

University of Wyoming
INTRAMURAL SPORTS

RACQUETBALL RULES

(Updated 8/05)

1. **THE GAME:** A game is won by the side first scoring 15 points. A match is won by the first side winning two games. The third game, if necessary, of a match is played to 11 points.
2. **COURTS, LINES, AND ZONES**
 - a.) Short Line: The back edge of the short line is midway between and parallel to the front and back walls, thus dividing the court into equal front and back courts.
 - b.) Service Line: The front edge of the service line is parallel with and located five feet in front of the back edge of the short line.
 - c.) Service Zone: The service zone is the area between the outer edge of the short and service lines.
 - d.) Service Boxes: The service boxes are located at each end of the service zone and designated by lines parallel with each side wall. The inside edges of the line are 18 inches from the side wall.
3. **EQUIPMENT**
 - a.) The ball: The standard racquetball shall be 2 ¼" in diameter and weigh approximately 1.4 ounces.
 - b.) The racquet: The total sum of the length and width of the racquet may not exceed 27 inches. The length of the head, measured from the top of the handle to the top of the head, may not exceed 9 inches. The handle may not exceed 7 inches in length. The racquet must include a thong that must be securely attached to the player's wrist. Anyone needing a racquet may check one out from the front desk with a valid student ID.
 - c.) Eye protection: **Eye protection is strongly encouraged for every person participating in intramural racquetball.** Eye protection may also be checked out at the front desk.
4. **SERVICE**
 - a.) A coin toss (or some other random method) determines first service at the start of each match. The loser of the toss will serve first in the second game.
 - b.) The serve is started from any place within the service zone.
 - c.) No part of either foot may extend beyond either line of the service zone. A violation is considered a foot fault.
 - d.) The server must remain in the service zone from the moment the service motion begins until the served ball passes the short line. A violation is considered a foot fault.
 - e.) A serve is considered good when it hits the front wall first and on rebound hits the floor behind the back edge of the short line, either with or without touching one of the side walls.
 - f.) Serve shall not be made until the receiving side is ready.
 - g.) The server has two attempts to make a good serve.
5. **RETURN OF THE SERVE**
 - a.) The receiver must stand at least five feet back of the short line and cannot enter into the safety zone until the ball has been served and passes the short line.
 - b.) After the ball is legally served, the receiver must strike the ball either on the fly or after the first bounce before the ball touches the floor a second time. The receiver must return the ball to the front wall, either directly or after touching one or both side walls, the back wall, the ceiling, or any combination of those surfaces. A returned ball may not touch the floor before touching the front wall.
 - c.) Failure to return a serve results in a point for the server.

6. HINDERS

a.) Dead ball hinders

1. Dead ball hinders include court hinders, hitting your opponent, body contact, screen ball, back swing hinder, safety holdup, and any other unintentional interference which prevents an opponent from having a fair chance to see or return a ball.
2. The effect of a dead ball hinder is that the player who served shall serve again, and is awarded two serves.

b.) Avoidable Hinders

1. Avoidable hinders include failure to move, blocking, moving into the ball, pushing, restricting an opponent's swing, intentional distractions, and wetting the ball.
2. An avoidable hinder results in the loss of a rally.

7. GAME PLAY

a.) Points are scored only by the server when he/she serves an ace or wins a rally.

b.) **A PLAYER NEEDS ONLY TO WIN BY ONE POINT.**

- A. Each player is allowed up to 2 thirty-second time-outs per game.
- B. A five-minute rest period is allowed between all games of a match.
- C. If you are unable to attend your scheduled match time, it is your responsibility to come into the IM office and get your opponent's phone number prior to the match.
- D. Immediately after your match, report your scores to the IM supervisor.

RACQUETBALL DOUBLES RULES

1. SERVING

a.) The serve order follows a sequence of one partner serving consecutive points until a side out occurs. At this point, the other partner serves until a second side out occurs.

EXCEPTION: *With the serving team, the first partner serves to the conclusion of the serve, then the team exchanges with the receiving team. When the first team gets the serve back, the first partner serves again, and a normal rotation of the serve follows.*

b.) On each serve, the server's partner shall stand erect with his/her back to the side wall and with both feet on the floor within the service box until the served ball passes the short line. Violations are called foot faults. If the partner in the doubles box is struck by his/her partner's serve, the serve is declared dead and a second serve is executed.

c.) **Changes of service occur when:**

- 1.) He/she hit his/her partner with an attempted return before the ball touches the floor a second time.
- 2.) He/she or his/her partner commits an avoidable hinder.

2. RETURNING THE SERVE

a.) If one player swings at the ball but misses it, both he/she and his/her partner may make further attempts to return the ball until it touches the floor a second time.

b.) Both partners on a side are entitled to an attempt to return a ball.

c.) If a player swings at but misses the ball in play, and if in his/her partner's attempt to play the ball there is an unintentional interference by an opponent, it shall be deemed a hinder.

3. HINDERS

a.) Both players on a side are entitled to a fair and unobstructed chance at the ball. Either partner is entitled to a hinder although it would naturally be his/her partner's ball and even though his/her partner may have attempted to play the ball that he/she may already have missed it.

b.) It is not a hinder when one player hinders his/her partner.