



Singles/Doubles Racquetball

Revised: August 2014

Any rule not specifically covered will be governed in accordance with the [2013 USA Racquetball Rule Book](#).

ASSUMPTION OF RISK STATEMENT

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

RULE 1: ELIGIBILITY

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students and faculty/staff members with Recreational Sports Memberships.
- 2. SOUTHERN MISS ID CARD:** A current Southern Miss ID must be presented to the Supervisor to participate at each Intramural Sports activity.
- 3. NUMBER OF TEAMS:** Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men's recreational team and a men's competitive team).
- 4. SIGNED IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

RULE 2: TEAM COMPOSITION

- 1. TEAMS:** Depending on the type of league/tournament, each team will consist of the following number of players:
 - a. Doubles – 2 players
 - b. Singles – 1 Player

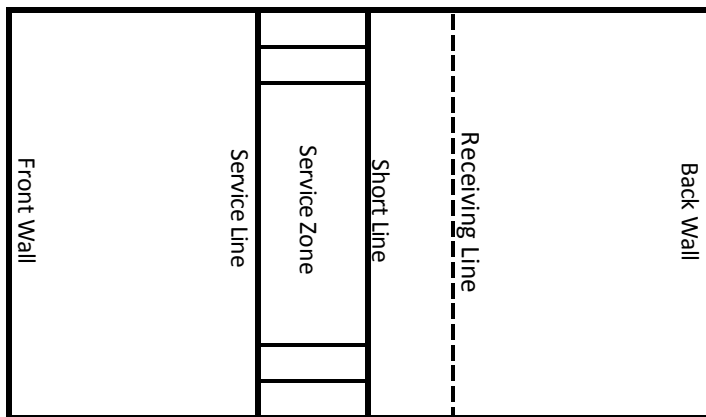
- PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all Intramural Sports policies.

RULE 3: DEFAULTS, FORFEITS AND PROTESTS

- FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the game, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Recreational Sports Office. The captain of the forfeiting team will be suspended from play until that payment has been made. Teams are only allowed one forfeit per sport per season. If a team forfeits twice, it will be removed from the league for the remainder of the season.
- DEFAULTS:** If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports Office by 12:00 p.m. the day of the contest to declare a default. The defaulting team will receive a loss and a 'B' for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
- PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, they delay shall count as an official's time out. Official's judgment calls cannot be protested.

RULE 4: PLAYING AREA AND EQUIPMENT

- PLAYING AREA:** All games will be played at the Payne Center Racquetball Courts.



2. **EYEWEAR:** Eyewear is required for play and can be checked out at equipment issue.
3. **RACKETS:** You may use your own racket or check one out from the Payne Center equipment issue.
4. **BALLS:** You may use your own balls or check them out from the Payne Center equipment issue.
5. **SHOES:** Athletic, close toed shoes are required.
6. **ATTIRE:** Players must wear athletic attire.

RULE 5: LENGTH OF THE GAME AND TIMING

1. **SELF-SCHEDULING SPORT:** It is the responsibility of both parties to contact each other to schedule a play time and place to play. This match must be scheduled and played prior to the deadline of posted for the round.
2. **MATCH:** Games will consist of the best 2 out of 3 games.
3. **GAME:** The first two games of a match are played to 15 points. If each side wins one game, a tiebreaker game is played to 11 points
4. **SCORING:** Points can only be scored by the serving player/team.

RULE 6: PLAYING THE GAME

1. **BEGINNING THE GAME:** To determine the serve in the first game, the sides will volley. The person who wins the volley has choice of serve/receive or side.
2. **SERVE:** Below are serving specifications:
 - a. The server will have two opportunities to put the ball into play.
 - b. The player or team scoring the highest total of points in games one and two will have the option to serve or receive first at the start of the tiebreaker. If both players/teams score an equal number of points in the first two games, another volley will take place and the winner of the volley will have the option to serve or receive.
 - c. The server may not start the service motion until the score has been called out loud. The serve is started from any place within the service zone.
 - d. Neither the ball nor any part of either foot may extend beyond either line of the service zone when initiating the service motion. Stepping on, but not beyond, the line is permitted.

- e. When completing the service motion, the server may step beyond the service (front) line provided that some part of both feet remain on or inside the line until the served ball passes the short line. The server may not step beyond the short line until the ball passes the short line.

