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**TENNIS (MIXED)**  
***Rules & Regulations***

**1. Laws of the Game**

The competition shall be conducted in accordance with the International Tennis Federation (ITF) and Singapore Tennis Association Rules and Regulations as well as the General Rules and Regulations of the NUS Inter-Faculty Games (IFG).

In the event of any dispute, the NUS IFG General Rules and Regulations approved by IFG Council shall supersede any relevant international sports laws.

**2. Player Eligibility**

Refer to Rule 5 for player eligibility in the NUS IFG General Rules and Regulations.

**3. Registration of Players**

3.1. Respective Faculty Sports Directors must confirm participation by submitting the General Participation Form to the NUS Students' Sports Club before the stipulated deadline found on the form.

3.2. Participation shall be confirmed with the hosting faculty at least 14 days before the commencement of the competition. (Meaning 14 days before the first game of that sport regardless of which faculty is playing first.)

3.3. Respective Faculty Sports Directors must submit the Team Registration Form to the hosting faculty and the NUS Students' Sports Club at least 7 days before the commencement of the competition. (Meaning 7 days before the first game of that sport regardless of which faculty is playing first.)

3.4. Each team may register a minimum of 8 players and a maximum of 14 players. Each faculty may send a maximum of 1 team.

3.5. Registration must be finalised before the commencement of the competition. No substitutions or additions will be permitted after the commencement of the competition.

**4. Prizes**

Medals will be awarded to the top 3 teams. In addition, the champion team shall be awarded a trophy and banner.

**5. Competition Rules**

5.1. Submission of Line-up

5.1.1. The team must submit the complete official line-up of up to a maximum of 14 players to the hosting faculty convenor at least 10 minutes before the scheduled time of play. No changes will be accepted once the team line-up has been submitted.

5.1.2. Each team is allowed a maximum of 2 Varsity Athletes. Teams are allowed to field 1 Varsity Athlete for **1 match only in each tie**.

5.2. Definitions

5.2.1. A **tie** refers to a contest between 2 teams (faculties).

5.2.2. Each tie consists of **5 matches**.

5.2.3. Each match consists of **6 or 9 games**. Games will follow a No-Advantage Scoring System (Refer to 5.5).

5.2.4. A draw refers to the event where a player or a team has equal scores.

5.3. Competition Format

5.3.1. **In the event of 7 and less participating teams**, a single round robin format will be played, from which the top 3 teams would be decided based on ties won. There will be no Semi-Finals or Finals.

5.3.2. **In the event of 8 and more participating teams**, a preliminary group round robin format will be played. The top 2 teams from each group with the highest league points will proceed on to the Semi-Finals.

5.3.2.1. The Semi-Finals shall be played as follows:

Group A 1st position	VS	Group B 2nd position
Group B 1st position	VS	Group A 2nd position

The **winners of the Semi-Finals** will play in the Finals. The other 2 teams will play for 3rd and 4th placing.

5.3.2.2. The placing of the 1st to 4th teams will be determined by their finishing position after the Semi-Finals, Finals and 3rd Place matches. The remaining teams will be placed according to league points scored.

5.4. League Points

5.4.1. Points shall be awarded in the following scenarios:

Win: 3 league points to the winning team of each game.

Loss: 0 league points to the losing team of each game.

Walkover: The non-offending team will be awarded the maximum score per set in every match, and will be declared winner of the game (Refer to 5.15).

5.5. Scoring System

5.5.1. No-Advantage Scoring System will be used in each game:

No points scored	=	Love
1 point scored	=	15
2 points scored	=	30
3 points scored	=	40
4 points scored	=	Set Point (set over; game won)

5.5.2. In a game where both players have won three points, the score is called deuce; 2 consecutive deciding points shall then be played whereby the receiver shall choose whether he wishes to receive the service from the right half of the court or the left half of the court. The player who wins the 2 deciding points wins the game.

5.6. Tie Format

5.6.1. Each tie shall include the following matches:

1st Match	-	Men's Singles
2nd Match	-	Women's Singles
3rd Match	-	Men's Doubles
4th Match	-	Women's Doubles
5th Match	-	Mixed Doubles

5.6.2. In each tie, 2 teams (faculties) shall play according to the order of the 5 matches (Refer to 5.6.1). The order may only be changed with the consent of both team captains and the hosting convenor.

5.7. Match Format

5.7.1. Matches will be held in either a 1 v 1 format (Singles) or a 2 v 2 format (Doubles).

5.7.2. In each tie, the team that wins the best of 5 (BO5) matches will be the winner and the tie will end (Refer to 5.6.1).

5.7.3. In each match, the player who reaches Set Point first will win 1 game (Refer to 5.4.3.1).

5.7.4. **Preliminary Rounds & Single Round Robin Format**

5.7.4.1. In each tie, 2 teams (faculties) shall play all 5 matches **simultaneously** (Refer to 5.6.1) at the same side of the courts.

5.7.4.2. Each match shall be decided by a long set of **6 games**.

5.7.4.3. The player that wins 6 games first (not the best of 6 games), with a win margin of at least 2 games, will be the winner.

5.7.4.4. In the event that both players have a draw at 6 games all, a tiebreak (based on first to reach 7 points with a margin of 2 points) will be played.

