



McGill University
Athletics & Recreation
475 Pine Avenue West
Montreal, Quebec, Canada
H2W 1S4

Université McGill
Sports et activités physique
475 avenue des Pins ouest
Montréal (Québec) Canada
H2W 1S4

Tel: (514) 398-7000
Fax: (514) 398-4901
www.mcgillathletics.ca

McGILL INTRAMURALS TENNIS RULEBOOK

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ID. CARDS

- Prior to the start of the match students must present their valid McGill ID card to their opponent. Alumni must present their valid Sports Complex Membership Card or Intramural Access Card.
- If players are found to be using invalid IDs or another participant's ID they will be removed from the league.

DEFAULT RULE

- A five **(5) minute** delay to the start of the game will be granted if a player is late or if a team has an insufficient number of players to begin.
- Should a player or team not show up after the 5-minute delay the game will be classified as a default. The offending player or team automatically loses the match **2-0 (21-0, 21-0)**. If both sides fail to be present, it will result in double default.

EQUIPMENT

- Players will be responsible for bringing their own racquets and balls
- Balls may be supplied for playoff matches

LEAGUE FORMAT

- SINGLES OPEN CATEGORY (anyone can participate)
- Tier 1 (Advanced), Tier 2 (Intermediate), and Tier 3 (Beginner) divisions will be offered

RULES/MATCH FORMAT

- [FAST4 Tennis](#)
- Best 2 out of 3 sets
- 1 set = first to win 4 games
- At 3 games all a tie-break is played to 7. Win by two at 6-6.
- If the score reaches 1 set all, a match tie-break is played to 10 points. Win by two at 9-9
- No advantage scoring. If the score reaches deuce, it is a sudden death point. The receiver chooses which side to take the serve on.

GAME MANAGEMENT

- A season-long schedule will be created. Players must attend their matches on the night they are scheduled. The courts are booked specifically for Intramural Tennis.
- No staff member will be on-site during matches. Players are responsible for finding/meeting their opponents before the match.
- Players/teams will be given a 5-minute warm-up period
- Players/teams must report the final score on IM Leagues

LEAGUE MANAGEMENT

- [IM Leagues](#) will be used as the official league management site. Players/teams can view the schedule, results, and standings on this page.
- The regular season will be 6 games unless otherwise stated by the intramural office
- Only the top finishing teams will advance into playoffs. The amount of teams that advance into the playoffs is determined by the number of total players/teams in the league. Please refer to section 11.3.1 of the [Intramural Handbook](#) for full qualifying rules.