



RACQUETBALL RULES & REGULATIONS

Please consult the Intramural Sports Participant Handbook for the complete list of Intramural Sports policies.

Facility

1. Games will be played at the Student Recreation Center (SRC) on the Racquetball Courts.
2. All games are self-officiated and self-administered; no Supervisors or Officials will be present.

Eligibility

1. Please reference the Intramural Sports Participant Handbook for player eligibility guidelines.
2. The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate.
3. Participants must have an SRC membership and purchase an IM All Access Pass before being permitted to play any intramural sport activity. Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU's website, found here: www.wvugo.wvu.edu or at the SRC Front Desk.

4. Students

- a. All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

5. Faculty and Staff

- a. All full-time and part-time faculty and staff members at WVU are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.

6. Spouses/Affiliates

- a. Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.
- b. Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

7. Varsity Student Athletes, Coaches, and Staff

- a. Any person whose name appears on a collegiate varsity, junior varsity, or freshman roster as a player or a coach will be ineligible in that specific intramural sport after August 1st in the year they have quit the team, or their eligibility has expired. This includes all players who are "red shirted" in any sport, anyone who practices with a team regularly but does not participate in intercollegiate competition, and coaches, staff, or other individuals listed on the team roster.
- b. Former collegiate varsity athletes may participate in their related sport once eligible, however they must participate in the Competitive League (if offered, regardless how long they have been removed from a varsity roster) and a limit of one player is allowed per team roster in all sports.

8. Sport Club Members

- a. Sport club members are defined as individuals who meet any one of the following criteria:

- i. Name appears on sport club team roster during the academic year
 - ii. Signed a consent form and is actively participating in club functions
 - iii. Actively participating with the club during their season
- b. Current sport club members may participate in their related sport either in competitive or recreational leagues, but must adhere to the following restriction:
 - i. 2-4 player teams = 2 club members
 - ii. 5-8 player teams = 3 club members
 - iii. 9+ player teams = 4 club members

Game Time & Timing Regulations

1. Game - A game is won by the side first scoring 15 points.
2. Match - A match is won by the first side winning two games. The third game, if necessary, of a match is played to 11 points. It is not necessary to win any game by 2 points.

Player Equipment

1. All players must bring their own equipment, or they must rent the proper equipment from the Student Recreation Center.
2. Head decorations, head wear, and jewelry are illegal. Only headbands no wider than 2 inches made of nonabrasive, unadorned, single-colored cloth, elastic, fiber, soft leather, pliable plastic, or rubber will be permitted during the game. No bandannas ("do rags") or baseball caps are allowed.
3. All jewelry of any type must be removed.
4. All players must wear non-marking, rubber-soled, close ended athletic shoes.
5. While it is not necessary, all players are encouraged to wear the same colored shirt or jersey.
6. You must schedule an appointment with a Competitive Sports Coordinator prior to playing if you have a special equipment need (i.e. medical). All equipment decisions made on site by the Intramural Staff on duty shall be final.

The Team

Depending on the league format, games will be either singles or doubles.

Start of Play

Serve, In Singles

1. Order - The player or side winning the toss becomes the first server and starts the first game, and the third game, if any.
2. Place - The server may serve from any place in the service zone. Stepping on the line (but not beyond it) is permitted. Server must remain in the service zone until the serviced ball passes the short line. Violations are called "foot faults".
3. Manner - A serve begins as the ball leaves the server's hand. The ball must bounce to the floor in the service zone and on the first bounce be struck by the server's racquet so that it hits the front wall first and on the rebound hits the floor back of the short line, either with or without touching one of the side walls.
4. Readiness - Serves shall not be made until the receiver is ready.

Serve, In Doubles

1. Server - At the beginning of each game in doubles, the order of service shall be agreed upon and shall be followed throughout the game. Only the first server serves the first time up and continues to serve

first through the game. When the first server is out, the side is out. Thereafter both players on each side shall serve until a handout occurs. It is not necessary for the server to alternate serves to their opponents.

