UTM INTRAMURALS - OPEN SOCCER-TENNIS
RULES AND REGULATIONS

NUMBER OF PLAYERS
- Games are played with a minimum 2 players per team
  - All team will have a maximum roster of 3 people

DEFAULTS
- If a team does not have both players present by 5 minutes past the scheduled time, the team will lose by default
  - A default is when a team does not have the minimum amount of players to start a game
- Defaults will be recorded as a 2-0

EQUIPMENT AND UNIFORMS
- Participants are encouraged to wear running shoes and comfortable clothing
  - No open toed shoes
- All soccer tennis equipment (tennis court & 2 soccer balls) will be provided by the UTM Intramurals league
- Size 5 Soccer ball will be used
- All games will be played on a tennis court and a net height of 39 inches

LENGTH OF THE GAME AND SCORING SYSTEM
- All games will consist of a best two out of three set format or best score after 40 minutes
- All sets will be played to 15 points
  - Teams must win by 2 points to a cap of 20 points.
  - If teams are tied, the first team to the cap points wins.
- There will be a 2-minute break between each set
- Should a 3rd set be played and the time expires, the score will stand as a completed game with the points each team has earned
- Teams will receive the following points for winning a game:
  - WIN = 3 points
  - TIE = 1 point
  - LOSS = 0 points
  - DEFAULT = -1 point

OFFICIALS
- All games will be self-officiated by participants
ELIGIBILITY
- Players (including late players) must check-in on the game sheet before every game in order to participate.
- No spectators are allowed on team benches, except for a Registered Coach and/or team captain on the team roster.
- For eligibility rules, please refer to the UTM Intramurals Student Handbook.

START OF PLAY
- To determine who will serve first, teams will select one individual to have a rock, paper, scissors battle to determine who will serve first.
  - Best of 1 game for rock, paper & scissors
- The team that does not serve first, will serve first in the second set.
- If a third set is required: rock, paper, scissors will be played again to determine who will start service of that set.
  - Best of 1 game for rock, paper & scissors
- To begin, each team will be standing at opposite sides of the net and will being with a serve from behind the service line

SERVING
- The game will begin with a Kick-off from behind the service line
  - Players cannot step on the service line
- Players must play the ball out of their hands, by either allowing the ball to hit the ground once or not at all to the opposing team half – A Drop Kick
  - The ball must land in opponents tennis court boundaries
  - Any kick-off that hits the net but lands on the opposing side (let) must be repeated
- A player has two attempts at serving the ball
  - Should a player be unable to serve the ball after the second attempt (double default), a point is award to the other team and they will serve
- Teams cannot immediately return the ball back to their opponent off of serve
  - The ball must take two touches or bounce once
- No player may serve more than 5 times consecutively. After 5 legal serves, the player must rotate service with their teammate

RALLIES & PLAY
- The receiving team can touch the ball with unlimited amount of touches but only allowing the ball to bounce once before returning the ball to the opposing team
  - There is no need to alternate touches between teammates however it is encouraged and helpful
    - For example, Player A receives the ball without bouncing, passes to Player B in the air and then Player B passes back to Player A with the ball bouncing and Player A then plays the ball over the net. This is considered legal play
    OR
    - For example, Player A receives the serve, lets the ball bounce, then touches it three times without a teammate's help and gets it back over the net, it is a legal play
- Teams can return the ball back to their opponent during a rally
For example, if Team A serves the ball and Team B returns it back with 3 touches, Team A can return it back with 1 touch.

- The bounce can come at any point during the return or not at all.
- If the ball bounces a second time on your side, the point will be awarded to the opposing team.
- Players can use any part of their lower body to touch the ball (i.e. knee, foot, thigh) with the exception of the **arms or hands**.
  - Head and Shoulders **will also not** be allowed. If contact is made with head or shoulder, the point will be replayed with the replacement ball.

**TIME OUTS**
- Teams are allowed one 30-second timeout per game (either in set 1 or set 2).
- Time-outs cannot be used in the third set.

**FOULS AND EJECTIONS**
- Verbal abuse of the other players, teammate or game manager will not be tolerated.
- Fighting, verbal slurs and excessive verbal abuse will **not** be tolerated.
- Participants who display unsportsmanlike behavior will be followed up with the UTM Intramurals Administration Staff.
- An ejection will result in an appearance before the administration staff. *NOTE: the minimum penalty for fighting is a one-year suspension.*

**END OF GAME**
- All matches will consist of a best two out of three set game or best score after 40 minutes.

**TIE BREAKING RULE & PLAYOFFS**
- During Play-offs, it will be best 2 out of 3 with the first 2 sets to 15 points (max 20).
- There are no time limits during the playoff matches.

**COVID-19 SPECIFIC RULES**
- Participants must check in with a valid UCheck and their T-card at the beginning of the games.
- Participants must be registered on IMLeagues or will not be able to participate.
- All players will show the Game Manager their T-Card, and allow the Game Manager to verify the number and wait in the designated area for the Game Managers instructions.
- All players must sanitize their hands when they arrive at a hand sanitizing station and wait in designated area.
- Participants will need to maintain social distancing and wear their masks when waiting for the Game Managers instruction.
- All players will wear masks until they are ready to play and while sitting on the team bench area during games.
- Masks are highly encouraged during the games.
- Equipment will be switched and sanitized between each set by Game Managers without the match or if the ball comes in contact with a participants head.
- Following the match, participants will be required to verify the score with the Game Manager.
  - No signature will be required on the Game Sheet by the Team Captain.
- Once the score has been verified players will be asked to leave the playing area for the next game to begin.
- No spectators will be allowed to watch the game.