SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of a one (1) day single elimination tournament on Monday, November 2nd, 2015.
   B. Participants will be able to choose which day of the week and what time they play their tournament games via scheduling on IM Leagues.

II. Playoff Format
   A. Once a winner is decided from each tournament, a “champions” tournament will be played to determine the overall intramural champion.

III. Location
   A. Games will be played in the CoRec’s Lower Racquetball Courts.
   B. Players/Teams will have a designated court assignment.
      i. This assignment can be found online via IMLeagues.
      ii. Please contact an Intramural Supervisor if you need assistance locating your playing location.

IV. Supervision
   A. No officials will be present.
      i. Players are responsible for making their own calls.
      ii. It is recommended that any disagreements should be determined by a replay of that point.
   B. An Intramural Supervisor will provide oversight and aid with operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.
      ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      iii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the court ready to begin at the scheduled time.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Only the serving side may score a point.
   B. The server must stand in the service zone and bounce the ball one (1) time before striking the ball (see Object II.1).
   C. Play continues until a player fails to return the ball to the front wall before the ball hits the ground twice.
   D. Hinders are stoppages in play which result in the replay of a point (see Section 6.III).

II. The Court
   A. The playing court has the dimensions 20 feet wide by 40 feet long (see Object II.1).
   B. Players must serve in the section marked “Service Zone”.
   C. When receiving, players must stand behind the “Receiving Line”.

Last Updated: 8/7/2015
III. Beginning Play
   A. The intramural supervisor will assist teams with court assignments.
   B. Captains’ Meeting
      i. Prior to the start of play, each team’s captain will be required to meet with the supervisor.
      ii. Follow the supervisor’s instructions and ask any desired rule clarifications at this meeting.
   C. Coin Toss
      i. After the warm-up period, a coin toss or even/odds game will determine first serve.
      ii. Upon completion of the toss/game, players will assume their respective positions and play will begin.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Racquets and balls will be provided.
   B. Players may use their own equipment as long as they meet the United States Racquetball Association specifications.
II. Illegal and Required Equipment
   A. Players must wear non-marking athletic shoes.
   B. Attire
      i. Players must wear athletic shorts or pants and shirts.
      ii. Jeans are not permitted.
      iii. No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.

III. Recommended Equipment
   A. Eye guards are highly recommended but not required.

SECTION 4. PLAYERS

I. Team Composition
   A. An official team shall consist of one (1) player for singles

II. Substitutions
   A. Substitutions can be made up to and through registration.
   B. Once play begins, no substitutions are permitted.

SECTION 5. TIMING

I. Time Limit
   A. A 40 minute time limit will be enforced by the intramural supervisor.
   B. A five (5) minute warm-up will be given prior to the match’s official start.

II. Time Outs
   A. Teams will not receive any time outs.
   B. Injury time outs may be determined only by the intramural supervisor.

III. Overtime
   A. Should the score be tied at the time limit, a tie breaker is played first to five (5) points.
   B. The winning team must win by two (2) or be the first to reach eight (8) points.

IV. Official Game
   A. If at least one (1) game has been completed and inclement weather stops play, the game will be over and its score will be considered official.
   B. If at least one (1) game has not been completed and inclement weather stops play, the game will be considered cancelled.
      i. Cancelled games will not count toward playoff qualification.
      ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Winning the Game
   A. Matches will consist of a best of three (3) game series.
      i. Each game will be played to 15 points.
      ii. Teams must win by two (2) or be the first to reach 18 points. A score of 15-14 does not win the game.
   B. Only the serving side may score a point.

II. Rallies
   A. Play continues until a player fails to return the ball to the front the wall before the ball hits the ground twice.
   B. The ball can hit the front wall either on the fly or after the bounce.
   C. Balls may be played off of the side and back walls.

III. Hinders
   A. Hinders are stoppages in play which result in the replay of a point.
   B. It is your responsibility to give your opponent enough room to hit the shot they want. This includes allowing them to hit a straight shot to the front wall as well as the angle to hit a crosscourt shot to the opposite corner.
C. Other examples of hinders include but are not limited to:
   i. The ball strikes any part of the court resulting in an erratic rebound (vent, fan, light, or knob).
   ii. Accidentally hitting opponent with the ball as it is heading toward the front wall.
   iii. Unintentionally contacting opponent while attempting to make a play on the ball.
   iv. Screening the opponent’s view of the ball or having the ball pass between one’s legs.

IV. Mercy Rule
   A. There will be no mercy rule scores.

V. Forfeit Score
   A. In the event of a forfeit, a score of one (1) to zero (0) will be given.

SECTION 7. SERVING AND RECEIVING

I. Serving
   A. The server must stand in the service zone and bounce the ball one (1) time before striking the ball (see Object II.1).
   B. The ball must strike the front wall before striking any other wall/ceiling/floor.
   C. The server has two (2) tries to legally serve the ball.
   D. A fault serve occurs when:
      i. The ball hits the floor on or in front of the short line.
      ii. The ball hits both side walls before hitting the floor.
      iii. The ball hits the back wall before hitting the floor.

II. Receiving
   A. The person being served to must stand behind the receiving line (see Object II.1).
   B. The receiver may play the ball either in the air or anytime before the ball hits the floor a second time.

SECTION 9. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Supervisor
   A. The game’s intramural supervisor will determine sportsmanship ratings for each of the match’s players.

SECTION 10. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policies Information for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the intramural supervisor and both captains will be required to fill out information on the protest form.