

Racquetball

All standard Intramural Rules apply. League will follow standard USA Racquetball rules and format with the following changes/clarifications:

General Rules

- Racquetball will be played league style, followed by a double elimination tournament.
- The league will be played in the Student Recreation Center, starting at 6pm each night. Check the current semester's schedule for the start date.
- The tournament will be scheduled at specific times. Participants have 10 minutes to arrive at their scheduled match, or he/she will receive a forfeit.

Teams

- This league may be a singles or doubles format.

Equipment

- All equipment will be provided by the department.

Timing

- All matches will be played best 2 out of 3 games.
 - A game is won at 15 points.
 - The third game, if needed, will be played to 11 points
- Championship match will be best 3 out of 5 games.

Gameplay

- Participants will play “rock, paper, scissors” to determine who serves first. Winner of toss has choice of serving first, receiving first, or side of table.
- During the first few weeks, participants will play as many different people as possible. You can play 1 match per week or more if you prefer. If you miss a week, you are not penalized. The last week of the regular season, each participant who qualifies will be seeded, based on record
- To qualify for playoffs, players must have competed in as many matches as there are weeks in the league, not counting the tournament.
 - For example, if the season lasts 6 weeks, you must have competed in 6 matches to play in the tournament.
- 11 Rules to get started:
 - A game is played to 15 points.
 - A match consists of 2 games to 15 points with a tie-breaker to 11.
 - You must be serving to score points.
 - To serve, stand between the two red lines that run the width of the court.
 - The server must bounce the ball once before putting the ball in play.
 - The serve must hit the front wall first and cannot hit the ceiling at any time.
 - You get a second serve if the first serve is a fault. It must bounce between the short line (the back of the service line zone), and the back wall.
 - The four fault serves are: short serve, long serve, 3 wall serve, and ceiling serve.
 - You must return the ball before it bounces twice. Once you hit the ball, it may hit any combination of walls and/or ceiling. However, it must always hit the front wall before hitting the floor.
 - A hinder is called when your opponent gets in the way of you getting to the ball or gets in the way of your shot. The point is replayed.
 - If the ball goes outside of the court during the rally the person hitting the ball out loses the rally.