

Department of Recreational Sports | Intramural Sports

2v2 Tennis Information Sheet

Rules of the Game

1. The Game
 - a. The first team to win six games wins the set, provided there is a margin of two games over their opponent.
 - b. If the score reaches six games all, a tie-break shall be played. In that case, a 9-point tie-breaker decides the winner. The first team to win 5 points wins the tie-breaker and the set.
 - c. A match consists of the best two out of three sets.
 - d. Before starting play, the opposing teams shall toss a coin or spin the racket. The winner decides to serve, receive, or begin on a side of the court.
 - e. Only one Sport Club or Registered Student Organization team member may be on a team roster in their sport or allied sport.
2. Equipment and Location
 - a. Players are responsible for providing their own equipment.
 - b. Participants may choose to agree to play the match at any tennis court. Courts are available on Washington Street, located next to Hahn Hurst Practice Center.
3. Changing Sides
 - a. Teams change sides of the court at the end of the first, third, and every subsequent odd game of each set.
 - b. Teams also change ends after each set, unless the total number of games in that set is even. In that case teams change ends at the end of the first game of the next set.
4. Scoring
 - a. A game is scored as follows with the server's score being called first:

i.	No point	Love
ii.	First point	15
iii.	Second point	30
iv.	Third point	40
v.	Fourth point	Game
 - b. If each player has won three points, the score is "deuce". After deuce, the score is "advantage" for the team that wins the next point.
 - i. If that same team also wins the next point, that team wins the game.
 - ii. If the opposing team wins the next point, the score is again deuce.
 - iii. A team must score two consecutive points immediately after deuce to win the game.
 - c. If a ball touches a line, it is considered to have hit the court inside the line.
5. Serving
 - a. The server remains the same for one complete game of a set at a time including tie-breakers, as necessary. Both teams alternate their server each game that their team serves.
 - b. The server must stand behind alternate halves of the court between the midline and the singles sideline starting from the right half of the court in every game.
 - c. The server must release the ball by hand and hit the ball with the racket before the ball hits the ground. The service motion is completed at the moment that the player's racket hits or misses the ball.
 - d. The service must pass over the net and hit the service court diagonally opposite, before the opposing team returns it.
 - i. Players must let the service hit the ground or they automatically lose the point. Any player may hit the ball before it bounces on their side of the court during the ensuing rally after the service is complete.
 - e. The server has two attempts to put the ball into play. This does not count a tossed ball that is allowed to land with no attempt made on the ball.
 - f. The serve is a fault under the following conditions:
 - i. Foot fault - stepping outside of the service area or stepping on or over the baseline.
 - ii. Missing the ball when trying to hit it.

- iii. The service fails to pass over the net and hit the service court diagonally opposite.
 - 1. If any of these occur on the first service, it is a fault.
 - 2. If any of these occur on both serves, it is a double fault, and the point is lost.
 - g. The server's partner may stand anywhere during service.
 - h. Players must alternate receiving services each point during a game.
6. The Let
- a. In all cases when a let is called, except when a service let is called on a second service, the whole point shall be replayed (e.g., a ball rolls onto the court during play).
 - b. A service let occurs when the ball served touches any part of the net, and is otherwise good.
 - i. The ball is in play if it hits the net during the subsequent rally after the service.
 - c. In the case of a service let, that particular service does not count, and the server shall serve again. However, a service let does not cancel a previous fault.
7. Loss of point
- a. A team loses the point in the following situations:
 - i. Two consecutive faults.
 - ii. The team does not return the ball in play before it bounces twice.
 - iii. The ball is hit twice while on their side of the court.
 - iv. The team returns the ball so that it hits the ground outside of the correct court.
 - v. The team hits the ball before it passes over the net.
 - vi. If a player's body, clothing, or racket touches the net while the ball is in play.