INTRAMURAL POLICIES AND PROCEDURES

A. ELIGIBILITY
   Interhall: Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he/she resides. To play in all Intramural sports, participants must have a valid Notre Dame ID.

B. LOCATION:
   All games will be played at the Courtney Tennis Courts.

C. FORFEITS/RESCHEDULES:
   If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call Alex Morrison, Intramural Intern 631-3536 before 3:00pm the day of the game or 12:00pm on the day of game for weekend events and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 5-0 win for your opponent.

D. SCHEDULE:
   All schedules are posted online and it is the captain’s responsibility to check for updates/changes.

E. INCLEMENT WEATHER
   No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called.

F. ROSTER ADDITIONS:
   Players may be added to the roster at any point during the regular season. Players may not be added during playoffs. **For Interhall play, all additions must have a properly filled out Roster Addition Form that includes a rector's signature.**

G. INSURANCE WAIVERS:
   All players must fill out an insurance waiver before playing intramural sports. Waivers will be handed out at captains meetings and will also be available at the game site.

H. CHECK-IN:
   It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity may result in suspension from future intramural activity.

I. SPORTSMANSHIP:
   Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff.

J. ALCOHOL, TOBACCO & DRUGS:
   Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.
SPORT RULES

A. PLAYERS
1. Teams consist of 5 players- One team of doubles, one A singles player, one B singles player and one C singles player.
2. The roster may have more than 5, but only 5 players will participate on game night.
3. It is assumed that A players will be the most highly skilled, B players will be the next most highly skilled, and C players the third most highly skilled.
4. Doubles players may not compete in singles on a given night, since all games will occur at the same time.
5. The nightly lineup may be determined anytime up until the game is scheduled to start.
6. Any team that does not have 5 players to start the game will forfeit the games that they do not participate in.

B. SCORING AND TIMING
1. GAME TIME IS FORFEIT TIME!
2. Scoring will be as follows:
   i. Doubles wins = 2 point.
   ii. Singles wins = 1 point.
   iii. Matches will be won by scores of 5-0, 4-1, or 3-2.
3. Matches are a 8 game pro-set, no advantage scoring.
4. No new set will start after 55 minutes.
5. No match may end in a tie.
6. Should a match end tied at 8, a 12-point tiebreaker will occur.