5.7.5. **Semi-Finals, Finals & 3rd Place Match**

5.7.5.1. Each match will be decided by a long set of **9 games**.

5.7.5.2. The player that wins at least 9 games first (not the best of 9 games), with a win margin of at least 2 games, will be the winner.

5.7.5.3. In the event that both players have a draw at 9 games all, a tiebreak (based on first to reach 7 points with a margin of 2 points) will be played.

5.8. Participation Limit

Each player is permitted to participate in 1 match in their respective gender category per game.

5.9. Pre-Match

5.9.1. Upon stipulated start time of each fixture, players are given:

5.9.1.1. 15 minutes to warm up,

5.9.1.2. 1 minute to reach the net for the pre-match coin toss,

5.9.1.3. and another 1 minute to start playing.

- 5.9.2. The player that wins the **pre-match coin toss** may:
  - 5.9.2.1. select to serve first, or
  - 5.9.2.2. select a side of the court which they would like to receive their opponents serve.
  
- 5.10. Service
  - 5.10.1. The server will continue serving the ball to the receiver until the **game** has ended. After the game has ended, the receiver will become the server and serve the ball until the next game has ended. This process is repeated throughout the **match**.
  - 5.10.2. The server is given two opportunities to serve the ball within the service court.
  - 5.10.3. The server should stand behind the right side of the baseline and serve the ball diagonally across to the receiver's right service court and then proceed to serve from his left side of the baseline diagonally across to the receiver's left service court.
  
- 5.11. Service Faults
  - 5.11.1. A faulty serve refers to two scenarios:
    - 5.11.1.1. The first scenario refers to when the server fails to get his first serve into the service court diagonally opposite.
    - 5.11.1.2. The second scenario refers to when the server commits a foot fault.
    - 5.11.1.3. A foot fault occurs when the server's foot touches the baseline or the extensions of the centre line or side-lines at any time before the ball is struck. Running and walking while serving will also result in a foot fault. Jumping is allowed.
  - 5.11.2. A double fault is committed if any combination of two faulty serves occur concurrently. In this scenario, a point will be awarded to the receiver.
  - 5.11.3. A let serve refers to when a ball hits the net and falls within the service court.
    - 5.11.3.1. For this scenario, the server will be entitled to re-serve into the service court. For example, if a "let serve" is made on the server's first serve, the server will be entitled to re-serve his first serve. There are no limits to the number of "let serves" a player can commit.
  
- 5.12. Boundaries
  - 5.12.1. **Singles**
    - 5.12.1.1. In a game of singles, the ball must be hit within both "SERVICE COURTS", the "BACK COURT" and the "SINGLES LINE" for a point to be scored. Balls hit in the between the "DOUBLES LINE" and "SINGLES LINE" are considered balls hit out of court and thus earning your opponent a point.
  - 5.12.2. **Doubles**
    - 5.12.2.1. In a doubles game, the ball must be hit within both "SERVICE COURTS", the "BACK COURT" and the area between the "SINGLES LINE" and "DOUBLES LINE" for a point to be scored.
  
- 5.13. League Draws
  - 5.13.1. Should there be a draw in the number of tie wins between 2 teams, the winner of the tie between the 2 teams concerned shall be awarded the higher placing.

5.13.2. Should there be a draw in the number of tie wins between more than 2 teams, the positions of these teams shall be established by considering the point differences between the number of sets won and lost (5-0, 4-1, 3-2 etc, ie. the number of sets won minus the number of sets lost), among the teams having equal tie wins.

5.14. Equipment

5.14.1. Competition balls will be provided by the IFG Council.

5.14.2. Players must use their own rackets.

5.15. Walkover and Disqualification

5.15.1. If a team concedes a walkover or is disqualified, the non-offending team will be awarded the maximum score per set in every match. The offending team will be awarded a score of 0.

5.15.2. A walkover may occur when a team does not have enough players to play all 5 matches. Alternatively, a walkover can occur if a team does not adhere to the Pre-Match rule (Refer to 5.8).

5.15.3. A disqualification may occur when there is a case of unfair play, aggression towards another player, displaying of violence or similar other behaviours.

5.15.4. In the event that a team has been found to partake in or committed, including but not limited to, dishonest behaviour such as cheating, fielding ineligible players, and/or similar breaches of integrity, the IFG council reserves the right to disqualify the team from the competition and/or impose the relevant penalties on the team.

5.15.5. Refer to Rules 8 and 9 for no-show and walkover rules in the NUS IFG General Rules and Regulations.

**6. Attire**

Refer to Rule 11 for attire in the NUS IFG General Rules and Regulations.

**7. General**

Participating teams are required to nominate 2 members from their team to serve as linesmen for each tie.

**8. Official Calls**

8.1. In all matches, all faculties shall abide by the decisions of the Match Officials.

8.2. The IFG Council will be the rightful and final adjudicators of all protests and disputes.

**9. Alterations and Amendments**

The IFG Council reserves the right to change or alter these Rules and Regulations given any unusual or extraordinary circumstances at its discretion and will inform all teams of any amendments accordingly.

**END**

Approved by:

Office of Student Affairs  
27 July 2022

ITF R&R 2022: <https://www.itftennis.com/media/7221/2022-rules-of-tennis-english.pdf>

BASIC RULES:

<https://www.myactivesg.com/Sports/Tennis/How-To-Play/Tennis-Rules/Basic-rules-of-tennis>

**Acknowledgement**

The above Rules & Regulations for IFG 22 has been read and checked by:

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