bounces.
       (3) The ball is not returned over the net.
       (4) The ball bounces twice before a player is able to return the ball.
       (5) A player deliberately catches or carries the ball in play on the racket or the ball touches the racket more than once while being returned.
       (6) A player hits the ball before it has passed the net.
       (7) The ball touches a player or anything other than the racket.

5) Playoffs
   a) Forfeiting 2 games will result in you being removed from the league and ineligible for playoffs.
   b) Players must participate in a minimum of 1 regular season scheduled game to play in the playoffs.

6) Sportsmanship
   a) At the end of each game, the players will give a sportsmanship rating for each other based on their attitude and behavior during the match.
      i) Teams must average a 3.0 Sportsmanship Rating to be eligible for playoffs.
      ii) Teams must maintain a 3.0 rating to advance to the next round of playoffs.
      iii) Ratings:
          (1) 5 (Outstanding Sportsmanship & Conduct) – All players cooperate fully with staff and the opposing team throughout the course of competition. Players go “out of their way” to be courteous and sportsmanlike. The captain respectfully converses with staff when needed and has full control of his/her team.
(2) **4 (Good Sportsmanship and Conduct)** – Team members are in control throughout the contest. Sportsmanship and actions of team members are at acceptable levels. Team does not show any aggressive dissent towards staff or opposing team. No sportsmanship related disciplinary action is taken against any team member.

(3) **3 (Average Sportsmanship & Conduct)** – Minor dissent towards staff and/or opponents that may or may not result in a yellow card. Teams that receive a sportsmanship-related YELLOW CARD will earn no higher than a “3” rating for that contest. Teams with an ineligible participant (registrar ineligibility will be handled on a case-by-case basis) will receive no higher than a “3”.

(4) **2 (Below Average Sportsmanship & Conduct)** – Team members continually exhibit dissent towards staff and/or opponents (“trash-talking”) either on or off the playing field/court and/or sidelines. The team captain shows little control over the actions of his/her teammates or him/herself. Teams that receive multiple sportsmanship-related YELLOW CARDS or a RED CARD (or 2 or more yellow cards that result in an ejection) would earn no higher than a “2” rating for that contest.

(5) **1 (Poor Sportsmanship & Conduct)** – The team is completely uncooperative, out of control or shows no respect for staff and/or opponents. The team captain shows no control over the actions of his/her teammates or him/herself. Any team that receives multiple RED CARDS will earn no higher than a “1” rating for that contest and may face disqualification for the remainder of the season.

iv) Ratings of 2 or 1 may be subject to a meeting with the Intramural Coordinator without approval to play beforehand. This meeting is mandatory during playoffs.

b) All individuals participating in intramural sports are subject to the Drexel University Office of Student Conduct and Community Standards handbook. Issues of harassment, violence, disorderly conduct or detrimental behavior will be reported and handled according to university protocol.