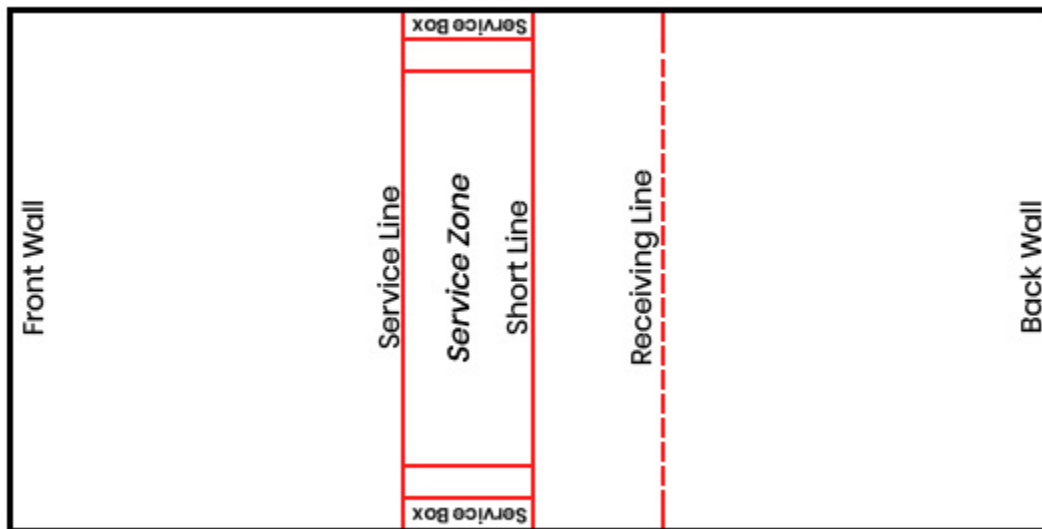
2. Partner's Positions - On each serve, the server's partner shall stand erect with his/her back to the side wall and with both feet on the floor within the service box until the served ball passes the short line. Violations are called "foot faults".

Scoring

Points are scored only by the serving side when it serves an ir retrievable server (an ace) or wins a rally. When the serving side loses a rally, it loses the serve. Losing the serve is called an "out" in singles and a "handout" in doubles.

Court Dimensions

1. Courts are fully enclosed indoor with a front wall.



Defective Serves

To eliminate any misunderstanding the receiving side should not catch or touch a defectively served ball until it has touched the floor for the second time.

Dead Ball Serves

*Note: Dead ball serves do not cancel any previous illegal serve.

1. They occur when an otherwise legal serve:
 - a. Hits Partner - Hits the server's partner on the rebound from the front wall while the server's partner is in the service box. Any serve that touches the floor before hitting the partner in the box is a short.
 - b. Screen Balls - Passes too close to the server or the server's partner and obstructs the view of the returning side. Any serve passing behind the server's partner and the side wall is an automatic screen.
 - c. Court Hinders - Hits any part of the court that under local rules is a dead ball.

Fault Serves

*Note: The following serves are faults and any two in succession result in a handout:

1. Short Serve - A short serve is any served ball that first hits the front wall and on rebound hits the floor in front of the back edge of the short line either with or without touching one side wall.
2. Three-Wall Serve - A three-wall serve is any ball served that first hits the front wall and on the rebound hits two side walls on the fly.
3. Ceiling Serve - A ceiling serve is any served ball that touches the ceiling after hitting the front wall either with or without touching one side wall.
4. Long Serve - A long serve is any served ball that first hits the front wall and rebounds to the back wall before touching the floor.
5. Out of Court Serve - Any ball going out of the court on the serve.
6. Foot Faults - A foot fault results:
 - a. When the server leaves the service zone before the served ball passes the short line.
 - b. When the server's partner leaves the service zone before the served ball passes the short line.

Out Serves

*Note: Any one of the following serves results in a handout:

1. Bounces - Bouncing the ball more than three times while in the service zone before striking the ball. One bounce is counted each time the ball hits the floor within the service zone. Once the server is within the service zone and the receiver is ready, the ball may not be bounced anywhere but on the floor within the service zone. Accidental dropping of the ball counts as one bounce.
2. Missed Ball - Any attempt to strike the ball on the first bounce that results either in a total miss or in touching any part of the server's body other than their racquet.
3. Non-Front Service - Any served ball that strikes the server's partner, or the ceiling, floor or side wall, before striking the front wall.
4. Out-of-Order Serve - In doubles, when either partner serves out of order. Any points which may have been scored during an out-of-order serve will be automatically void with the score reverting to the score prior to the out-of-order serve.
5. Crotch Serve - If the served ball hits the crotch in the front wall it is considered the same as hitting the floor and is an out. A crotch serve into the back wall is good and in play.

Return of Serves

Receiving Position

The receiver or receivers must stand at least 5 feet back of the line, as indicated by the 3-inch vertical line on each side wall and cannot return the ball until it passes the short line. Any infraction results in a point for the server.

Fly Return

In making a fly return, no part of the receiver's body or racquet may enter the service zone. A violation by a receiver results in a point for the server.

Legal Return

1. After the ball is legally served, one of the players on the receiving side must strike the ball with his racquet either on the fly or after the first bounce and before the ball touches the floor the second time to 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.

2. A returned ball may not touch the floor before touching the front wall. It is legal to return the ball by striking the ball into the back wall first, then getting the front wall on the fly or after hitting the side wall or ceiling.

Failure to Return

The failure to return a serve results in a point for the server.

