CURTIN STADIUM INTER-DEPARTMENTAL SPORTS
CHALLENGE TENNIS RULES & REGULATIONS

PLEASE NOTE: The following are basic rules and regulations specific to the Curtin Inter-Departmental Sports Challenge Tennis Competition.

1. The Playing Area
   - Curtin Stadium outdoor tennis courts.

2. Players
   - The maximum number of players on the court at any given time is two (2).
   - The competition is open, allowing for teams to be made up of any combination of males or females.

3. Player Equipment
   - All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped.
   - Appropriate covered footwear must be worn.
   - Curtin Stadium has hire racquets available for $2.50.

4. To Play
   - All weekly game fees must be paid prior to the start of scheduled games.
   - Team captains are required to write the names of each of their players on the back of the payment receipt and give it to the umpire before the game.
   - Games will be forfeited if a team is not ready to play within five (5) minutes of the scheduled start time.
   - Teams are required to referee and score their own games, if there is a dispute over a point and no observers watching the game then the point is to be replayed.

5. Length of the game
   - Matches are to go for 25 minutes, with each team keeping their own time.
   - Teams are able to finish the game they are currently playing once the 25 minutes is up.
- Each match will not consist of sets, but rather continuous scoring after each game, eg the game could end 8-7.

6. **Competition points**  
- Win = 3 points  
- Draw = 2 points  
- Loss = 1 point  
- Forfeit = 0 points (a 8 – nil score will be given to the winning team)  
- Bye = 0 points

7. **Finals procedures**  
- In the event of a draw in the final fixtures, teams will play one additional game, with the winner of this final game declared the winner.

8. **Group Standings**  
- If two or more teams are equal on points at the end of the group matches, the team with the greater games won for and against percentage will rank higher within the group standings.
- If two or more teams are on equal points and have equal games won for and against percentage at the end of the group matches, the team who has won the greater number of games will rank higher within the group standings.
- If two or more teams are on equal points, have equal games won for and against percentage and have won the same number of games at the end of the group matches, the team who won the match between the two teams during the group stages will rank higher within the group standings.
- If two or more teams are on equal points, have equal games won for and against percentage, won the same number of games and drew their group match, a toss of the coin by the Challenge Organiser will determine who will rank the higher team within the group standings.

9. **Service**  
- Opponents stand on opposite sides of the court. The player who delivers the ball to start the point is called the **server**. The player who stands opposite and cross-court from the server is the **receiver**.
- The right to serve, receive, choose your side, or give the opponent these choices is **decided by a toss** of a coin or spin of a racquet. If the choice of service or receiver is chosen, the opponent chooses which side to start.
- The server shall stand behind the baseline on the deuce court within the boundaries of the court. (Please refer to Tennis Court Illustration). All even points are played from the deuce court (right side) and odd number points played from the advantage court (left side). The server shall not serve until the receiver is ready. Serves are made from the deuce court to the opponents service box on the deuce court. Advantage court to advantage box. If the server misses their target twice, they lose the point. If the ball hits the net and goes in the correct service box, another serve is granted. If the server steps on the baseline before contact is made, the serve is deemed a fault.
- The receiver is deemed ready if an attempt is made to return the server's ball. The receiver can stand where he/she likes but must let the ball bounce in the service box. If the ball does not land in the service box, it is deemed a fault and a second serve is given. If the ball is hit by either opponent before the ball bounces, the server wins the point.

10. Scoring
- The server always calls their score first. If the server wins the first point, they get a score of 15. Scoring is done like a clock. Love means zero in tennis. The second point is called 30. The third point is called 40 and the game is won when the score goes back to love. If the score is 40-40, also known as deuce, one side must win by two points. Advantage-In means if the server wins the next point, he/she wins the game. Advantage-Out means the receiver has a chance to win the game on the next point.
- If the ball goes into the net, or outside the boundaries of the court, the player who hit that ball loses the point. If the ball hits the net during the point and goes into the opponent’s court, the ball is in play.
- A player loses the point if he touches the net, drops his racquet while hitting the ball, bounces the ball over the net, hits a part of the surroundings such as the roof, or a tree, the ball touches themselves or their partner, or they deliberately try to distract the opponent.

11. Additional Rules
- A let is called during the point if a ball rolls on the court or there is a distraction from someone besides the players on the court.
- A ball that lands on the line is good.
- If players serve out of turn or serve to the wrong person or court, the point or game will stand and order will be resumed following the point or game.

12. The Court
- Illustrated on the next page is an example of serving from the ‘deuce court’ (right). The server serves the ball from behind the baseline, hitting the ball over the net and across the court into the service square. After the service, players can use the entire court, including the doubles tram lines running down the side of the court. Once the point is finished the server must change sides (ie. from right to left) and serve to the opposite opponent. Serving sides keep changing until the game is won. Players swap ends after every odd number of games has been played.
13. Have Fun!