



## **Intramural Sports**

### **Racquetball Rules**

#### **Eligibility Guidelines**

1. You must present your APSU ID card to the IM Supervisor on duty in order to play...No exceptions!
2. An individual may only participate on one team in each league (Men's or Women's). Participation on two teams in the same sport is only permitted if one of the teams is Co-Rec. Players who play on more than one team in each league are subject to losing their eligibility for that sport. The opposing team does not have to protest this if caught by a supervisor or official.
3. Players using false identification will be suspended for a period of time determined by the Coordinator and Graduate Assistant of Intramural Sports.

#### **Equipment**

1. Balls/Racquets: Participants may furnish their own game balls and racquets. Racquetballs and racquets are available for check-out at the Service Desk of the Foy Fitness and Recreation Center.
2. Clothing: A player's clothing must be presentable and appropriate for competition.
3. Shoes: All players must wear tennis/running shoes. Spikes, screw in cleats, and cleats with metal or ceramic exposed are prohibited.

#### **The Match:**

1. Match: Matches will be played in a best-of-three format.
2. Games: The first two games will be played to 15 with rally scoring (point every serve). The third game, if necessary, will be played to 11. Players must win a game by two points.
3. Equipment: Protective eyewear is strongly recommended. Safety goggles are available for checkout at the Service Desk of the Foy Fitness and Recreation Center.

## **Order of Service**

1. To determine the serve in the first game of the first set, the sides will volley. Once the ball has legally crossed the net three times, the ball will be "live." The person who wins the volley has choice of serve/receive or side. At the end of the first game the receiver shall become the server, and the server shall become the receiver. This order is repeated throughout the match.
2. If a player serves out of turn, any points made by the illegal server shall be lost and the opposing team shall be awarded a point. The serving order should then be corrected immediately and the offending team shall lose that service turn.
3. Players shall change ends at the end of every other game of the match.

## **Serving**

The server may stand in any part of the service zone. S/he must bounce the ball on the floor and strike it to hit the front wall first and the ball must rebound over the service line without hitting the floor.

## **Legal Serves**

A legal serve is one that either rebounds directly back from the front wall or makes contact with only 1 side wall and lands past the service line.

## **Illegal Serves**

Serves that are short of the service line or hit the back wall without hitting the floor are considered illegal and allow for a second serve. Serves that hit the side wall before the front wall or contact the server on its rebound are also illegal and result in a side-out.

## **Return**

The returning player must remain five feet behind the service line until the ball is served. He/she cannot return the ball legally until it lands or passes over the service line. The ball may be hit either on the volley or on one bounce, and can return it to the front wall using any combination of walls as long as the ball does not hit the floor before hitting the front wall.

## **Rallies**

Once the ball is put into play, a rally continues until the player or side serving or receiving has returned the ball to the front wall and no return is made by the opposition. Each team is allowed a clear view and room to execute a shot on the ball on a return during a volley. Interference is considered a hinder and the point is played over.

## **Hinders**

The following are examples of hinders:

- **Service:** “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 returner.
- **Return:** Ball that strikes an opponent.
- **Rally:** Player not given a clear view or position for return shot. Physical contact which impedes the effort of player to return the ball.
- **Safety:** If a player avoids returning a ball because of fear of hitting his opponents with the racquet.

**Note:** Any hinder will result in a point being replayed.

**Revised: August 10, 2011**

