TENNIS RULES

Each player is responsible for presenting a current UNC ONE CARD or valid government ID at game time.

GENERAL INFORMATION

1. Racquets – can be checked out from the Woollen equipment room with a valid UNC One-Card
2. Tennis balls – provided by the participants
3. All participants must show valid UNC One Card or government issued ID to the Sport Programs Supervisor.
4. All tennis matches will be played at the North and South Campus Recreation Complex, please make sure to check your schedule.
5. Players should report to their scheduled court 10-15 minutes prior to game time.
   a. Game time is forfeit time.

RULES

1. Matches will be self-officiated. A Supervisor will be on-site to check proper identification, report scores, answer questions, and settle any disagreements.
2. A match is won when a player wins an 8-game Pro Set. A Pro Set is first to eight (8) games by a margin of two games, instead of first to 6 games. A 12-point tie-break is played when the score is 8-8.
   a. NOTE: During the finals of tournament play, the players have the option to play a 8-game Pro Set or a best two out-of-three sets regular match. If there is a disagreement on the type of final to be played, the 8-game Pro Set will be used.
3. Due to time and space limitations, the "No-Ad" method of scoring will be used. A player need win only four points to win a game. That is, the score goes three-points-all (or deuce) the next point decides the game – it's game point for both players. The Receiver has the right to choose to which court the service is to be delivered on the seventh point. If a "No-Ad" set reaches 7 games all, a tie-breaker shall be used.
4. Singles tie-breakers will follow the following format:
   a. ‘A’ serves first point (from right tie-breaker court); ‘B’ serves points 2 and 3 (left and right); ‘A’ serves points 4 and 5 (left and right); ‘B’ serves point 6 (left) and after they change ends, point 7 (right); ‘A’ serves point 8 and 9 (left and right); ‘B’ serves points 10 and 11 (left and right); and ‘A’ serves 12 (left).
   b. If points reach 6-all, players change ends and continue as before. A tie breaker is won when a player or team reaches seven points (with at least 2 point margin established), or after a 6-all, a player establishes a 2 point margin.
5. Doubles tie-breakers will follow the singles format with the following revisions:
   a. Doubles partners will preserve the sequence of their serving turns. (Assuming A & B versus C & D): Player ‘A’ serves first point (right); ‘C’ serves 2 and 3 (left and right); ‘B’ serves 4 and 5 (left and right); ‘D’ serves point 6 (left) and after team change ends, point 7 (right).
   b. Continue this order until a team wins.