



SINGLES & DOUBLES TENNIS RULES

Participants must present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), or their Digital Student Profile from Athena before every game... NO EXCEPTIONS!

A. GAME SCORING

- a. In SINGLES TENNIS the scoring is no ad. This means a game is won by the first team to capture four points (15, 30, 40, game). When the point score is tied at 40, the receiving team chooses which side to receive the next serve. The winner of that next point wins the game. Hence, with no ad scoring, there is no “deuce” or “ad”.
- b. The score must be announced prior to each serve.

B. SET SCORING

- a. A match consists of three no ad pro-sets.
- b. Each no ad pro-set will be won by the first player to reach eight games. If a tie occurs at 7 games each, a tiebreaker will be used to determine the winner of the set. (See EXPLANATION OF TIE BREAKERS, rule - #9)

C. MATCH SCORING

- a. The winner of the match will be the player that wins the most total games.
- b. If the incorrect scores are turned in and not found before leaving the courts, the score will stand. If it is found prior to leaving the courts, then the score can be corrected.

D. WARM-UP TIME

- a. All players are allowed a 5-minute warm-up. Once play has begun, a 3-minute warm-up is allowed between sets. This must be adhered to so that all sets will be completed in the time allotted.

E. SERVICE ORDER/CHANGING ENDS

- a. The player/team who wins the toss chooses who serves first. Whomever is serving first serves for the entire duration of the first game. After the game, the next server will be the opponent(s) of the server, serving for the duration of the second game. For every odd-numbered game, players switch sides of the court. For doubles each team alternates servers every game. Team 1 Player A, Team 2 Player C, Team 1 Player B, Team 2 Player D, and then repeat the order.
- b. The serving player needs to stand behind the baseline and between the imaginary extension of the centerline and the singles sideline beyond the baseline.

F. DEFAULT RULE

- a. If either team’s player does not show up on time for his/her match, there will be a 5-minute default time should a substitute player not be available.

G. EXPLANATION OF TIEBREAKERS

- a. If a set is tied at 7 games, the set will move into a tiebreaker.
- b. The next server in the rotation of the set will begin by serving once from the deuce court.
- c. At this point, play continues with the next server serving two points, the first from the ad court and the next from the deuce court.
- d. Play continues until the first player wins 7 points.
- e. If the tiebreaker is tied at 7 points, the set will continue until one team or player wins by two points. For example, a team can win with the set score being 8-7. That eighth point came as a result of the 12-10 win in the tiebreaker.
 - i. Players change ends after each six points in the tiebreaker.
- f. If the score in cumulative games is tied at the conclusion of the match, the player or players that won the third set will win the match.

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