3. CHANGE OF SERVICE: Any of the follow will result in a loss of service:

- a. Two consecutive fault serves or a single fault serve in one serve play.
- b. Any attempt to strike the ball that results in a total miss or in the ball touching any part of the server's body, including the foot. Also, allowing the ball to bounce more than once during the service motion.
- c. Any served ball that on the rebound from the front wall touches the server or server's racquet before touching the floor, or any ball intentionally stopped or caught by the server or server's partner.
- d. Any movement of the racquet toward the ball during the serve that is non-continuous and done for the purpose of deceiving the receiver. If a balk serve occurs, but there is no deceit was involved, the option of declaring "no serve" and having the serve replayed without penalty can be exercised.
- e. An illegal hit includes contacting the ball twice, carrying the ball, or hitting the ball with the handle of the racquet or part of the body or uniform.
- f. Any served ball that does not strike the front wall first.
- g. Any served ball that hits the crotch of the front wall and floor, front wall and side wall, or front wall and ceiling is an out serve (because it did not hit the front wall first). A serve into the crotch of the back wall and floor is a good serve and in play. A served ball that hits the crotch of the side wall and floor beyond the short line is in play.
- h. An out of court serve is any served ball that first hits the front wall and, before striking the floor, either goes out of the court or hits a surface above the normal playing area of the court that has been declared as out-of-play for a valid reason.
- i. An immediate loss of serve shall result if, after the serve has been struck, the server or doubles partner steps into the safety zone, before the served ball passes the short line.

4. RETURN OF SERVE:

- a. The receiver may not break the plane of the receiving line with the racquet or body until the ball either bounces in the safety zone or else crosses the receiving line.
- b. The follow through may carry the receiver or the racquet past the receiving line, but neither may break the plane of the short line unless the ball is struck after rebounding off the back wall.
- c. Any violation by the receiver results in a point for the server.
 - i. Defective Serve - A player on the receiving side may not intentionally catch or touch a served ball (such as an apparently long or short serve) until the ball has touched the floor for a second time. Violation results in a point.
 - ii. Legal Return - After a legal serve, a player receiving the serve must strike the ball on the fly or after the first bounce, and before the ball touches the floor the second time; and 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 must touch the front wall before touching the floor.

iii. Failure to Return - The failure to return a serve results in a point for the server.

- 5. PENALTIES:** A penalty results in the loss of the rally. A penalty does not necessarily have to be an intentional act. Any of the following results in a penalty:
- a. Failure to Move - A player does not move sufficiently to allow an opponent a shot straight to the front wall as well as a cross-court shot which is a shot directly to the front wall at an angle that would cause the ball to rebound directly to the rear corner farthest from the player hitting the ball. In addition, when a player moves in such a direction that it prevents an opponent from taking either of these shots it is a penalty.
 - b. Stroke Interference - This occurs when a player moves, or fails to move, so that the opponent returning the ball does not have a free, unimpeded swing. This includes unintentionally moving in a direction that prevents the opponent from making a shot.
 - c. Blocking - Moves into a position which blocks the opponent from getting to, or returning, the ball; or in doubles, the offensive player who is not returning the ball hinders or impedes either defensive player's ability to move into a position to cover the pending shot.
 - d. Moving into the Ball - Moves in the way and is struck by the ball just played by the opponent.
 - e. Pushing - Deliberately pushes or shoves opponent during a rally.
 - f. Intentional Distractions. Deliberate shouting, stamping of feet, waving of racquet, or any other manner of disrupting one's opponent is a penalty.
 - g. View Obstruction - A player moves across an opponent's line of vision just before the opponent strikes the ball.
 - h. Wetting the Ball - The players, particularly the server, should ensure that the ball is dry prior to the serve. Any wet ball that is not corrected prior to the serve shall result in a penalty hinder against the server.
 - i. Apparel or Equipment Loss - If a player loses any apparel, equipment, or other article, play shall be immediately stopped and that player shall be called for a penalty hinder, unless the player has just hit a shot that could not be retrieved. If the loss of equipment is caused by a player's opponent, then a replay hinder should be called. If the opponent's action is judged to have been avoidable, then the opponent should be called for a penalty hinder.

RULE 7: SPORTSMANSHIP

- 1. RATING:** Each team will begin the contest with a 4 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.

- A. (4.0) – Excellent Sportsmanship:** Players cooperate fully with the intramural sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.
- B. (3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the intramural sports staff and/or show minor dissent which may or may not merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.
- C. (2.0) - Mediocre Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "C" rating.
- D. (1.0) - Below Average Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.
- F. (0) - Unacceptable Sportsmanship:** Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "F" rating and the game and season will be forfeited.

RULE 8: COREC CLARIFICATIONS

- 1. TEAM COMPOSTION:** Each double team will consist of 2 players (1 male and 1 female).