

## University of Virginia Intramural Sports Racquetball

Each player must present a valid UVA student ID or current Recreation Membership Card and photo ID before each contest to be eligible to participate - No Exceptions. Each Participant must have checked in with an Intramural Supervisor and be recorded on the game sheet before they are allowed to participate.

All Intramural participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their family physician or the Elson Student Health Center before participating in an Intramural Sports contest.

Game time is forfeit time.

Racquetball is self-officiated. Players are responsible for keeping their spectators under control. Misconduct of participants, coaches, or spectators can result in forfeiture of the game. The Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules.

All A.A.R.A. rules will govern play for any rules not mentioned in the following Intramural Racquetball rules.

### **1. Equipment**

- 1.1 All players must wear court shoes - NO running shoes!
- 1.2 All jewelry is prohibited. *Penalty - point for opponent.*
- 1.3 Casts and/or any other item deemed to be dangerous by the Intramural Supervisor may not be worn.
- 1.4 Players must use an approved A.A.R.A. racquet (they are available for checkout at the desk).
- 1.5 The safety strap on the racquet must be worn around the wrist.
- 1.6 Safety goggles are mandatory (they are available for checkout at the desk).

### **2. Scoring**

- 2.1 All matches will consist of the best 2-out-of-3 games. In the first two games, the first player to earn 15 points (regardless of point differential) shall win a game. Only the server can score points. If a third game is necessary, rally scoring will be used and the player who achieves 11 points first will be declared the winner. Rally scoring means that a point is won on each serve, no matter whether the player who won the point served the ball or not.
- 2.2 The tournament is single elimination. Results should be reported to the Intramural Supervisor immediately upon completion of the match.

### **3. Serving**

- 3.1 A "racquet spin" will determine which player serves first. The player who does not serve first in Game 1 will serve first in Game 2. If a third game is necessary, another "racquet spin" will decide which player will serve first.
- 3.2 The server can stand in any part of the service zone. The server must bounce the ball before he/she may hit the ball. A legal serve must hit the front wall and return over the short line before hitting the floor. The legal serve can either be a straight rebound from the front wall or a combination with one side wall, hitting the floor past the short line. Any other serve is illegal. Two faults will constitute a loss of serve.

#### **4. Receiving**

- 4.1 The receiving player must remain five feet behind the short line until the served ball lands or passes over the short line.
- 4.2 Long serve: the receiver has the option of playing a ball that would be called long. If it is not played, then a second serve is allowed (a short serve cannot be played).
- 4.3 The receiving player may hit the ball on either the volley (must be 5 feet behind the short line) or the bounce, and may return it to the front wall with any combination of walls as long as the ball hits the front wall before touching the floor.

#### **5. Game Play**

- 5.1 Once the ball is put into play, a rally continues until a player does not make a legal return. Each participant is allowed a clear view and room to execute all returns during a volley. Interference is considered a hinder and the point shall be replayed. Hinders are as follows:
  - a) a serve that is served too close to the server's body so that he/she impedes the view of the ball by the receiver.
  - b) a ball that strikes the opponent before hitting the front wall.
  - c) a player is not given clear view or position for a return shot.
  - d) a player creates physical contact that impedes the effort of their opponent to return the ball.
  - e) a player has fear of hitting their opponent with their racquet or the ball.
- 5.2 If the ball is touched with a hand, arm, or any other part of the body during the return, then it is considered a loss of serve or a point.
- 5.3 If a player is injured, he/she will have 15 minutes to attend to their injury. If he/she can not continue after 15 minutes, the game will be forfeited.