GENERAL INFORMATION
1. All participants must register at https://recwellservices.uky.edu/
2. Click on IMLeagues, Login with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz

Participation in ALL Intramural Events Require:
1. Valid UK or BCTC student, faculty or staff ID required for all contests to participate
2. Jewelry is NOT permitted
3. No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
4. Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the "Recreation Fee" before access to IMLeagues.com or participation
1. Information about "Recreation Fee" http://www.uky.edu/plusaccount/uk-estore-information
2. Pay "Recreation Fee" at https://iweb.uky.edu/ukestore/ and retain your electronical receipt
3. Email the Intramural Director, Natosha Harris at neharris1@uky.edu and provide an email address
4. Provide an email address you’d like to use to log into your IMLeagues.com account

These groups must send an email neharris1@uky.edu to have an account created for participation:
1. Religious Advisors
2. Spouses of current UK student/faculty/staff can only play on Co-Rec teams

10-minute Rule/Defaults/Forfeits/Inclement Weather:
1. 10-minute rule applies to various sports:
   a. At game time, if a team is not prepared to play that team will have 10 minutes to become ready
   b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff
   c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance
2. Defaults vary depending on tournament design
   a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
   b. Two (2) defaults result in a forfeit or are the same as a forfeit
   c. Submit Default for your game via IMLeagues.com by completing the “Default” link by 5pm the day of your scheduled game time: https://forms.gle/4o2CNxRGr2ugrVW
   d. Failure to submit your default before designated time will result in a forfeit and $20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.
3. Forfeits applies to various team sports and tournaments:
   a. Team captain, Greek chair or Residential chair assumes responsibility for that team
   b. Captain or Chair is suspended and responsible for paying the $20 forfeit fee
   c. Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game
   d. Review our Wildcard Player Participation Policy to assist team to avoid forfeits
   e. Forfeit Fees CAN BE PAID ONLINE at: https://recwellservices.uky.edu/Program/GetProducts?classification=00000000-0000-0000-0000-000000026001
4. Inclement weather decisions will be made no later than 3pm on game day
ROSTERS

- Registration for the Tennis Singles tournament is on-site at the Johnson Center Outdoor Tennis Courts.
- Tennis Singles is an Open tournament, meaning there is a single division of play.
- A player may play in only one singles division or bracket.

LEAGUE OR TOURNAMENT PLAY

- Tournament style will depend on the number of participants
- The bracket will be created on-site after the registration period has ended.

GAME TIME AND LENGTH

- A match will consist of one professional set.
- The set will be won when one player wins 6 GAMES. A player does not have to win by two games.
- Each player will have one (1) timeout for the entire set.

SCORING

- Traditional tennis scoring will be used.
- Players do not have to win by two games.
- All matches will be self officiated. All participants are encouraged to exercise the highest standard of sportsmanship
- The server is responsible for announcing the score prior to each point; the server's score is always said first
- Games are played to four points unless deuce is reached. If a player has zero points, their score shall be announced as "love". The first point won shall be announced as 15. The second point won shall be announced as 30. The third point won shall be announced as 40. The fourth point won results in winning the game. If the score is tied at 40-40, advantage will be used.
- Players shall lose a point if:
  - The ball bounces twice on their side of the net before returning the ball into the opponent's court
  - The player unsuccessfully returns the ball into the proper boundaries
  - A player's body, clothing or racket touches the net while the ball is in play
  - A player reaches over the net to play a ball and hits the net
  - A player is allowed to reach over the net provided contact with the net is not made
  - The ball is hit twice while on their side of the court

SERVING

- Play is started with a serve which is made by tossing the ball into the air and hitting it with the racket before it touches the ground
- The ball must clear the net and land in the proper service court before being hit by the receiver
- The serve for the first point of a game always begins to the right of the center mark and is made to the opponent's right service court. After each point is played, players will alternate service court. The same individual continues serving until the game is completed
- The server has two (2) attempts to serve the ball; the server receives a service fault
  - The player fails to hit the ball into the proper service court
  - A foot fault is committed (occurs when the foot touches the baseline prior to hitting the ball
  - Does not serve from the proper location
  - Misses the ball when attempting to strike it
  - The server may toss the ball and catch it without penalty
  - If any of these occur during the first serve, it is a fault
  - If any of these occur during the second serve, it is a double fault, and the point is lost
LET

- A let, which results in a re-serve, is called if:
  - A served ball strikes the net, strap or band but lands in the proper court
  - A player is unable to play a shot due to a circumstance beyond their control, such as interference by a ball or player from another court
  - The server delivers the ball before the receiver is ready for play. This does not apply if the receiver attempts to return the serve. Should a service let be called, the ball will be re-served with the same number of faults still in effect. Should a let be called due to interference, the entire point is replayed with the same number of faults still in effect. A ball that hits the net and goes over during any time other than the serve is considered in play.

EQUIPMENT

- UK Intramural Sports will provide tennis equipment; participants are allowed to use their own racquets.
- Athletic apparel must be worn at all times.
- Tennis shoes must be worn, no barefoot, five-finger shoes or open toe shoes.

UNSPORTSMANLIKE CONDUCT

- Unsportsmanlike Conduct or fighting will not be tolerated!
- A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.
- Unsportsmanlike Conduct includes behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct.
- Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative, ref/official, Intramural Staff or Campus Recreation and Wellness staff.
- Unsportsmanlike Conduct that is but not limited to:
  - Arguing a call
  - Behavior, language, action that is abusive, demeaning, insulting, disruptive, threatening
  - Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature
- A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation and Wellness events or programs.
- Teams must get a 3.0 sportsmanship rating in knockout rounds or maintain a 3.0 sportsmanship rating average to advance to playoffs. In playoffs, if a team receives a 2, 1, 0 sportsmanship rating that team cannot advance in playoffs.
- Two (2) unsportsmanlike conduct penalties against a player constitutes an automatic ejection.
- Four (4) conduct unsportsmanlike penalties against a team or four of any kind will forfeit the contest.
- Six (6) conduct unsportsmanlike penalties against a team during the season will forfeit the team’s remaining schedule.
- Game(s) may be forfeited at the discretion of the ref/official, Intramural Staff or Campus Recreation and Wellness staff.

CONDUCT (All team representatives are expected to display good sportsmanship)

- Any team representative ejected from a game for any reason shall be suspended from ALL Intramural play until they contact the Intramural Director.
- It is the responsibility of the team representative to setup an appointment with the Intramural Ejection Board by emailing the Intramural Director at neharris1@uky.edu
- If players are found to be participating before being reinstated, they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.
PROTESTS

- There will be no protest involving official's judgment in games that are officiated by the Intramural Staff.
- Protests of rule interpretation must be made before the start of the next dead ball situation.
  - To protest, the protesting team must begin the process immediately following the event in question. The supervisor's decision is final.
  - Protests can be made without team time-outs. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.
- In non-officiated games, any and all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.
- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.