
INTRAMURAL SPORTS



Tennis Doubles Rules 2009

FORMAT

- This will be a single elimination tournament.

GENERAL POLICIES AND PROCEDURES

Eligibility

- All Intramural eligibility rules apply.
- All participants must present their OSU ID and submit their CWID to the supervisor in order to play.
- Participants wishing to protest the eligibility of any player must do so prior to the start of the tournament, or before the start of the next round in which they are to play.

Forfeits

- Game time is forfeit time.
- Participants must check in with the IM Supervisor **BEFORE** warming up. Being on a court and hitting a ball is not considered checked in, and therefore participants could receive a forfeit.

Equipment

- Each player must bring his/her own equipment to the match including a racquet which can be checked out from the equipment room at the Colvin Rec Center.
- OSU Intramurals will provide game balls.

Substitutions

- Participants may have someone substitute for them during the first round of games only.
- Once a team has played a match, they are not allowed to have anyone substitute.
- Teams receiving a win by forfeit may send a substitute in the next round provided they have not played a game in a previous round.

Rescheduling

- **NO MATCHES WILL BE RESCHEDULED UNLESS CANCELLED BY THE INTRAMURAL OFFICE!!!**

Inclement Weather

- For information regarding inclement weather pleas call the Rec Check Line at 744-7533
- Sunday games will be called for weather by 12-noon
- If games are cancelled on Sunday, a new bracket will be posted in the IM Office, on Monday by 12-noon. Everyone must consult the new brackets in the main entrance for new times and court assignments. No information will be given over the phone.
- All remaining contests will be called for weather by 3:00pm on the day they are scheduled.

Rules Format

- Matches will consist of one proset. A match is won by the first team to win eight (8) games. Teams must win by two (2).
- No add scoring is used. This means that at 40-40, the player receiving the serve chooses which side the server will serve to next. The team that wins the subsequent point wins the game.
- If the match becomes tied at eight (8), the first team to reach seven (7) points wins the match. Players will alternate serves after every odd point.

Finals Format

- During the finals we will play a best two out of three sets to six (6) games, must win by two. If a set is tied at six all, a 12 point tie-breaker will be used.

The 12 Point Tie-Breaker

- Conducted at the 6-6 score in a set.
- Team due to serve, serves to the DEUCE court. The other team then serves two, starting in the ADD court.
- After six (6) points have been played in the tie-breaker, players switch sides of the net. The server will serve once to the DEUCE court after the changeover.
- The first team to seven (7), win by two, wins the set.