



UNIVERSITY OF SOUTH FLORIDA CAMPUS RECREATION – INTRAMURAL SPORTS

RACQUETBALL Revised 1/7/08

GAME, COURT, AND EQUIPMENT

All matches will be played on the indoor racquetball courts.

The tournament shall be a single elimination tournament.

A match shall consist of one game to twenty-one (21) points. All championship matches will consist of best two of three games to fifteen (15) points.

Game time will not be set. The tournament will continue to progress as courts become available. All matches will run in numerical order until the round is complete. Any player or team not ready to begin the match when their match is up will receive a forfeit for the match.

Equipment: Only the official racquet with safety thong may be used. Only official racquetballs may be used. Players must provide their own can of balls.

DEFINITION OF PLAYING TERMS

Serving Regulations

The initial serve is determined by one player from each team serving the ball against the front wall. The player whose shot lands closest to the short line wins the serve.

A legal serve must be dropped to the playing surface within the service zone and struck with a racquet on the first bounce, hit the front wall first and rebound over the short line and within the side and back lines.

Doubles Service

The side starting each game is allowed only one serve-out. Thereafter, in that game, both players on each side are permitted to serve until a serve-out occurs. The service order established at the beginning of each game must be followed throughout the game.

Servers do not need to alternate opponents or courts.

Serving out of order or the same player serving both serves is a serve-out.

The server's partner must remain inside the box formed by the sideline, short line, and service line.

Service Out

Any combination of two (2) serves, long or short or served wide. Any ball that simultaneously strikes the front and the playing court or any other wall. (Any serve that does not strike the front wall or misses the front wall).

Hinders

It is a hinder if a player unintentionally interferes with his opponent. A player must be given a fair chance to play the ball. It is a Hinder if the returned ball strikes an opponent on its way to the front wall. It is a Hinder if a rebounding ball passes so close to the body of a player, on the side, that just returned the ball that the opponent is interfered with or prevented from seeing the ball.

A player is not entitled to a Hinder unless the interference occurred before or simultaneously with the racquet's contact with the ball.

A Hinder is called when players on opposing teams do not agree on a call.

Safety

The safety rope must be worn around the wrist at all times. The racquet may not be switched from hand to hand.

The Official International Racquetball Association Rules, for 3-wall racquetball, will determine all other rules.