



RACQUETBALL RULES (SINGLES & DOUBLES)



ELIGIBILITY

1. All participants are subject to Intramural Sports Eligibility Rules, which are listed, in the current Intramural Sports Handbook.
2. Current U of A ID must be presented at each game. NO ID / NO PLAY, NO EXCEPTIONS.

THE GAME, PLAYERS, EQUIPMENT

1. Matches consist of best two-out-of-three games using "Rally Scoring" to 20 points (win by 2 point). If a third game is needed it will be played to 22 points (win by 1).
2. Protective eyewear must be worn during all first round matches. NO EYEWEAR, NO PLAY.
3. **** Each player must bring a NEW can of balls to each match. The loser keeps the open can. The winner takes the unopened can to the next match.**

I. SERVE

The player winning the coin toss has the option to serve or receive for the start of the first game. The second game will begin in reverse order of the first game. The player scoring the highest total of points in games 1 and 2 will have the option to serve or receive for the start of the tie breaker. In the event that both players score an equal number of points in the first two games, another coin toss will take place.

II. START

The serve is started from any place within the service zone. Neither the ball nor any part of the foot may extend beyond the boundaries of the service zone. Stepping on, but not over the line is permitted. The server must remain in the service zone from the moment the service motion begins until the served ball passes the short line.

III. DEFECTIVE SERVES

Defective serves are of three types resulting in penalties as follows:

1. Dead Ball Serve - a dead ball serve results in no penalty and the server is given another serve (without canceling a prior fault serve).
2. Fault Serve - two fault serves result in a handout.
3. Out Serve - an out serve results in a handout.

IV. FAULT SERVES

The following serves are faults and any two in succession result in an out:

1. Foot Faults - a foot fault results when:
 2. The server does not begin the service motion with both feet in the service zone.
 3. The server steps over the front service line before the served ball passes the short line.
 4. Short Service - a short serve is any served ball that first hit the front wall and, on the rebound, hits the floor on or in front of the short line (with or without touching a sidewall).
 5. Three Wall Serve - a three wall serve is any served ball that first hits the front wall and, on the rebound, strikes both side wall before touching the floor.
 6. Ceiling Serve - a ceiling serve is a served ball that first hits the front wall and then touches the ceiling (with or without touching a sidewall).
 7. Long Serve - a long serve is a served ball that first hits the front wall and rebounds to the back wall before touching the floor (with or without touching a sidewall).
 8. Screen Serve - a served ball that first hits the front wall and on the rebound passes so closely to the server that it prevents the receiver from having a clear view of the ball. (The receiver is obligated to place him/herself in good court position, near center court, to obtain that view.) The screen serve is the only fault serve, which may not be appealed.

V. OUT SERVES

Any of the following serves results in an out:

1. Two consecutive fault serves.
2. Missed Serve 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.
3. Touched Serve - any served ball that on the rebound from the front wall touches the server or his/her racquet, or any ball intentionally stopped or caught by the server.
4. Fake or Balk Serve - such a serve is defined as non-continuous movement of the racquet towards the ball as the server drops the ball for the purpose of serving.
5. 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.
6. Non-Front Wall Serve - any served ball that does not strike the front wall first.
7. Crotch Serve - any served ball that hits the crotch of the front wall and floor, front wall and side wall, or front wall and ceiling, is an out serve. A serve into the crotch of the back wall and the floor is good and in play. A served ball hitting the crotch of the sidewall and floor beyond the short line is in play.

VI. RETURN OF SERVE

1. The receiver may not enter the safety zone until the ball bounces.
2. On the fly return attempt, the receiver may not strike the ball until the ball breaks the plane of the receiving (five-foot) line. The follow-through may carry the receiver or his racquet past the receiving line.

3. Neither the receiver nor his racquet may break the plane of the short line during the service return, except if the ball is struck after rebounding off the back wall. Any violation by the receiver results in a point for the server.

VII. RALLIES

Each legal return after the serve is called a rally. Play during rallies shall be according to the following rules:

1. Legal Hits - only the head of the racquet may be used at any time to return the ball. The racquet may be held in one or both hands. Switching hands to hit a ball, touching the ball with any part of the body, or removing wrist thong results in loss of the rally.
2. One Touch - in attempting returns, the ball may be touched or struck only once by a player or the result is a loss of rally. The ball may not be carried. (A carried ball is one, which rests on the racquet in such a way that the effect is more of a sling or throw than a hit.)
3. Failure to Return - any of the following constitutes a failure to make a legal return during a rally:
 4. The ball bounces on the floor more than once before being hit.
 5. The ball does not reach the front wall on the fly.
 6. A ball, which obviously did not have the velocity or direction to hit the front wall, strikes another player on the court.
 7. Switching hands during a rally.
 8. Touching the ball with the body.
 9. Carry or sling the ball with the racquet.

****** ADDITIONAL INFORMATION**

*1. No animals in indoor/outdoor facilities. (Exception: Assisted living animals)

*2. Default Policies:

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 4pm).
- Default is recorded as a loss but does not require a fee payment.

*5. ID Policy:

Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community. The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to "OUR" participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in

essence, taking the opportunity to participate away from an eligible participant who we are here to serve. Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**