

## Racquetball Singles/Doubles Rules Fall 2009

### Basic Policies

**Format:** A one-day, single elimination tournament format will be used. Participants will be able to choose which day of the week they play on by utilizing the intramural sports instant scheduling procedure. Champions of each tournament will advance to a championship tournament.

**Rescheduling:** All requests to reschedule must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. When rescheduling, both captains (or their representative) must come into the office to complete the rescheduling request form. Captain contact information is available online for your convenience in rescheduling.

**Cancellation:** Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

**Forfeit:** GAME TIME IS FORFEIT TIME! A team must report to the game site and be “ready to play” with the minimum number of players to avoid a forfeit. “Ready to play” means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

**Protests:** Rule interpretation protests must be declared immediately after the play in question. Team captains must announce this to the official/supervisor and the Protest Form must be filed to the Intramural Sports Department no later than 12:00pm the following business day. Rulings involving official’s judgment may NOT be protested. Player eligibility protests must also be filed before 12:00pm the following business day of the game in question.

**Sportsmanship:** Teams/Participants must receive an average 2.75 sportsmanship rating during league play to be eligible for playoffs. (A=4; B=3, C=2; D=1; E=0) Ratings will be given by officials for officiated sports and supervisors for self-officiated sports.

**Conduct:** All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is

subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

**Inclement Weather:** During league play and/or playoff games, a game “under play” may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants continued play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (494.3131) for updated game information.

**Official Game:** In the event of inclement weather during the regular season, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime or four completed innings, it is considered a cancelled game and will not be counted toward playoff qualification. Cancelled games will only be made up if space and time permits.

**Scorecard:** Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player’s identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

**Eligibility:** A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

**More Policy Information:** For additional information please review the Intramural Sports Handbook online at: [www.purdue.edu/recsports/programs/imsports](http://www.purdue.edu/recsports/programs/imsports)

### Equipment

**Shoes:** Each player must wear athletic shoes to prevent injury. Shoes must be non-marking.

**Balls/Racquets:** Racquets and/or balls will be provided by the Intramural Sports staff.

**Eye Guards:** Eye guards are not mandatory, but strongly recommended. They are available for checkout at the Equipment Center inside the RSC.

### Game Regulations

**Players:** An official team shall consist of one (1) player for singles play and two (2) for doubles play.

**Game Length:** A match will consist of the best of three (3) games OR a 40 minute period (with a 5 minute warm-up). When the time limit is called, any games that are in progress should be finished. If that game results in a tie, the tie-break rule below should be used to determine a winner.

**Tie Break:** If a match is tied after the time limit, a tie break will be played first to five (5) points. The winning player must win by two (2) points. Once a team has scored seven (7) points they will no longer have to win by two (2) and the first to eight (8) is the winner.

**Officials:** There will be no officials for racquetball. Racquetball matches will be self-officiated. Rules of the USRA should be followed unless otherwise stated. It is suggested that any disagreement be determined by a replay of point.

**Playing Area:** All matches will be played in the lower racquetball courts of the RSC

### Sport Specific Rules

#### **Scoring:**

1. Each game will be played to 15 points. A player/team does not have to win by two (2). Example: 15-14 wins!
2. Only the serving side may score a point.

#### **Serving:**

1. The server must stand in the service zone and bounce the ball one time before striking the ball.
2. The ball must strike the front wall before striking any other wall/ceiling/floor.
3. The server has two tries to legally serve the ball (exceptions: see Out Serves (Doubles))

#### **Receiving:**

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

#### **Fault Serves:**

1. Players have two attempts to hit a legal serve. A fault serve occurs when or after the ball strikes the front wall:
  - a. The ball hits the floor on or in front of the short line.

- b. The ball hits both side walls before hitting the floor.
- c. The ball hits the back wall before hitting the floor (or leaves the court).
- d. After two successive fault serves.

#### **Rallies:**

1. The ball can be hit either on the fly or after a bounce.
2. Play continues until a player fails to return the ball to the front wall.
3. Play continues until a player allows the ball to hit the floor twice.

#### **Hinders:**

1. Stoppages in play which result in the replay of the point.
2. It is your responsibility to give your opponent enough room to hit the shot that they want.
3. 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 corner.

#### **Examples:**

- a. Ball strikes any part of the court resulting in an erratic rebound (vent, fan, light, door knob, etc.)
- b. Accidentally hitting opponent with the ball as it is heading toward the front wall.
- c. Unintentionally contacting opponent while attempting to make a play on the ball.
- d. Screening opponent's view of the ball or having the ball pass between one's legs.

#### **Doubles Play:**

All rules listed above apply to doubles play as well as the following considerations.

**Positioning:** On each serve, the server's partner shall stand erect with his 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."

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.

**Changes of Serve:** In doubles, the side is retired when both partners have lost service, except that the team which serves first at the beginning of each game loses the serve when the first server is retired.

**Out Serves:** When a player serves out of order, the service is lost.