



## Racquetball Rules

Each player must have a Rowan ID card before each contest to be eligible to participate. No other forms of identification will be accepted.

All intramural participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in intramural sports.

**GAME TIME IS START TIME!**

Guidelines:

Singles & Doubles available. Individuals & teams randomly matched up in a double elimination tourney. Generally one match per week. Participants must contact opponents to set up the match & winners must report results to IM office by submitting a scoresheet at the Rec Center Front Desk. Failure to play match by weekly deadline will result in a forfeit of 1 or both parties. Participants must contact IM office to inform of forfeit.

All A.A.R.A. rules apply with the following intramural modifications:

### Scoring

- Points are scored only by the player in service. A game is won by the first player/team to reach 15 points, win by one point. The winner of the match is the first player to win 2 of 3 games. Third game is played to 11 (if needed).

### Serving

- In singles or doubles, the server can stand in any part of the service zone. The server must bounce the ball before he/she may hit the ball. A legal serve must hit the front wall and return over the short line before hitting the floor. The legal serve can either be a straight rebound from the front wall or a combination with one sidewall, hitting the floor past the short line. Any other serve is illegal. There are 2 types of illegal serves: a) "short" or "long" which allow for a 2nd serve, or b) a serve that does not hit the front wall first, or a serve that hits the server on its backward flight.
- In doubles the serving order is as follows A1, B1, B2, A2, A1, B1, B2, A2, A1, etc. The service order established at the beginning of the game must be



followed throughout the entire game. The server's partner must stand in the safety zone, (the server's box with their back to the side wall, both feet on the ground) until the serve passes the short line.

## Receiving

- Receiving players must remain five feet behind the short line until a served ball lands or passes over the short line.
- Long serve: the receiver has the option of playing a ball that would be called long; if it is not played then a second serve is allowed. (A short serve cannot be played.)
- A receiving player may hit the ball on either the volley (must be 5 feet behind the short line) or the bounce, and may return it to the front wall with any combination of walls as long as the ball hits the front wall before touching the floor.

## Game Play

- First serve goes to the player winning the coin toss. The loser will serve first in game two. In doubles, after the first server has lost their serve, both opposing members serve and the rotation begins.
- Once the ball is put into play, a rally continues until a player does not make a legal return. Each team is allowed a clear view and room to execute all returns during a volley. Interference is considered a hinder and the point is replayed.

## Hinders are as follows:

- A serve, which is served too close to the server's body, it impedes the view of the ball by the receiver.
- A serve that hits your partner while he/she is in the server's box.
- A ball that strikes an opponent before hitting the front wall.
- A player is not given clear view or position for a return shot. Physical contact, which impedes effort of player to return ball.
- A safety hinder is called when a player has fear of hitting their opponent with their racquet or the ball.
- If the ball is touched with a hand, arm or any part of the body during the return, then it is considered a loss of serve or point.



- In doubles, if one player swings and misses the ball, his partner may attempt to return the ball.