

# Racquetball Rules

updated 01/25/10

## GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU student or current FIU Recreation Member.** All expired memberships must be updated before the individual may play in any game. Participants must have their Panther ID at every game. Any games in which an ineligible player signs in will be considered a forfeit.
2. All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.
3. **Teams are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
4. Alcoholic beverages, smoking, and pets are prohibited from all Intramural contests.
5. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.
6. Official IRF (International Racquetball Federation) rules will be observed with the following Intramural Sports modifications.

## EQUIPMENT

1. Appropriate gym footwear must be worn.
2. Racquets and balls will be provided by participants.
  - o These items may be rented/purchased from the Pro Shop in the Recreation Center.

## THE GAME

1. Participants will officiate their own matches.
2. The winner of a match is the first person to win two games. The winner of a game is the first person to score 15 points with at least a 2-point lead.
3. Service:
  - o 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.
  - o 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 (1) side wall prior to landing beyond the short line. The served ball may not rebound and hit the back wall on the fly.
  - o A fault occurs when the served ball lands in front of the short line, hits the front wall plus two (2) 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.
  - o A served ball is out when more than three (3) 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 (2) consecutive faults, makes 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.
4. 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.
5. 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 or 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 or 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.