



MIDDLE TENNESSEE STATE UNIVERSITY Campus Recreation Intramural Sports

RACQUETBALL RULES HANDOUT

ELIGIBILITY RULES:

1. You must have an MTSU ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Associate Director of Intramurals, Sport Clubs, and Wellness.

THE GAME:

1. **Field:** Racquetball games will be played in the Campus Recreation racquetball courts.
2. **Team:** Racquetball teams will be either singles or 2 person doubles.
3. **Game:** Matches will be best 2 out of 3 games. The first two games will be played to 15, the third game will be played using rally scoring to 11.
4. **Scheduling:** Matches must be played at the scheduled time as set forth in the schedule. Schedules will be available to all participants.
5. **Substitution:** Unlimited substitution is allowed during any normal game with the game stopped and with the consent of the referee. The referee will only allow substitutes for either team on a goal kick, or a kick off. Substitutions on throw-ins are only allowed for the offensive team. **Do not enter the field until beckoned by the referee.**
6. **Equipment:** Safety goggles or other protective eyewear is strongly recommended, but not required, during all games.
7. **Mercy Rules:** There will be no mercy rules for racquetball matches.



RACQUETBALL RULES HANDOUT

THE RULES:

- **Playing Regulations:** Matches will be self officiated by the rules set forth by the USRA.
- **Serving:** The server can stand in any part of the service zone. He/she must bounce the ball on the floor and strike it to hit the front wall first and the ball must rebound over the service line without hitting the floor.
- **Legal Serves:** A legal serve is one that either rebounds directly back from the front wall or makes contact with only 1 side wall and lands past the service line.
- **Illegal Serves:** Serves that are short of the service line or hit the back wall without hitting the floor are considered illegal and allow for a second serve. Serves that hit the side wall before the front wall or contact the server on its rebound are also illegal and result in a side-out.
- **Doubles Serving:** In doubles, the side starting each game is allowed only one hand-out (only 1 serve). Thereafter, in that game, both players on each side are permitted to serve until a hand-out occurs. The service order established on the team's first turn must be followed throughout the entire game. The server's partner must remain in the doubles' serving box with his back against the wall with both feet on the ground until the ball crosses the short line.
- **Receivers:** The receiving player must remain 5 feet behind the service line until the ball is served. He/she cannot return the ball legally until it lands or passes over the service line. The ball may be hit either on the volley or on one bounce, and can return it to the front wall using any combination of walls as long as the ball does not hit the floor before hitting the front wall.
- **Long Serves:** The receiver has the option of playing a long serve. If his partner calls a long serve, a second serve is allowed or hand-out.
- **Rallies:** Once the ball is put into play, a rally continues until the player or side serving or receiving has returned the ball to the front wall and no return is made by the opposition. Each team is allowed a clear view and room to execute a shot on the ball on a return during a volley. Interference is considered a hinder and the point is played over.
- **Service Hinders:** "Shadow" serves in which the served ball passes so close to the servers body that it impedes the view of the ball by the returner.
- **Return Hinder:** Ball that strikes an opponent
- **Rally Hinder:** Player not given a clear view or position for return shot. Physical contact which impedes the effort of player to return the ball.



RACQUETBALL RULES HANDOUT

- **Safety Hinder:** If a player avoids returning a ball because of fear of hitting his opponents with the racquet.
- **Note:** If the ball is touched with the hand, arm, or any part of the body during the return, it is an out or a point, as the case may be. Also, in doubles, if one player swings and misses the ball, his partner may attempt to return the ball legally.

Racquetball Rules 7/21/09