

## **Racquetball Rules**

Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!

### **General Information**

The team captain is responsible for all information contained in the Intramural Rules and [2016- 2017 IM Handbook](#).

**Location:** All Intramural racquetball matches are played at ARC Racquetball Courts or at the CRCE Racquetball Courts (As determined by the captains).

**Advancing to Playoffs:** Teams that meet the following criteria will advance to compete in the playoffs:

- a) Team must have won
  - a. 3 games or more (out of 4) during the regular season = Regular length season
  - b. 2 games or more (out of 3) during the regular season = Shortened season
- b) Team must have completed the online captains quiz
- c) Team must have NO regular season forfeits (No shows / failure to meet for a match)

Playoff criteria will only be adjusted in situations where facility or weather conditions limit play. It is the captain's responsibility to check their playoff schedules which will be made available on IM Leagues as soon as possible after the regular season has concluded.

**Game Time:** Teams will be scheduled to play their opponent on a weekly basis. Racquetball is a self-scheduled and self-officiated league, as it is up to the captains to find a date and time to play their opponent. Participants should decide amongst themselves what date, time, and location (ARC or CRCE) they will play at. Captains should contact each other via email or phone, which can be found under the participant's player page on IM Leagues and will be provided with the game schedule. Matches must be played and reported by Friday at noon of that week. Scheduled opponents for each week can be accessed through the [IM Leagues website interface](#).

**Reporting Game Results-** When a match has been completed one of the captains should send the result listing the team name and the match score to [intramurals@illinois.edu](mailto:intramurals@illinois.edu) . In order to avoid discrepancies, both captains should be listed on the email confirming the match result.

**Officiating:** Games will be self-officiated, when a discrepancy occurs, play the point over.

## Equipment

**Racquets / Racquet Balls :** Participants may check out Racquets and Racquet balls at Member services at the front desk of the ARC or CRCE. Participants are also allowed to bring their own racquets as long as they are deemed regulation sized racquets.

**PADS/BRACES:** No pads or braces may be worn above the waist. Leg and knee braces made of hard material must be covered on both sides and all edges with appropriate slow-recovery padding.

**JEWELRY:** No jewelry may be worn. Jewelry must be removed before the participant will be allowed to participate. Medical alert bracelets are permitted but they must be taped down. Taping of all other jewelry is not permitted.

**BLOOD RULE:** If a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed.

**Attire:** Players must wear athletic attire. No jeans or khaki pants/shorts are allowed.

## Rules and Regulations

### **TEAM COMPOSITION**

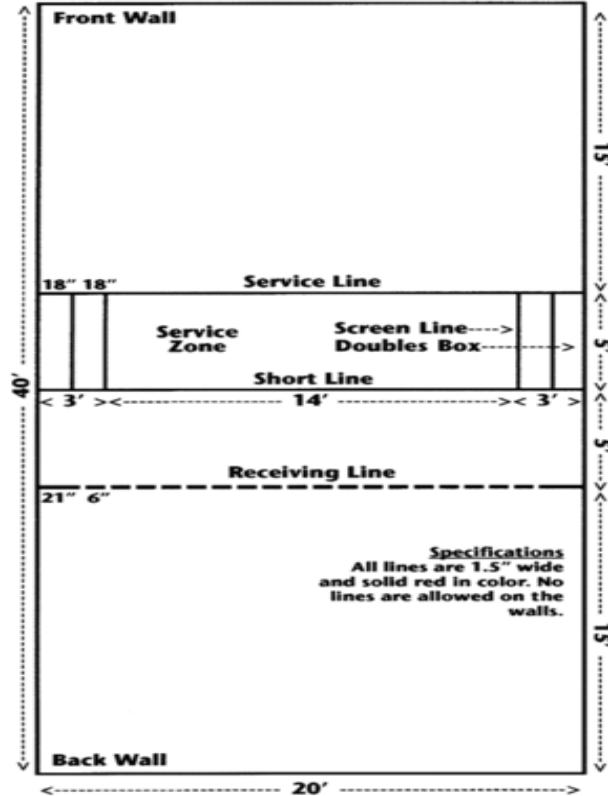
1. **TEAMS:** Depending on the type of league/tournament each team will consist of the number of players listed below:

- a. Doubles – 2 players
- b. Singles – 1 player
- c. Teams must have the correct amount of players to play the game

2. **PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all intramural policies.

