**MIT INTRAMURALS**

**TEAM TENNIS RULES**

**Eligibility**
All team members must have a current DAPER membership and be either:
- A MIT’ undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

- Members of MIT club or varsity teams may not compete in IM leagues (in the same sport) for one calendar year from their last official practice or match.

- IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

**Leagues**
Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager’s discretion. Champion t-shirts are awarded to A & B Leagues. See ‘Number of Players’ section for how many t-shirts will be awarded.
A – Experienced players who may have been playing together for some time
B – Majority of team has played the sport but not necessarily on a formal team
C – A casual league for those who have never played or wish to play leisurely

**Sportsmanship**
- Proper sportsmanship is expected of all teams at all times.
- **Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.**
- The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.
- Any complaints should be reported to the manager immediately.

**Forfeits**
- A team that doesn’t have the minimum number of players at the start of the game will be forced to forfeit. This will result in a forfeit fine.
- Please ensure you have enough players for each game. It’s no fun if the other team shows up and your team doesn’t have enough to play!

**Fines**
- Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.
- Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.

**Reporting Scores**
- It is the responsibility of the WINNING team’s captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

**Number of Players**
- MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to in most cases. Some sports offer co-ed leagues, in which case there are male-to-female ratios that will be specified.
- All players must register on IMLeagues.com before playing in a game.
- A team must have a minimum of 5 on the roster and minimum of 5 players to start a game (for 1 singles match and 2 doubles matches).
- Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 12 shirts will be issued.

**Match Play**
- “A Team Match” consists of 1 singles match and 2 doubles matches. The team that wins at least two of the three matches will clinch the victory.

- The matches will be ten game pro sets with a standard tiebreaker game at nine all (the first team to seven points, win by at least two).

- Each roster must have at least 5 participants. EACH TEAM MUST HAVE 5 PLAYERS PRESENT TO START A MATCH AND AVOID A FORFEIT. Teams that show up to a match with 3 players and play one singles and one doubles match will still forfeit the entire match.

**Referees**
- Referees will not be required, unless you guys want them.
- Referees may be required for playoffs, if you have playoffs.

**Equipment**
- Players must supply their own racket and tennis balls (in good condition) for play.
- Court times will be scheduled for teams. All matches will be played at either the DuPont Tennis Courts (outdoor) or the Johnson Athletic Center (indoor).