

# Racquetball Rules

## ***Mission Statement:***

***Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.***

## **Rule 1: Eligibility**

1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to currently enrolled U of A fee paying students and U of A Faculty/Staff that have a current Department of Campus Recreation membership.
3. All players must sign in with the Supervisor at site prior to game time with a current Catcard.
4. No ID, no play, no exceptions.
5. **If your team forfeits, \$30 will be charged to the Bursur's account of the captain.**

## **Rule 2: Equipment**

1. Participants must bring their own ball and racquet to their matches. Goggles are not required, but are strongly recommended for the safety of participants.
2. The Campus Recreation Center Equipment Checkout does have racquets and balls available, but it is suggested that you bring your own, in case of the event that they are all checked out.

## **Rule 3: Forfeit Time**

1. If at the scheduled game time a player has not shown up or is not ready to play, they will be given 10 minutes to be on the court and ready to begin play before the match will be called a forfeit. If at any time during the 10 minute grace period, the player shows up, they will be allowed to play, but will be assessed a 1 game loss penalty.

## **Rule 4: Scoring**

1. General Scoring
  - a. The player or team in service only scores points. 15 points constitutes a game. If a third game is needed, the game is played to 11. The winner of each game must win by two points.
2. Matches
  - a. A match victory consists of a player winning 2 out of 3 games, winning by two each game.

## **Rule 5: Serving**

1. Singles Serve:
  - a. The server can stand in any part of the service zone. He/she must bounce the ball on the floor and stroke it to the front wall first, and the ball must rebound over the service line without hitting the floor. The legal serve can be either a straight rebound from the front wall or a combination with one side wall, hitting the floor past the service line. Any other serve is illegal.
2. Defective Serves:
  - a. There are three types of defective serves:

- i. Dead ball serve
  - ii. Fault serve
  - iii. Side out serve
3. Dead ball serve (this serve allows for a second serve)
  - a. Broken ball
  - b. Court Hinders (wet spot or irregular surface)
4. Fault serve
  - a. Short service (failing to hit the floor past the service line)
  - b. Long service (hitting the back wall before the ball hits the ground)
  - c. Three wall serve
  - d. Ceiling serve
5. Serves that result in a side out:
  - a. Serve which hits the side wall first
  - b. Serve which hits the server on its backward flight
6. Doubles Serve:
  - a. In doubles, the side starting each game is allowed only one handout (only one serve). Thereafter, in that game both players on each side are permitted to serve until a handout occurs. The service order established at the beginning of the game must be followed throughout the entire game. The server's partner must stand within the server's box with his/her back to the side wall and both feet on the ground, or just outside the court by the service line until the ball passes the short line on the serve.

### **Rule 6: Receiving**

1. General rules:
  - a. The receiving player or team must remain five feet behind the service line until the ball is served and he/she cannot return the ball legally until it lands on or passes over the service line. Players may hit the ball on either the volley (as long as he/she remains 5 feet behind the short line) or on one bounce, and can return it to the front wall with any combination of walls as long as the ball does not touch the floor before hitting the front wall.
2. Long Serve:
  - a. The receiver has the option of playing a long serve. If his partner calls the ball long, a second serve is allowed or handout.

### **Rule 7: Game Play**

1. Interference and Hindering:
  - a. Once the ball is put into play, a rally continues until the player/team serving or receiving has returned the ball to the front wall and the opposition makes no return. Each team is allowed a clear view and enough room to execute a shot on the ball during a return shot in the middle of a volley. Interference is considered a hinder and the point is played over.
    - i. Service hinder: shadow serves in which the served ball passes so close to the server's body that it impedes the view of the ball by the receiver.
    - ii. Returns: The ball strikes the opponent.
    - iii. Rally hinder: Player not given a clear view or position for a return shot. Physical contact which impedes effort of player to return ball.

- iv. Safety hinder: If player avoids returning ball due to fear of hitting his opponents with the racquet, a hinder call should be made.
2. Touching the ball
  - a. If the ball is touched with a hand, arm, or any part of the body during a return, it is an out or a point, as the case may be.
3. Doubles
  - a. In doubles, if one player swings and misses the ball, his partner may attempt to return the ball legally.

### **Rule 8: Scores**

1. The winning player(s) should report scores to the Supervisor immediately following a match and check for their next match.

### **Note:**

The Supervisor reserves the right to act or decide upon any situation, rule, policy or procedure not specifically listed in these rules or in the Intramural Sports Participant Handbook.

**ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR  
CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.**