



Racquetball Rules

The Game

1. Participants are subject to all the policies and procedures in the Intramural Policies and Procedures Manual.
2. Game Scoring: Each game will be played to 15 points, must win by 2 points. The serving side scores when they serve an ace or wins a rally.
3. Match Scoring: Best 2 out of 3 games will decide the winner of the match.
4. Game Time: There will be a one-hour time limit per match. If the time limit expires during the final game of the match, the score at that time will determine the winner. If the game is tied or only one point separates the opponents, the first player ahead by two points will be awarded the game and match.
5. Time Outs: Each participant is allotted one time-out per game, one-minute in length.
6. Rest Period between Games: A two-minute rest period is allowed between game one and two. Players are not permitted to leave the court. A ten-minute rest period is allowed between the second and third game during which time players are allowed to leave the court.
7. Rights and Duties of Participants: The participants are responsible for officiating their own match.

Serving Regulations

1. Serve: The serve shall be determined by a coin toss.
2. Position of the Server: The server may serve from anywhere in the service zone with no part of either foot extending beyond either line of the service zone. The server must start and remain in the service zone until the served ball has passed the short line. Stepping on the line is allowed.
3. Violation: A violation of the serve is called a foot fault and is an illegal serve. Two illegal serves in succession results in a serve-out.
4. Serve-out: loss of serve.
5. Method of Service: The ball must be dropped to the floor within the service zone and struck with the racquet on the first bounce, hitting the front wall first and rebounding back of the short line, either with or without touching one of the sidewalls.
6. Readiness: Serves shall not be made until the receiving side is ready.
7. Service in Doubles: In doubles, the side starting each game is allowed only one serve-out. Thereafter, in that game, both players on each side are permitted to serve until a serve-out occurs. The service order established at the beginning of each game must be followed throughout the game. Servers

- do not have to alternate serves to their opponents. Serving out of order or the same player serving both serves results in a serve-out.
8. Partner's position: During the serve, the server's partner is required to stand within the service box with their back against the wall and both feet on the floor until the ball passes the short line. Failure to take this position during the serve is a foot fault. If, while in legal position, a player is hit by a serve when out of the box it is a side-out. A ball passing behind a player legally standing in a box is a hinder. A dead ball serve does not eliminate a previous fault on that particular service.
 9. Illegal Serves or Dead ball Serves: Any two illegal serves in succession results in a serve-out.
 - a. Short Serve: A served ball that hits the floor before crossing the short line.
 - b. Long Serve: A served ball rebounding from the front wall to the back wall before hitting the floor.
 - c. Ceiling Serve: A served ball rebounding from the front wall and hitting the ceiling before hitting the floor.
 - d. Two-side serve: A served ball rebounding from the front wall and hitting two or more walls before hitting the floor.
 - e. Foot Fault: The server stepping out of the service zone before the ball passes the short line or server's partner in doubles not staying in the service box as required.
 - f. Screen Serve: A served ball that hits the front wall and on the rebound passes so closely to the server that it prevents the receiver a clear view of the ball.
 10. Serve-out Serves: The following result in a serve-out.
 - a. Two consecutive fault serves.
 - b. Failure to serve promptly.
 - c. Missed Served Attempt: Any attempt to strike the ball that results in a total miss or in the ball touching any part of the server's body.
 - d. Touched Serve: Any served ball that on the rebound from the front wall touches the server or their racquet, or any ball intentionally stopped or caught by the server.
 - e. Fake or Baulk Serve: Non-continuous movement of the racquet towards the ball as the server drops the ball for the purpose of serving.
 - f. Illegal Hit: An illegal hit includes contacting the ball twice, carrying the ball or hitting the ball with the handle of the racquet or part of the body.
 - g. Non-front Wall Serve: Any served ball that does not strike the front wall first.
 - h. Crotch Serve: Any served ball that hits the crotch of the front wall and floor, front wall and sidewall or front wall and ceiling. A serve that rebounds off the front wall and hits the crotch of the back wall and floor is good. A served ball that rebounds off the front wall that hits a sidewall and floor beyond the short line is good.

Playing Regulations

1. Return of Service:
 - a. The receiver must remain at least five feet in back of the short line until the server strikes the ball.
 - b. A legally served ball must be returned on the fly or after the first bounce be returned to the front wall directly or indirectly after hitting the sidewall(s), ceiling, or back wall. A returned ball touching the front wall and floor simultaneously is not a good return and result in a point for the server.
 - c. In returning a service on the fly, no part of the receiver's body may cross the short line before making the return.
 - d. Failure to legally return the service results in a point for the server.
2. Playing the ball: A legal return of service or of an opponent's shot is called a rally. The following rules must be observed. Failure to do so results in a serve-out or point.
 - a. The ball must be hit with the racquet on one or both hands.
 - b. Hitting the ball with the arm, hand or any other body part is prohibited.
 - c. In attempting a return, the ball must be touched only once. If a player swings at the ball but misses it, the player or partner may take another attempt to return the ball until it touches the floor for a second time.
 - d. In doubles, both partners may swing at and simultaneously strike a ball.
3. Unintentional Hinders: It is a hinder if a player unintentionally interferes with an opponent preventing them from having a fair opportunity to hit the ball. Each player must get out of their opponent's way immediately after the participant has struck the ball, failure to do so result in replay of the point.
 - a. A player must give their opponent a fair opportunity to get to and strike at the ball. If a player in attempting to get into position goes the wrong direction and their opponent stands still this does not constitute a hinder.
 - b. A player must give the opponent a fair view of the ball, however, interference with the opponent's vision following the flight of the ball is not a hinder.
 - c. A player must allow the opponent an opportunity to play the ball from any part of the court.
 - d. A player must allow the opponent to play the ball to any part of the front wall, either sidewall or back wall.
 - e. Unnecessary interference with an opponent or unnecessary crowding, even though the opposing player is not actually prevented from reaching or striking the ball, is a hinder.
4. Intentional Hinders: result is a serve-out or point.
 - a. A player failing to move sufficiently to allow his opponent a fair shot.
 - b. Intentionally pushing an opponent during play.

- c. Blocking the movement of an opponent by moving into his path.
- 5. Wet Ball: On the service and during play, the ball and racquet must be dry.
- 6. Broken Ball or Racquet: If a ball or racquet breaks during play, the point is replayed.
- 7. Continuity of Play: Play shall be continuous from the first serve of each game until the game is concluded except for time outs. Deliberate delays shall result in a point or side-out against the offender.
- 8. Injuries: Play may be suspended for up to 5-minutes for an injury. If the injured player is unable to continue the match, the match is forfeited. If the match is resumed and must be stopped again for the same player the match is forfeited.
- 9. Prior to each serve the server shall call out the score, giving the server's score first.