



INTRAMURAL RACQUETBALL RULES

All rules not specifically outlined in the following supplement will conform to AARA Racquetball

1 - THE GAME

During Round Robin play. One match will be played to 15 points.

Once the round robin is completed, the 4 participants with the best records from each bracket will advance to a single elimination tournament. If players have the same record the tie will be decided as follows: 1) head to head and 2) point differential. In the single elimination portion of the tournament, a player wins the match when he/she wins best out of three games. Games will still be played to 15, but the third game will be played to 11 points.

2 - PLAY REGULATIONS

The player winning a coin toss, lag, rally, or other acceptable method of deciding which player or team serves first, has the option to serve or receive to the start the first game. The second game will begin in reverse order of the first game. If the match should go to a third game, the player with the highest total of points from games 1 and 2 will have the option to serve or to receive.

3 - SCORING

Points are scored only by the serving side when it serves an irretrievable serve (an ace) or wins a rally. Losing the serve is called a sideout.

4 - SERVES

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

(3.1) DEAD-BALL SERVES - results in no penalty and the server is given another serve.

(3.2) FAULT SERVE - Two fault serves result in a handout.

(3.3) OUT SERVE - An out serve results in a sideout.

3.1 Dead-Ball Serves

(a) Broken ball

3.2 Fault Serves

(a) Short serve

(b) Three-wall serve

(c) Ceiling serve

(d) Long serve - A serve that hits the front wall and rebounds to the back wall without touching the floor.

(e) Out-of-court serve

(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 from having a clear view of the ball.

3.3 Out Serves

(a) Two consecutive fault serves - See Rule 3.2



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3.3 Out Serves

- (a) Two consecutive fault serves - See Rule 3.2
- (b) Missed serve attempt - Any attempt to hit the ball on a serve that results in a total miss.
- (c) Touched serve - Any served ball that on the rebound touches the server or server's racquet.
- (d) Non-front wall - Any serve that does not strike the front wall first.

4 – CHANGES OF SERVE

Any of the following result in an out:

- (a) Out serve - See Rule 3.3
- (b) Two consecutive fault serves - See Rule 3.2
- (c) Failure to return ball

5 - TIMEOUTS

Each player is entitled to two 30-second timeouts per *match*. The rest period between the first two games of a match is two minutes. If a tie-breaker is necessary, the rest period between games two and three shall be a maximum of five minutes.

6 - HINDERS

Any time the court or a player interferes with the normal flow of play it is called a *hinder* and the rally should stop immediately and be replayed. There are two types of hinders:

- (6.1) DEAD-BALL HINDERS
- (6.2) POINT HINDERS

6.1 Dead-Ball Hinders

A rally is replayed without penalty and the server receives two serves whenever the following occurs:

- (a) Court hinder - The ball takes an incorrect bounce due to an irregularity in the court surface
- (b) Ball hits opponent
- (c) Body contact
- (d) Safety holdup - Any player about to execute a return who believes he/she might strike his/her opponent may call a safety hinder

6.2 - Point Hinders

A point hinder results in the loss of the rally. The following are considered to be point hinders:

- (a) Failure to move - A player who does not move sufficiently to allow an opponent a straight shot to the front wall, as well as a cross court shot.
- (b) Stroke interference - This occurs when a player moves or fails to move so that the opponent returning the ball does not have a free, unimpeded swing.
- (c) Blocking
- (d) Moving into the ball
- (e) Intentional distractions - Deliberate shouting, stamping of feet, waving of racquet, or any other form of deliberate distraction towards the player hitting the ball.
- (f) Wetting the ball