



Stevenson University Department of Campus Recreation
Intramural Racquetball Rules

Stevenson University Intramural Racquetball will follow the current rules of US Regulation Racquetball or NIRSA (National Intramural and Recreational Association) unless modified to accommodate facility or program needs. Those who are subject to the rules are: team representatives (players, substitutes, coaches and spectators) and other persons affiliated with the team are subject to the rules of the game and shall be governed by the decisions of the Intramural Staff assigned to the game.

Player Eligibility

1. Participation is limited to all currently enrolled, fee-paying SU students, faculty members, and full-time staff.
2. In order to be eligible to participate, each eligible player MUST present his/her current, valid SU ID. Check-in takes place at designated sign-in locations at the facility, field or court (usually at the Scorekeeper's table). Individuals who are unable to provide a current, valid SU ID will not be permitted to participate. No other forms of identification will be accepted (email, class schedule, Driver's License, etc).
3. For additional information regarding player eligibility, team rosters and participant check-in refer to the SU Intramural Handbook available online at the SU Intramural Sports website and in the Intramural Sports office in Garrison Hall North - Room 106.

Equipment and Playing Field

1. The game equipment will be provided by the Intramural Sports Staff.
2. Teams are encouraged to wear their own like-colored jerseys. Scrimmage vests (pinnies) are available for checkout at the courts.
3. Individual Player Equipment must meet the following requirements:
 - a. Shirts: Shirts must be worn throughout the game. Shirts must not have arm openings that are larger than four inches. Referees will measure the arm openings with their fist. Shirts that have been altered and are missing more than the length of the sleeve will not be permitted.
 - b. Pants: Players may not wear pants or shorts that have belt loops, metal, cargo pockets or exposed drawstrings. Players may not wear towels that hang from the waist.
 - c. Headgear: Baseball caps or other rigid headwear is not permitted. Players may wear rubber or cloth elastic headbands that are used to control hair. Bandanas with knots are prohibited.
 - d. Pads or Braces: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with slow-recovery padding.

- e. Shoes: All players must wear shoes. Athletic/Tennis shoes are permitted. Any other type of shoe that the official deem unsafe is prohibited.
4. Jewelry is NOT allowed to be worn by any participant during the game. Jewelry consists of visible rings (wedding bands), watches, necklaces, earrings, studs (including tongue or lip rings), bracelets (metal or cloth) and any other such similar jewelry. Medical alert bracelets must be taped to the body or secured under clothing such as a sock to be worn during play. Taping of any other forms of jewelry, other than a medical bracelet, is prohibited. Players are subject to ejection for failure to remove jewelry.
5. Game time is forfeit time. Any team that forfeits a game can jeopardize any playoff potential due to a low sportsmanship rating. Teams who forfeit more than once will be dropped from the league.
6. Racquets and Balls are available to reserve from the campus rec office.

I. The Game

A. A team consists of one player.

B. Points and outs: Points are scored only by the serving side when it serves an ace or wins a volley. When the serving side loses a volley it loses the serve. Losing the serve is called an "OUT" in singles, and a "HAND-OUT" in doubles.

C. A game is won by the first side scoring 15 points. Unless a rule exception exists, the first side reaching the requisite score is the winner. If the match goes to three games, the third will be played to 11.

D. A match is won by the side first winning two out of three games OR whoever is leading after 40 minutes has passed. If the third game is tied when the 40 minute limit is announced, a final, sudden death point will be played until someone scores a point.

E. Team records shall be kept based on the total number of games won and lost. For example, a team winning two matches and losing one would have a record of 2-and-1.

II. Equipment

A. Only a US Regulation racquetball (usually blue) can be used in Intramural play. International racquetballs (usually bright green) cannot be used. Players may check out racquetballs from the Intramural Sports Building Equipment Room.

B. Racquets can be checked out from the Intramural Sports Building Equipment Room.

C. Racquets are required to have a safety strap and they must be used.

D. The use of protective eye goggles is highly recommended.

III. Serve (Singles)

A. Order

1. The play or side winning the toss becomes the first server and starts the first game, and the third game.

B. Place

1. The server may serve from any place in the service zone. No part of either foot may extend beyond either line of the service zone. Stepping on the line (but not beyond) is permitted. Server must remain in the service zone until the served ball passes the short line. Violations are called "FOOTFAULTS".

C. Manner

1. A serve is commenced by bouncing the ball to the floor in the service zone, and on the first bounce the ball is struck by the server's racquet so that it hits the front wall and on the rebound hits the floor back of the short line, either with or without touching one of the side walls.

IV. Dead Ball Serves

A. Dead ball serves occur when an otherwise legal serve:

1. Screen Balls:

i. Passes too close to the server to obstruct the view of the returning side.

2. Court Hinders:

i. Hits any part of the court that under local rules is a dead ball.

V. Fault Serves

A. The following serves are faults and any two in succession results in a "hand-out"

1. A foot fault results:

i. When the server leaves the service zone before the served ball passes the short line.

ii. A short serve is any served ball that first hits the front wall and on the rebound hits the floor in front of the back edge of the short line either with or without touching one side wall; or:

iii. A two-side serve is any ball served that first hits the front wall and on the rebound hits two-side walls on the fly.

iv. A ceiling serve is any served ball that touches the ceiling after hitting the front wall either with or without touching one side wall.

v. A long serve is any served ball that first hits the front wall and rebounds to the back wall before touching the floor.

vi. Any ball going out of the court on the serve.

VI. Out Serves

A. Any one of the following serves results in a "hand-out"

1. Any attempt to strike the ball on the first bounce that results either in a total miss or in touching any part of the server's body other than their racquet.

