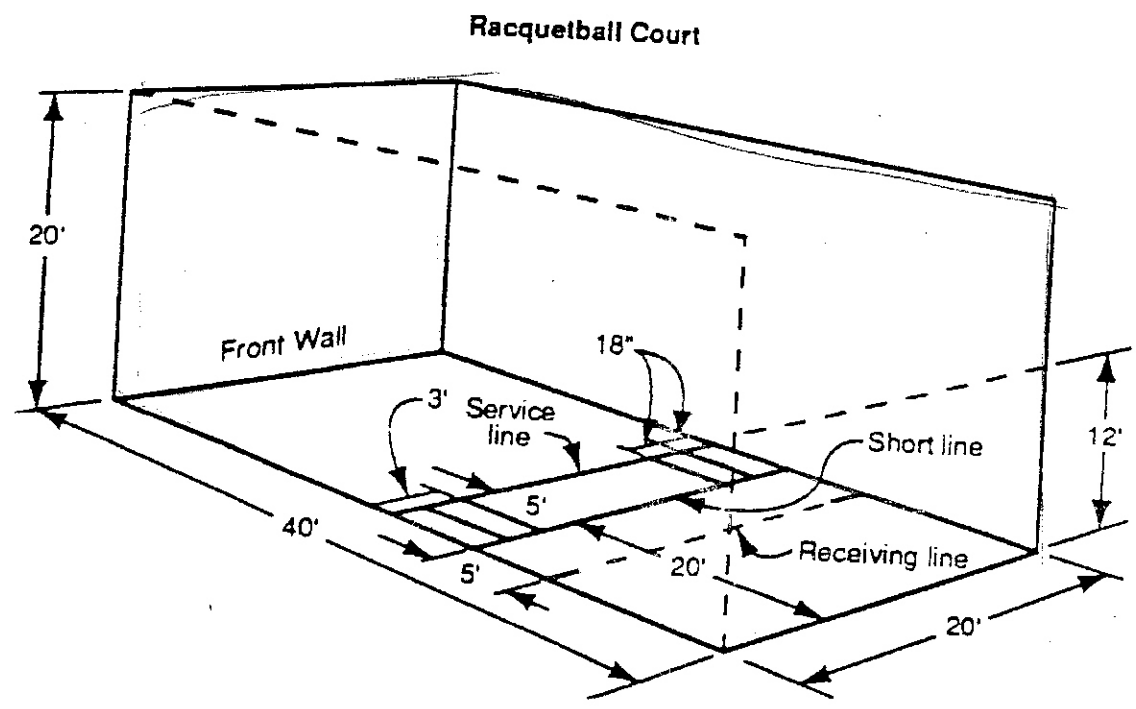


Officialing: and etiquette. Officiating is based on the "honor system". The following guidelines are used when self-officiating racquetball:

1. **Safety:** safety of participants cannot be compromised. Players are entitled (and expected) to hold there swing, without penalty, any time they believe there is a risk of physical contact. Any time a player says he/she held up to avoid contact, he/she is entitled to a dead-ball hinder.
2. **Rally play:** it is generally the hitter's responsibility to make the call against him/her self. If the hitter does not make a call, play should go on until the ball is dead, at which time the hitter's opponent(s) may appeal. if after discussing the call the opponents still disagree, the rally is replayed.
3. **Serves:** it is generally the receiver's responsibility to call serve violations, however such calls must be called immediately and not the receiver plays the ball and has the benefit of seeing how good a shot he/she can hit.
4. **Hinders:** it is the option of the hindered player to call a hinder or play the ball, however the hinder must be called immediately and not after the player plays the ball.
5. **Avoidable hinders:** since avoidable hinders are usually not intentional, they occur in the most friendliest matches. The player guilty of the infraction should simply award the rally to the opponent. If a player does not make the call on him/herself, the opponent should appeal the call; however you may only call the avoidable hinder penalty on yourself.



# RACQUETBALL RULES

**Description:** Racquetball is a competitive game in which a racquet is used to serve and return the ball. The objective is to win each rally by serving or returning the ball so that the opponent is unable to keep the ball in play. A rally is over when a player or team is unable to return the ball before it touches the floor twice, or when a hinder is called.

**Players:** Racquetball can be played with 2 people (singles), 4 people (doubles), or 3 people (cut throat).

**Court:** See court diagram the last page. All intramural racquetball matches are played on the Lantz Racquetball courts.

**Equipment:** Participants must supply their own racquet and balls for both intramural tournaments and informal play.

**Starting the Game:** The winner of a coin-toss will have the option to serve or receive for the first game. The second game will begin in reverse order. If a third game is required, the player with the highest cumulative points from games one and two will serve first.

**Scoring:** Points are scored only by the serving player or team when they serve an "ace" or win a rally. Intramural matches consist of the best 2 of 3 games to 15 points (exception: a third game is played to 11 points).

