

RULE ONE: THE GAME AND PLAYERS

Section One: General Provisions

- A. Eligibility
1. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation's Intramural Sports Participant Handbook.
 2. Participants must be listed on their respective team rosters prior to participating and an LSU Tiger Card must be shown prior to entering a contest.
 3. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and possible removal from the league.
- B. Players
1. The game shall be played between two players.
 2. Team representatives (players, substitutes, coaches, trainers, and other persons affiliated with the team) are subject to the rules of the game and shall be governed by decisions of officials assigned to the game. **All patrons are under the jurisdiction of the Intramural Sports staff from their moment of arrival to their time of departure.**
- C. Inclement Weather
1. The decision to play scheduled games threatened by bad weather or wet playing areas will be made at 3:00 pm on that day.
 2. Players and officials should call the Rain Hotline (225) 578-7246 (LSU-RAIN) to obtain information regarding the status of the games for that day.
 3. If games are canceled due to inclement weather, Intramural Sports will attempt to reschedule the game as soon as possible. If a game cannot be rescheduled, both teams will receive a TIE and a 4 in sportsmanship for that contest.
- D. Sportsmanship Rating
- The Intramural Sports Program expects all participants to conduct themselves in a sportsmanlike manner. **In order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 throughout the Tournament.** During playoffs, a sportsmanship score of at least (3) each game will guarantee advancement for the winning team. A winning team with sportsmanship of 0-2 will be reviewed by the staff to determine if they advance. Following the game, officials evaluate and issue sportsmanship points to all teams. The breakdown of points is as follows:

4 (Exceptional)

A sportsmanship of 4 will be given for an Exceptional contest. Teams, spectators, and affiliates were all overly respectful and courteous towards the opposition and/or all UREC staff.

3 (Normal)

A sportsmanship of 3 will be given for a contest that runs normally. In this instance, players and spectators were respectful and courteous towards the opposition and/or all UREC staff.

2 (Some Static)

A sportsmanship of 2 reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team and spectators have many moments of questionable activity and show little respect and courtesy towards the opposition and/or all UREC staff. This is the lowest rating a team may receive if there were no unsportsmanlike penalties/fouls called. **Defaulted games will result in the Defaulting team gaining a 2 in sportsmanship for that contest.**

1 (Difficult/Harassment)

A sportsmanship of 1 reflects a team who had little to no control over team members and spectators. The team constantly showcased questionable activity and showed no respect for the opposition and/or all UREC staff. **The ejection of a player will result in that player's team gaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties will receive a maximum of 1 in sportsmanship for that contest.**

0 (Unacceptable)

A sportsmanship of 0 reflects activity that is completely unacceptable for any UREC participant(s).

Teams exhibit blatant actions of disrespect towards the opposition and/or all UREC staff. **Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions will receive a 0 in sportsmanship for that contest. Forfeited (non- appearance) games will result in the offending team gaining a 0 in sportsmanship for that contest.**

Section Two: Equipment

A. Players

1. All players must wear athletic, closed-toe shoes.
2. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces, and bracelets.
3. Protective equipment may be worn by any player at all times. However, it must be worn properly. Padding must cover splints, braces, and/or casts.
 - i. The Intramural Sports staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
4. The Intramural Sports staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance
5. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.

Section Three: The Game

A. Game

1. A game is won by the side first scoring 15 points in the first two games. If a third game is needed, it shall be played to 11 points.

B. Match

1. A match is won by the side first winning 2 games.

C. Playing Surface*

1. All games are played at the UREC Racquetball Courts.

***Please see end of document for court layout.**

D. Gameplay

1. The team winning the coin toss has the option to serve or receive the first serve. The team that does not serve first in game one will serve first in game two. For game three, the team scoring the highest point total between both games one and two will choose to serve first or receive first.
 - i. If both teams have scored an equal number of points between games one and two, a coin toss will be done to determine the serve order as is done for game one.
 - ii. In doubles, after the first server has lost their serve, both opposing members serve and then the serving rotation begins.
2. Once the ball is put into play, a rally continues until a player does not make a legal return. Each team is allowed a clear view and room to execute all returns during a rally. Interference is considered a hinder and the point is replayed. Hinders are as follows:
 - iii. A return which is hit too close to the returner's body and impedes the view of the ball by the receiver.
 - i. A ball that strikes an opponent before hitting the front wall.
 - ii. A player in not given clear view or position for a return shot such as physical contact which impedes the effort of a player to return the ball.
 - iii. A safety hinder is called when a player has fear of hitting their opponent with their racquet or the ball.
 - iv. If the ball is touched with a hand, arm, or any part of the body during the return, then it is considered a loss of serve or point.
 - v. The winner of the match is determined by whichever team wins two out of the three games.
 - vi. All games are self-officiated. Participants are expected to play in a fair and honest manner. Supervisors will rule on rule interpretations. If there is a dispute as to a judgement call, the rally shall be replayed.

