

IM Sports - RACQUETBALL RULES

AARA rules with IM modifications and the IM General Rules will govern play.

PSU ID+ CARDS: PSU ID+ Cards are required at Check-in and/or before each match.

THE MATCH: A match will consist of the best-of-three, 15 point games. (Exception: 11 for the third game). A player does not have to win by two, 15-14 wins. Only the player serving can score points. Person winning serve in first game also serves first in the third game.

SAFETY: Eye Guards: Eye Guards are required and are available from the IM Equipment Room for your match. **Racket Cords:** All racquets must have a safety cord which is to be wrapped around the player's wrist. Switching the racquet from one hand to the other is prohibited.

SERVING: The server must stand in the service zone and bounce the ball one time before striking the ball. The ball must strike the front wall before striking any other wall/ceiling/floor. Failure to do so is an out. The server has two tries to legally serve the ball (exceptions: see OUT SERVES).

RECEIVING: The person being served to must stand behind the receiving line (5 feet behind the short line). Receiver may play the ball either in the air or anytime before the ball hits the floor a second time.

FAULT SERVES: players have two attempts to hit a legal serve. A fault serve occurs when: after the ball strikes the front wall...

- the ball hits the floor on or in front of the short line.
- the ball hits both side walls before hitting the floor.
- the ball hits the back wall before hitting the floor (or leaves the court).
- the ball hits the ceiling.

OUT SERVES: a player losses his/her serve immediately when:

- the server enters into the safety zone (between short & receiving line) before the ball passes the short line.
- the server fails to hit the front wall first.
- the serve touches the server in mid-air.
- after two successive fault serves.

RALLIES: rallies commence with the return of serve. The ball can be hit either on the fly or after a bounce; play continues until a player fails to return a ball to the front wall, the ball hits the floor twice before it is hit by the opposition, or a hinder occurs or the ball leaves the court.

HINDERS: hinders are stoppages of play, and result in the replay of the point. It is your responsibility to give your opponent enough room to hit the shot they want to hit. You must also give them a straight shot to the front wall as well as the angle that would result in a crosscourt shot to the opposite back corner.

Typical hinder examples are:

1. ball strikes any part of the court resulting in an erratic rebound (fan vents/door knob/lights/fence etc.).
2. accidentally hitting opponent with the ball as it is heading toward the front wall.
3. unintentionally contacting opponent while attempting to make a play on the ball.
4. screening opponent's view of the ball or having the ball pass between one's legs.

ELIGIBILITY of Club Racquetball Players: Eligible for the Major Division and the Coed Doubles Division (one player per team).

QUESTIONS: Intramural Office - 865-5401, Room 2 IM Bldg, 8am - 4:30pm (M-F)

Last Modified 1/23/09