



INTRAMURAL RACQUETBALL RULES

1. The Game:
 - a. Game time is forfeit time. If the minimum amount of players is not present at game time, the entire match will be forfeited.
 - b. The Players
 - i. Players will pick up game cards from the intramural office before game time, fill them out, and return them to the office after the game
 - c. Manager Meeting
 - i. Racquetball is self-officiated. Players will fill out a game card after the match and return it to an Intramural Sports Supervisor.
 - ii. The captains will play rock-paper-scissors for the choice of court side or service
 - iii. Teams will change sides after the first game
 - d. Team Spokesman
 - i. The team manager is responsible for communicating with the other team manager over any discrepancies
 - e. The Court
 - i. Games will take place at the racquetball courts across from the Lower Exercise Room in the Recreation Center
 - f. Player Restrictions
 - i. Participants may only play on one team per gender league (i.e. one men's/women's league and one co-rec league). If a gender league folds due to an insufficient amount of teams or is not offered, the participant will be allowed to play on two co-rec teams in separate divisions. This is the only time a player may play in multiple divisions within a sport (i.e. Men's D2 and Men's D3, or Co-Rec D2 and Co-Rec D3).
 - ii. If an IFC Division is offered, men may play in either the IFC or men's division, but not both. If a Panhellenic league is offered, women may play in either the Panhellenic or women's division, but not both.
 - iii. Club sport players are only allowed to play in Division 1, unless the highest division offered is Division 2. There may only be two club players on the court at a time, but there is no limit to the number of club players on a team.
 - iv. Intercollegiate athletes may not participate in an ASI Intramural Sport similar to their Cal Poly sport until a minimum of three academic quarters (not including summer) after they have been on their Cal Poly sport's active roster. They are, however, eligible to play an ASI Intramural Sport dissimilar to the sport they play for Cal Poly.
2. Equipment/Dress Code
 - a. Dress Code
 - i. Closed-toed shoes must be worn at all times during play
 - ii. Athletic attire must be worn at all times during play
 - b. Jewelry
 - i. No jewelry is allowed. If a player has jewelry on during the game it is a side out or a point to the other team.

3. Co-Rec Rules

- a. In a co-rec doubles league, partners must alternate serving
- b. All co-rec games must abide by the N+1 rule. There may only be a difference of one between the number of men and women players on the court at any time.

4. Fouls and Penalties

a. Spectators

- i. Spectators and team members not playing must stay out of the court at all times
- ii. Teams are responsible for their spectators. Poor spectator behavior may cause a team to receive a "minus" behavior rating.

b. Zero Tolerance Policy

- i. There is no alcohol or drugs allowed at ASI Intramural Sports games. If a player or fan is under the influence, they will be ejected immediately and disciplinary action may follow. If an Intramural Sports Supervisor feels that there is a threat to participant safety or suspects that a team might be under the influence, they are required to stop the game immediately. If there is no proof of substance use, the game will be rescheduled for another time.

5. Racquetball Rules

a. Game Length

- i. A regulation match consists of two games to 15 points and a tiebreaker game to 11 points if needed

b. Scoring

- i. The object of racquetball is to win rally points. A player may only win a rally point on their own service. If a rally is won as the returner, the player now becomes the server and no points are awarded.
- ii. Only the server may score points. The server continues to serve as long as they continue to score.
- iii. The game is won by the first to score 15 points, or 11 on the tiebreaker game (no two-point lead necessary). Best of three matches wins.

c. The Service

i. Clean serves

1. The server stands between the two solid lines. The receiver may not cross the dotted line until after the served ball crosses the short line.
2. A service hits the front wall before it can touch any other surface
3. A serve flies over both solid lines. A ball that lands on the short line is a fault.
4. A serve hits the floor before hitting the back wall. It is acceptable to hit one side wall in the process.

ii. Fault Serves

1. A second-chance serve provided if a fault serve occurs.
2. A serve is considered a fault if the ball:
 - a. Does not hit the floor before hitting the back wall
 - b. Hits three walls before bouncing
 - c. Does not fly over both solid lines

iii. Out Service

1. No second-chance serve provided if an out serve occurs
2. A serve is considered out if:

- a. The ball misses the front wall (hitting the floor, sidewall, or ceiling before hitting the front wall)
 - b. The serve hits you before it bounces after hitting the front wall
- d. Playing the Game
 - i. The ball must hit the front wall before hitting the floor twice
 - ii. The ball may hit other walls and the ceiling before hitting the front wall
 - iii. Only the server scores a point. If the receiver wins a rally, they will become a server and no points are awarded.
- e. What if the ball hits the other player?
 - i. If the ball hits the other player while the ball was going towards the front wall, the point is played over with no penalty. The formal term for this is “hinder.”
 - ii. If you think you’re about to hit the other player, stop. This is no penalty. Inform the other player you call a “hinder,” so they know why play stopped. (Good players appreciate this.)
 - iii. If the ball hits the other player after hitting the front wall, then the point or serve goes to the player who hit the ball.