

RACQUETBALL RULES

The following rules shall be the guidelines for play. Any rules not covered below shall be subject to the guidelines of the USRA rules book:

PLAYERS & EQUIPMENT

1. Each participant must present a current CSU student or faculty/staff ID card in order to be eligible to participate
2. **Shoes:** Tennis shoes are the recommended footwear. No black-soled shoes that may mark the floor are permitted. Sandals, street shoes, combat boots, or hiking boots are not allowed. No player will be allowed to participate in bare feet.
3. **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play.
4. There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.
5. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any hard material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
6. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

GAME FORMAT

1. A match will consist of the best two out of three games. Each match will consist of two games played to 15 points and a third tiebreaker game played to 11 points if necessary. Points may only be scored by the serving team. Players/teams need only to win a game by one point.

SERVING REGULATIONS

1. The player or team winning the coin toss has the option to either serve or receive at the start of the first game. The second game will begin in reverse order of the first game. If a third game is necessary, then the player/team with the highest total match score shall have the choice of serving or receiving first.
2. The server may serve the ball from anywhere in the service zone with no part of either foot extending beyond either line of the service zone. The server must start and remain in the service zone until the served ball has passed the short line. Stepping on the line is allowed. Violations are called foot faults. The server may not serve until his/her opponent is ready.
3. A violation of the serve is a fault and is an illegal serve. Two illegal serves in succession result in a side out.
4. When serving, the ball must be dropped to the floor within the service zone and struck with the racquet on the first bounce, hitting the front wall first and rebounding back of the short line, either with or without touching one side wall. Loss of the serve, or a side out or handout, results when the server loses a rally.
5. **Fault Serves:** An illegal serve cannot be played. Any two illegal serves in succession put the server out. The following constitute an illegal serve:
 - A. Short serve - a served ball which hits the floor before crossing the short line.
 - B. Long serve - a served ball rebounding from the front wall to the back wall before hitting the floor.
 - C. Ceiling serve - a served ball rebounding from the front wall and hitting the ceiling before hitting the floor.

- D. Three-wall serve - a served ball rebounding from the front wall and hitting two or more walls before hitting the floor.
 - E. Screen serve - a served ball that first hits the front wall and on the rebound passes so closely to the server that it prevents the receiver from having a clear view of the ball.
 - F. Foot fault - failure of the server to remain in the service zone, or of the server's partner to remain in the service box, until the served ball has passed the short line.
6. **Out Serves:** The following serving violations result in a loss of serve:
- A. Missed ball - striking at and missing the dropped ball; touching the server's body or clothing with the ball in the act of serving.
 - B. Crotch serve - any serve which simultaneously strikes the front wall and the floor, ceiling, or side wall. A crotch serve into the back wall (or side wall on a three-wall serve) is good and in play.
 - C. Non-front wall serve - any serve which touches the floor, side wall, ceiling, or server's partner before touching the front wall.
 - D. Touched serve - in doubles play, the server's partner catching the serve or hitting it with his/her racquet on the rebound from the front wall.
 - E. Out of court serve - a served ball going out of the court.
 - F. Out of order serve - in doubles play, either partner serving out of order.
7. **Doubles Service:** The team starting each game is allowed only one side out. Thereafter, in that game, both players on each team are permitted to serve until a side out occurs. The service order established at the beginning of each game must be followed throughout that game. Servers do not have to alternate serves to their opponents. Serving out of order or the same player serving both serves results in a side out.
8. During the serve, the server's partner is required to stand within the service box with his/her back against the wall and both feet on the floor until the ball passes the short line. Failure to take this position during a serve constitutes a foot fault. If, while in a legal position, a player is hit by a served ball on the fly, then the ball is declared dead and the server is awarded another serve. A dead ball serve does not eliminate a previous fault on that particular serve.

PLAYING REGULATIONS

1. **Return of Service:** The receiver(s) must remain behind the receiving (dashed) line until the served ball bounces in front of, or crosses the plane of, that line. Violation of this safety zone causes a point to be awarded to the serving team. A legally served ball must be returned on the fly or after the first bounce on the floor. The return must be such that the ball contacts the front wall before contacting the floor. A return touching the front wall and the floor simultaneously is not a good return. The receiving line may be crossed on the follow-through of the return.
2. A legal return of service or of an opponent's shot is called a rally. The following rules must be observed during a rally and failure to do so results in a side out or point:
- A. The ball must be hit with the head of the racquet in one or both hands. The safety thong must be around the wrist at all times.
 - B. Hitting the ball with any part of the body is prohibited.
 - C. When attempting a return, the ball may be contacted only once. Any number of attempted returns may be made up until the ball touches the floor a second time.
3. **Hinders:** It is a hinder if a player interferes with an opponent, preventing him/her from having a fair opportunity to hit the ball. Each player must get out of the way of his/her opponent immediately after striking the ball. In addition, each player must:
- A. Give his/her opponent a fair opportunity to get to and/or strike the ball. If a player in attempting to get into position goes in the wrong direction and his/her opponent stands still, this does not constitute a hinder.
 - B. Give his/her opponent a fair view of the ball, provided that interference with his/her opponent's vision in following the flight of the ball is not a hinder.
 - C. Allow his/her opponent the opportunity to play the ball from any part of the court.
 - D. Allow his/her opponent to play the ball to any part of the front wall or to either side wall or the back wall.
 - E. Avoid unnecessary interference with an opponent or unnecessary crowding, even though the opposing player is not actually prevented from reaching or striking the ball.

4. **Dead Ball (unintentional) Hinders:** The following result in the point being replayed:
 - A. Hitting opponent - a returned ball striking an opponent on the fly on its return to the front wall (if the ball's velocity and height are such that it might have contacted the front wall).
 - B. Court hinders - hitting any part of the court that under local rules is a dead ball.
 - C. Screen ball - any ball rebounding from the front wall so closely to the body of the defensive player that it prevents the offensive player from having a clear view of the ball. A ball that passes between the legs of the player who has just returned the ball constitutes a hinder if the opponent does not have a fair chance to see or return the ball.
 - D. Body contact - contact with the body of an opponent which interferes with his/her seeing or returning the ball.
 - E. Back swing hinder - any body or racquet contact on the back swing, or on the way to or just prior to returning the ball, which impairs the hitter's ability to take a reasonable swing.
 - F. Safety hinder - any player about to execute a return who believes that he/she is likely to strike an opponent with the ball or racquet may immediately stop play and request a dead-ball hinder.
 - G. Other interference - any other unintentional interference which prevents an opponent from having a fair chance to see or return the ball.
5. **Avoidable (intentional) Hinder:** The following result in a point or side out:
 - A. Failure to move - a player failing to move sufficiently to allow his/her opponent a fair shot.
 - B. Stroke interference - a player moves or fails to move so that the opponent returning the ball does not have a free, unimpeded swing.
 - C. Blocking - a player moving into a position which blocks the opponent from getting to or returning the ball.
 - D. Pushing - intentionally pushing an opponent during play.
 - E. Moving into the ball - a player moves in the way and is struck by the ball just played by the opponent.
 - F. View Obstruction - a player moves across an opponent's line of vision just before the opponent strikes the ball.
 - G. Intentional distractions - deliberate shouting, stamping of feet, waving of racquet, or any other manner of disrupting an opponent.
6. If a ball is broken during play, the point is replayed. Any foreign object entering the court or any other interference which causes play to stop results in the point being replayed.
7. The safety thong must be worn around the wrist at all times. The racquet may not be switched from one hand to the other. However, both hands together on the racquet may be used in striking the ball.