E. Scoring

1. A point is scored after each rally and is not dependent on the server.
2. A game is won by the first player to reach 15 points, win by one point. The winner of the match is the first player to win 2 of 3 games. If needed, the third game is won by the first player to reach 11 points.

RULE TWO: SERVES

Section One: General Serves

- A. In singles or doubles, the server can stand in any part of the service zone.
- B. The server must bounce the ball before he/she may hit the ball.
- C. 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. The legal serve must contact the floor past the short line before contacting the back wall. Any other serve is illegal.

Section Two: Faults and Outs

- A. There are 2 types of illegal serves: Faults and Outs
 - 1. Faults are as follows:
 - i. Short Serves
 - ii. Long Serves
 - iii. Three Wall Serves
 - iv. Foot Fault
 - v. Ceiling Serve
 - vi. Screen Serve
 - vii. Touched Serve – a serve that strikes the server’s partner while he/she is in the server’s box
 - 2. Outs are as follows:
 - i. Misses Serve
 - ii. Touched Serve – a serve that strikes the server while he/she is in the server’s box
 - iii. Fake or Balk Serve
 - iv. Illegal Hit – 2 hits, carrying the ball, contact the ball with the handle or contact with the server
 - v. Non-Front Wall Serve
 - 3. Illegal Serves are considered an “Out” and service will change sides if the serving team commits 2 faults or 1 out prior to a rally.

RULE THREE: RETURN OF SERVICE AND RALLIES

Section One: Return of Service

- A. Receiving Position
 - 1. The receiver must stand at least five feet back of the short line, as indicated by the three inch vertical line on each side wall, and cannot enter into the safety zone until the ball has been served and passes the short line but, if the ball bounces before crossing the five foot short line, the receiver may cross the line and hit the ball after it has bounced. A violation of this line would result in a point for the server.
- B. Defective Serve
 - 1. To eliminate any misunderstanding the receiving side should not catch or touch a defectively served ball until called or it has touched the floor for the second time
- C. Legal Return
 - 1. After the ball is legally served, one of the players on the receiving side must strike the ball with his racquet either on the fly or after the first bounce and before the ball touches the floor the second time to return the ball to the front wall either directly or after touching one or both side walls, the back wall or the ceiling, or any combination of those surfaces. A returned ball may not touch the floor before touching the front wall. It is legal to return the ball by striking the ball into the back wall first, then hitting the front wall on the fly or after hitting the side wall or ceiling.
- D. Failure to Return – results in a point for the server.

Section Two: Rallies

- A. One or Both Hands
 - 1. Only the head of the racquet may be used at any time to return the ball. The ball must be hit with the racquet in one or both hands, switching hands to hit a ball is an out. The use of any portion of the body is an out
- B. One Touch
 - 1. In attempting returns, the ball may be touched or struck only once by one player on the returning side (a carried ball is a ball the rests on his racquet in such a way the effect is more of a sling or throw than a hit and shall be ruled a point or handout as is applicable). In doubles, both partners may swing at, but only one may hit the ball. A violation of this or the preceding rule results in a handout or point

C. Return Attempts

1. In singles, if a player swings at but misses the ball in play, the player may repeat his attempt to return the ball until it touches the floor for the second time.
2. In doubles, if one player swings at but misses the ball, both he and his partner may make further attempts to return the ball until it touches the floor the second time. Both partners on the side are entitled to return the ball.
3. In singles and doubles, if a player swings at and misses the ball in play and in his/hers, or his/hers partner's attempt again to play the ball there is an unintentional interference by an opponent it shall be a hinder.

RULE FIVE: PROTESTS

Section One: Types

- A. Misinterpretation of a rule. The protest must be made before the next play or, on the last play of the game, before the Intramural Sports staff leaves the playing area.
- B. Illegal player or players. The protest must be made while the players are still in the game and before the Intramural Sports staff leaves the playing area.
- C. Ineligible player. The protest must be made within 24 hours of the end of the game. The Intramural Sports staff will rule on the protest.

Section Two: Procedures

- A. Protests based on decisions involving accuracy of an official's judgment will not be considered.
- B. Team captains must initiate protests. The Intramural Sports staff on site, including officials and supervisors will determine the next action to take place.

Racquetball Court Layout – 3.C – Playing Surface

