1. Play will be organized as a pool play tournament with single elimination play off for each division.
   - Top two winners in each pool advance to play offs or the top players in the standing according to records will advance. (If only 4 players in a division the winner will be decided by best record.)
   - Days and times for competition will be arranged between opponents. All matches MUST be completed by the indicated date on the schedule. Matches not played by the designated deadline may result in a forfeit.
   - Schedules will be posted on Fusion.

2. Matches may be played on the Bender tennis courts, North WRC courts before 8:00 am, or other mutually agreed upon site.

3. The winner of each match should report the results to Fusion as soon as possible after each match.

4. Official Tennis Rules will be used. Choice of service determined by a coin flip. All tennis matches are decided by winning two (2) out of three (3) sets.

5. All participants must furnish their own balls.
   - Racquets and goggles for each sport may be checked out from the WRC Welcome Desk.
   - Contact WRC Welcome Desk, (319) 273-2413, for reservations.

6. Results and standings will be posted on Fusion for both league and playoffs. Play offs will also be posted on the IM bulletin boards.

7. To initiate game play, the server stands between center mark and singles sideline just behind the baseline to the right side of his or her end on the court.
   - The server serves not just the first point, but the entire game.
   - The server receives two attempts (per point played) to serve by tossing up the tennis ball and striking it diagonally over the net into the correct service court on the receiver's side of the court. If the server steps on or over the baseline when serving, by rule this is considered a ‘foot fault’ and the server loses that attempt to serve whether it is the first or second serve attempt for that point.
   - If the ball tips the net during a serve and lands inside the intended service court's boundaries, that is considered a 'let' and the server earns another chance to serve.
Consequently, if the ball tips the net during a serve and lands outside the intended service court’s boundaries, that is considered a 'fault' and the server loses that chance to serve.

- After each point is played out, the server rotates from the right side of the center mark to the left side of the center mark and continues the rotation for each point until the game is over.

8. Winners of each division and sport will be awarded an Intramural Champion’s T-Shirt.

9. Questions concerning play should be referred to the Intramural Office WRC Room 161, (319) 273-7262

Good luck and have fun!

(Updated 8/14/18)