

Tennis Court Rules and Regulations

1. Courts must be reserved in advance, before play, at the Sports Centre.
2. Courts may only be used by Trinity students and College Sports Facilities members.
3. Court booking receipts and student/membership cards must be shown at all times when requested by authorised personnel.
4. Access to the courts is permitted with entrance tokens, which are available from the Sports Centre.
5. Court 1 and 2 are reserved exclusively for tennis at all times. Court 3 is available for both Futsal and Tennis.
6. Floodlight tokens may be purchased at the Sports Centre.
7. Changing rooms and sports equipment hire are available from the Sports Centre.
8. Suitable sport footwear and clothing must be worn. No studded boots are permitted.
9. No food/drink/smoking is permitted on or near the courts.
No chewing gum, please!
10. Due to the residential location of the courts, noise level must be kept to a minimum.
11. The courts are available during the following times: Monday to Sunday, 9am to 10pm
12. Only regulation Futsal balls, which are available from the Sports Centre, may be used on Court 3.
13. Futsal rules must be applied at all times on Court 3. Rules are available from the Sports Centre.
14. Entry to the Courts as follows;
 - a. Futsal players should enter and exit the play area at Court 3 near the Buttery.
 - b. Tennis players should enter and exit the play area at Court 1 near House
15. Players should not enter the play area before the reserved time.
Players should leave the play area immediately at the end of their allotted period.
16. These are your courts – Please use them sensibly. Any damage or deterioration should be reported immediately to the Sports Centre Staff.
17. Care should be taken of personal items. College accept no responsibility for items lost or stolen.
18. In the event of an emergency, players must follow the direction of College security, grounds and/or sports staff.
19. The Sports Department and Grounds staff personnel reserve the right to refuse access.