### **PLAYING AREA AND EQUIPMENT**

1. **PLAYING AREA:** All games will be played in the Racquetball Courts of the ARC or CRCE.



#### TIMING:

1. MATCH: Shall consist of the best 2 out of 3 games.
2. GAME: The first two games of a match are played to 15 points (It is not necessary to win by two). If each side wins one game, a tiebreaker game is played to 11 points
3. RALLY SCORING: A point will be scored on every service.
4. TIME LIMIT: There is no time limit. No time outs will be permitted.

#### SERVE:

- The ball must be served from the service zone. A foot fault occurs when the server steps completely over the lines before the ball has crossed the short line.
- The server must bounce the ball and hit it off of the first bounce. The served ball must strike the front wall first, and then it may strike one sidewall prior to landing beyond the short line. The served ball may not rebound and hit the back wall on the fly.
- A fault occurs when the served ball lands in front of the short line, hits the front wall plus two side walls, makes contact with the ceiling, hits the back wall on the rebound from the front wall (and a side wall), or goes out of the court.
- A served ball is out when more than three bounces occur within the service zone (bounce then catch, bounce then catch, bounce then hit is legal), the ball is missed on an attempt to strike it off the first bounce or touches any part of the server's body, or it strikes the ceiling, side wall, or floor prior to hitting the front wall.

- On the return, the receiver may not enter into the service zone or beyond it, make contact with the ball before it crosses the short line, hit the ball after the second bounce, or allow the ball to hit the ground prior to contacting the front wall.
- Failure to return a legal serve results in a point for the server.
- A server's turn will end when he/she makes two consecutive faults, an out serve, fails to return the return, or commits an avoidable hinder.
- The receiver shall be ready prior to service.
- A player may not deliberately wet the ball.

#### **RALLIES:**

- Each legal return after a serve is called a rally.
- A player may use one or both hands to return but may not switch hands; this will result in an out.
- During each return, the ball may only be contacted once.
- The player has the opportunity to hit the ball until it has touched the floor a second time.
- Only the player making the return can touch the ball; anyone else touching it will result in an out and a point given to the returner.
- If a player loses his/her racquet, play will continue until the point has been decided unless it strikes an opponent or interferes with play.
- In a Doubles Match, a participant will have to alternate shots with their partner

#### **HINDERS:**

##### **• Dead ball hinders occur when:**

- The ball contacts any part of the court that is considered out of play
- The ball hits an opponent on the return to the front wall
- Body contact between players interferes with seeing or returning the ball
- The ball is screened from an opponent's view by a player who just returned the ball and is unable to move out of the way
- The ball bounces between an opponent's legs and cannot be seen
- Any other unintentional interference that may occur.

It is the duty of the player who just returned the ball to move out of an opponent's way.

Dead ball hinders result in immediate stoppage of play and a replay of that point.

##### **• Avoidable hinders include:**

- The failure of an opponent to get out of the way
- The intentional blocking of an opponent's view or ability to return the ball
- A player moving into the way of a ball that was just played by the opponent
- Deliberately hitting or pushing an opponent during a rally (this will also result in an ejection from the tournament).
- All avoidable hinders result in a point being awarded to the appropriate player.

If you feel as if your swing will hit your opponent, please stop your swing and replay the point. It is better to replay a point than injure someone.

#### **RACQUETBALL TERMS:**

- Short line - midway between and is parallel with the front and back walls dividing the court into equal front and backcourts.
- Service line - parallel with and located 5 feet in front of the short line.

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- Service zone - the space between the outer edges of the short and service lines.
- Service boxes - located at each end of the service zone by lines 18 inches from and parallel with each sidewall.
- Receiving lines - 5 feet back of the short line, vertical lines shall be marked on each side wall extending 3 inches from the floor.

### **DOUBLES MODIFICATIONS**

1. **SERVING:** The pair who has the right to serve first shall decide which partner will serve first. For the initial serve only one partner will serve. Once that team has lost the serve, both the opposing partners will have a chance to serve.

2. **ORDER OF HITS:** No player shall hit two consecutive shots in doubles play.