**Service:** The serve is started from any place within the service zone. The server bounces the ball once and then strikes the ball so that it hits the front wall first. The ball must rebound and hit the floor behind the short serve line. It is permissible for the ball to strike one side wall before hitting the floor. The loss of serve is called an "out".

**rules governing the serve:** in addition to the above rules, the server must stay entirely within the service zone until the ball crosses the short service line. The serve must be in one continuous motion. Stepping on, but not over the line is permitted. The server must make sure the receiver is ready before the serve.

**serve in doubles play:** The servers partner must stand erect within the service zone with his/her back against the wall. When the first server is "out" the first time up, the side is out; thereafter both players on each side will serve before the side is out. When the first server is out it is called a "hand-out"; when the second server is out it is called a "side-out". Each team must inform the other which team member will serve first for the duration of the game.

**"defective" serves:**

1. **dead-ball serve** (no penalty; serve again):

- a. in doubles play, a served ball that hits the server's partner on the fly is a dead-ball serve.
- b. if the ball is broken on the serve.

2. **fault serve** (two fault serves result in an out):

- a. **foot faults:** when the server and/or partner fail to keep both feet within the service zone until the ball crosses the short service line.
- b. **short serve:** when a served ball strikes the floor on or in front of the short serve line.
- c. **three-wall serve:** when a served ball strikes both side walls touching the floor.
- d. **ceiling serve:** when a served ball strikes the ceiling.
- e. **long serve:** when a served ball strikes the back wall before touching the floor.
- f. **screen serve:** when a served ball passes so closely to the server or the servers partner that it prevents the receiver from a clear view of the ball. The receiver must be in a clear center court position to obtain that view.

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3. **out serve** (any of the following results in an out):

- a. two consecutive "fault" serves.
- b. a missed serve attempt.
- c. touched serve: when a served ball is touched by the server, his/her racquet, or the server's partner.
- d. illegal hit: contacting the ball twice, carrying the ball, or hitting the ball with the handle of the racquet, body or clothing.
- e. non-front wall serve: any ball that does not strike the front wall first.
- f. safety zone violation: when the server or his/her partner enters the safety zone before the serve crosses the short serve line.

**Return of the Serve:** The receiver may not enter the safety zone until the ball bounces. If the receiver elects to return the ball on the fly, the ball cannot be contacted until it breaks the plane of the receiving line. The receiver must not catch or touch the ball on an apparently defective serve until the ball has bounced twice or the call has been made.

**legal return:** after a legal serve, the receiver must strike the ball either on the fly or before the ball touches the floor twice and return the ball to the front wall before the ball touches the floor. The ball may strike the side walls, rear wall, ceiling, or any combination of these before touching the front wall. After the ball touches the front wall, the receiver's opponent must return the ball in the same fashion before the ball touches the floor twice.

**Failure to return:** the failure to return a legal serve results in a point for the server.

**Hinders:** While attempting to return a ball, a player is entitled to a fair chance to see and return the ball. It is the responsibility of the side that has just hit the ball to move so the receiving team has straight and unobstructed path and view of the ball. The receiver must make a reasonable effort and have a reasonable chance to return the ball for a hinderance to be called. There are two types of hinderance: **dead ball hinders** and **avoidable hinders**.

**dead ball hinders:** a rally is replayed without penalty and the server receives two serves whenever a dead ball hinder occurs. Types:

1. **ball hits opponent:** when an opponent is hit by a returned shot on the fly (exception: when ball obviously does not have the velocity to hit the front wall before touching the floor).
2. **body contact:** incidental or unavoidable contact that put a player at a disadvantage.
3. **screen ball:** any ball rebounding from the front wall so close to the body of a defensive player that the offensive player does not have a clear view of the ball.
4. **back swing hinder:** any contact with the racquet or body of a hitter that impairs his/her ability to make a reasonable swing.
5. **safety holdup:** any player about to execute a return who believes that they are likely to strike their opponent with the ball or racquet.
6. **other interference:** any other unintentional interference that prevents a player from having a fair chance to see or return a ball.

**avoidable hinders:** avoidable hinders results in the loss of the rally. Avoidable hinders do not have to be intentional. Types:

1. **failure to move:** a player does not move sufficiently to allow an opponent a shot.
2. **stroke interference:** when a player moves, or fails to move so that the opponent returning the ball does not have a free, unimpeded swing.
3. **blocking:** a player moves into a position which blocks an opponent from returning or getting to the ball.
4. **moving into ball:** when a player moves into the path of and is struck by a ball just played by an opponent.
5. **pushing:** deliberately pushing/shoving during play.
6. **intentional distraction:** any behavior that distracts or disrupts a player while attempting to play the ball.
7. **view obstruction:** moving across an opponent's line of vision just before the opponent strikes the ball.
8. **wetting the ball:** all players have responsibility to keep the ball dry. If a player knowingly puts a wet ball into play, he/she is guilty of an avoidable hinder.

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