2. Any served ball that strikes the server's partner, or the ceiling, floor or side wall, before striking the front wall.

3. Any served ball that on the rebound from the front wall touches the server while any part of their body is out of the service box.

4. If the served ball hits the crotch in the front wall it is considered the same as hitting the floor and is an out.

VII. Return to Serve

A. The receiver or receivers must stand at least FIVE feet back of the serving line, as indicated by the THREE inch vertical line on each side wall, and cannot return the ball until it passes the back serving line. Any infraction results in a point for the server.

B. To eliminate any misunderstanding, receiving side should not catch or touch a defectively served ball until it has touched the floor the second time.

C. In making a fly return the receiver must end up with both feet back of the service zone. A violation by a receiver is a point for the server.

D. After the ball is legally served, one of the players on the receiving side must strike the ball with their racquet either on the fly or after the first bounce and before the ball touches the floor the second time, to return the ball to the front wall either directly or after touching one or both side walls, the back wall or the ceiling, or any combination of those surfaces. A returned ball may not touch the floor before touching the front wall.

E. The failure to return a serve results in a point for the server.

VIII. Volleys

A. Each legal return after the serve is called a volley. Play during volleys shall be according to the following rules:

1. Only the head of the racquet may be used at any time to return the ball. The ball must be hit with the racquet in one or both hands. Switching hands to hit a ball is an out. The use of any portion of the body is an out.
2. In attempting returns, the ball may be touched only once by one player or returning side. Each violation of "A" or "B" results in a hand-out or point.
3. If a player swings at but misses the ball in play, the player may repeat their attempts to return the ball until it touches the floor the second time.
4. Any touching of a ball before it touches the floor the second time by a player other than the one making the return is a point or out against the offending player.

5. Out-of-Court Ball

i. After Return:

- a. Any ball returned to the front wall which on the rebound or on the first bounce goes into the gallery or through any opening in a side wall shall be declared dead and the serve replayed.

ii. No Return:

- a. Any ball not returned to the front wall, but which caroms off a player's racquet into the gallery or into any opening in a side wall either with or without touching the ceiling, side or back wall, shall be an out or point against the players failing to make the return.

6. Play Stoppage

- i. If a player loses a shoe or other equipment, or foreign objects enter the court, or any other outside interference occurs, play shall stop.
- ii. If a player loses control of their racquet, time should be called after the point has been decided, providing the racquet does not strike an opponent or interfere with ensuing play.

IX. Dead Ball Hinders

A. The following are dead ball hinders:

1. Court Hinders:

- i. Hits any part of the court which under local rules is a dead ball.

2. Hitting Opponent:

- i. Any return that touches an opponent on a fly before it returns to the front wall.

3. Body Contact:

- i. Any body contact with an opponent that interferes with seeing or returning the ball.

4. Screen Ball:

- i. Any ball rebounding from the front wall close to the body of a player on the side which just returned the ball, to interfere with or prevent the returning side from seeing the ball.

5. Straddle Ball:

- i. A ball passing between the legs of a player on the side which just returned the ball, if there is no fair chance to see or return the ball.

6. Other Interference:

- i. Any other unintentional interference which prevents an opponent from having a fair chance to see or return the ball.

7. Dead ball hinders result in the point being replayed.

B. A call of a "Hinder" stops the play and voids any situation following such as the ball hitting a player. No player is authorized to call a hinder, except on the back swing and such a call must be made immediately.

C. While making an attempt to return the ball, a player is entitled to a fair chance to see and return the ball. It is the duty of the side that has just served or returned the ball to move so that the receiving side may go straight to the ball and not be required to go around an opponent.

D. Both players on a side are entitled to a fair and unobstructed chance at the ball and either one is entitled to a hinder even though it naturally would be their partner's ball or that they may already have missed it. It is not a hinder when one player interferes with their partner.

X. Avoidable Hinders

A. The following are examples of Avoidable Hinders:

1. Does not move sufficiently to allow opponent their shot.
2. Moves into a position effecting a block on the opponent about to return the ball, or in doubles, one partner moves in front of an opponent as their partner is returning the ball, or :
3. Moves in the way and is struck by the ball just played by their opponent.
4. Deliberately pushing or shoving an opponent during a volley.

B. An avoidable hinder results in an "Out" or a point depending upon whether the offender was serving or receiving.

XI. Rest Periods

A. Deliberate delay exceeding Ten seconds by server, or receiver shall result in an out or point against the offender.

B. During a game each player in singles either while serving or receiving may request a "time out" for a towel, wiping glasses, change or adjustment. Each "time out" shall not exceed 30 seconds. No more than three "time outs" in a game shall be granted each singles players or each team in doubles.

C. No "time out" shall be charged to a player who is injured during play. If an injured player is not able to resume play after total rests of 15 minutes the match shall be awarded to the opponent or opponents.

D. A two (2) minute rest period is allowed between all games.

Sportsmanship

1. The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.

2. A team is responsible for the actions of the individual team members and spectators related to it. Additionally, SU Intramural Sports does not recognize the use of coaches. Only the team captain shall speak to the officials regarding administrative matters (ejections, disqualifications, etc). Furthermore, the team captain's efforts in assisting Intramural Staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.
3. Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.
4. Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines. Protests or appeals of sportsmanship ratings will not be recognized. The Intramural Sports administrative staff reserves the right to review any rating given to a team.
5. Additional information regarding team and participant sportsmanship including the rating method, factors, and scale is available in the Intramural Sports Handbook, available online at the SU Campus Recreation web site.