

Ohio Wesleyan University Intramural Sports Program

Official Racquetball Rules and Regulations

IM Code of Conduct

- a) Understand, appreciate and abide by the rules of the game.
- b) Respect the integrity and judgment of game officials and the intramural staff.
- c) Be responsible for your actions and maintain self-control
- d) Do not taunt or bait opponents and refrain from using foul or abusive language.

Note that any violation of the Intramural Code of Conduct by a participant or team is grounds for dismissal from a game or the league.

The Players

- a) In-season varsity athletes are not eligible to participate in intramurals. In the case of racquetball which takes place in the winter/spring, this would mean all winter and spring sports athletes.
- b) All matches will be self scored using the honor system. The official rules of the tournament will be the American Amateur Racquetball Association rules.
- c) Winners should report the scores to the Intramural Coordinator immediately after the match.

The Game

- a) **Serving:** The ball must always hit the front wall before the ground to be considered a legal hit.
 - If the ball hits the ceiling, the side wall, or the floor first or if it hits the server in the air it is considered a fault and you will lose your serve.
 - The ball cannot hit the ceiling second, the back wall or three walls on a serve, this will result in a fault and you receive a second serve.
 - On a serve or a hit if the ball hits either player in the air at any time except on a return shot it will be considered a point or side out. If this occurs on a return shot, the point is replayed.
 - On a serve the ball must cross the back serving line to be in if not it is a fault and you get a second serve.
- b) **Play:**
 - Hinders will be called if at any time the opposing player stops or hinders the other from hitting the ball you will replay the point.
 - You cannot hit the ball twice in succession with your racquet.
 - Matches are the best of 3 games. Games are played to 15 points except the third game, which goes to 11 points (if necessary).
 - All matches are limited to 1 hour. If time expires, the leading player or team wins the game. If the match is tied after 1 hour, the next point wins.

Equipment

All players are required to provide their own racquets. The IM department will provide racquetballs. Tennis shoes that are worn in the racquetball courts must have non-marking soles, be dry and free of debris.