Each player must bring his or her own racket. Tennis balls will be provided by Intramural Sports staff.

4. At the conclusion of each match, it is the responsibility of the winning team to report scores to the Intramural Sports Manager on duty. Failure to do so will result in a forfeit.

**Game Factors, Time and Length**

1. Each match will consist of one eight-game pro-set. The winner of the match will be the first player or team to win eight games (players or teams must win by two).

2. The No-Ad scoring method will be used for all matches. Each game will be played to four points. The winner of the game will be the first player to score four points. If both players have three points, the next point scored will win the game.

3. If a match is tied at eight games, a standard tiebreak will occur. The first player or team to reach seven points (and win by two) will win the match:
   
   a. The tiebreak will begin with the first server serving once from the deuce court
   b. The next server will serve twice, starting in the ad court
   c. Service will then alternate after every two points
   d. If the tie-breaker reaches six points each, the tie-breaker will continue until a player or team wins by two points