Changes of Serve

Handout

1. A server is entitled to continue serving until: She/he makes an out serve, she/he makes two fault serves in succession, or she/he hits his/her partner with an attempted return before the ball touches the floor the second time.
2. Return Failure - She/he or his/her partner fail to keep the ball in play by returning it as required by the rule dealing with the Legal Return.
3. Avoidable Hinder - She/he or his/her partner commits an avoidable hinder described below.

Side-out

1. In singles, retiring the server retires the side.
2. In doubles, the side is retired when both partners have been put out, except on the first serve.

Effect

When the server or the side loses the serve, the server or serving side shall become the receiver; and the receiving side, the serve; and so alternately in all subsequent services of the game.

Rallies

*Note: Each legal return after the serve is called a rally. Play during rallies shall be according to the following rules:

1. One or Both Hands - Only the head of the racquet may be used at any time to return the ball. The ball must be hit with the racquet in one or both hands. Switching hands to hit a ball is out. The use of any portion of the body is an out.
2. One Touch - In attempting returns, the ball may be touched only once by one player on the returning side. In doubles, both partners may swing at, but only one may hit the ball. Each violation of (A) or (B) results in a handout or point.
3. Return Attempts
 - a. In Singles - In singles, if a player swings at but misses the ball in play, the player may repeat his/her attempts to return the ball until it touches the floor the second time.
 - b. In Doubles - In doubles, if one player swings at but misses the ball, both he/she and his/her partner may make further attempts to return the ball until it touches the floor the second time. Both partners on a side are entitled to an attempt to return the ball.
 - c. Hinders - In singles or doubles, if a player swings at but misses the ball in play, and in his/her partner's attempt again to play the ball there is an unintentional interference by an opponent it shall be a hinder.
4. Touching Ball - Any touching of a ball with any part of the body before it touches the floor the second time by a player other than the one making a return is a point or out against the offending player.

5. Out of Court Ball

- a. After Return - Any ball returned to the front wall which on the rebound or on the first bounce goes into the gallery or through any opening in a side wall shall be declared dead and the serve replayed.
- b. No Return - Any ball not returned to the front wall, but which caroms off a player's racquet into the gallery or into any opening in a side wall either with or without touching the ceiling, side or back wall, shall be an out or point against the players failing to make the return.

Hinders

Dead Ball Hinders

1. Situations

- a. Court Hinders - Hits any part of the court which under local rules is a dead ball.
 - b. Hitting Opponent - Any returned ball that touches an opponent on the fly before it returns to the front wall.
 - c. Body Contact - Anybody contact with an opponent that interferes with seeing or returning the ball.
 - d. Screen Ball - Any ball rebounding from the front wall close to the body of a player on the side which just returned the ball, to interfere with or prevent the returning side from seeing the ball. See Rule IV(b).
 - e. Straddle Ball - A ball passing between the legs of a player on the side which just returned the ball, if there is no fair chance to see or return the ball.
 - f. Other Interference - Any other unintentional interference which prevents an opponent from having a fair chance to see or return the ball.
2. Effect - A "hinder" stops the play and voids any situation following, such as the ball hitting a player.
 3. Avoidance - While making an attempt to return the ball, a player is entitled to a fair chance to see and return the ball. It is the duty of the side that has just served or returned the ball to move so that the receiving side may go straight to the ball and not be required to go around an opponent.
 4. In Doubles - Both players on a side are entitled to a fair and unobstructed chance at the ball and either one is entitled to a hinder even though his/her partner may have attempted to play the ball.

Avoidable Hinders

*Note: An avoidable hinder results in an "out" or a point depending upon whether the offender was serving or receiving.

1. Failure to Move - Does not move sufficiently to allow opponent his/her shot.
2. Blocking - Moves into a position resulting in a block, on the opponent about to return the ball, or, in doubles, one partner moves in front of an opponent as his/her partner is returning the ball.
3. Moving into Ball - Moves in the way and is struck by the ball just played by his/her opponent.
4. Pushing - Deliberately pushing or shoving an opponent during a rally.

Definitions

1. **SHORT LINE**- The short line is midway between and is parallel with the front and back walls dividing the court into equal front and back courts.
2. **SERVICE LINE**- The service line is parallel with and located 5 feet in front of the short line.
3. **SERVICE ZONE**- The service zone is the space between the outer edges of the short and service lines.
4. **SERVICE BOX**- A service box is located at each end of the service zone by lines 18 inches from and parallel with each side wall.

5. **RECEIVING LINE**- Five feet back of the short line, vertical lines shall be marked on each side wall extending 3 inches from the floor.

Sportsmanship

Teams will receive a rating each week, by the officials' discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

- 5.0 = Superior → Outwardly enthusiastic and courteous to other teams and their players
- 4.0 = Good → Respectful, pleasant behavior, no warnings
- 3.0 = Average → Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls
- 2.0 = Poor → Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections
- 1.0 = Unacceptable → No control over unsportsmanlike behavior, one ejection

Further questions can be directed to intramural.sports@mail.wvu.edu.