

East Carolina University
Intramural Sports
Racquetball Rules

I. GOVERNING RULES

- A. Play will be governed by United States Racquetball Association (USRA) rules. A copy of these rules may be reviewed in the Intramural Sports office. The following are modifications and highlights of these rules:

II. EQUIPMENT

A. Eye Guards

Campus Recreation and Wellness is not responsible for injuries that may occur during intramural sport activities. It is REQUIRED that all participants wear sanctioned Racquetball Safety Eye Wear.

III. THE MATCH

- A. A coin toss will determine first service.

B. Objective

To win each rally by serving or returning the ball so the opponent is unable to keep the ball in play. The ball must be returned before it touches the floor twice; a point may be scored only by the serving side.

- C. Game is won by the side first scoring 15 points with a two-point advantage.

- D. Match winner is determined by best two out of three games. The 3rd game will be an 11-point tiebreaker.

IV. SERVES

- A. Server may serve from any place within service zone and must remain there until the ball passes the short line.

- B. To start the game, the server drops the ball and as it rebounds hits it directly at the front wall.

- C. Server has two attempts to make a legal serve.

D. Defective Serves:

1. Dead Ball Serves: (Reserve with no penalty).

- a. Screen Balls: Passes too close to server to obstruct view of the returning side.
b. Court Hinders: Hits any part of the court that is a dead ball area.

2. Fault Serves: (Still has one serve remaining).

- a. Short Serve: Hits in front of service line.
b. Long Serve: Hits back wall before it hits floor.
c. Ceiling Serve: Hits ceiling after hitting front wall.
d. Three-Wall Serve: Hits front wall and then hits two side walls on the fly.

3. Loss of Serve:

- a. Non-Front Serve: Hits ceiling, side wall, or floor before hitting front wall.
b. Touched Serve: Hits server on rebound from the front wall if they are out of the service box.

E. Doubles:

1. When first server is out the first time up, the side is out. Thereafter, both players on each side shall serve before possession changes.
2. On each serve the partner shall stand erect with back to the sidewall with both feet on the floor within the service box from the moment the server begins a service motion until the served ball passes the short line.

V. LEGAL HIT

A hit will be considered legal when a player strikes the ball either before any bounce or after only one bounce and returns the ball to the front wall without allowing the ball to touch the floor again. The ball may hit either of the side walls, the back wall or the ceiling either on its way to the front wall or on the rebound from the front wall. Switching hands to hit a ball, touching the ball with any part of the body or uniform, or removing the wrist safety cord during a rally, results in a loss of the rally.

VI. HINDERS

A. Dead Ball (Replay Serve)

1. If the ball hits the opponent on the way to the front wall.
2. If opponent interferes with your ability to make a shot easily.

B. Avoidable (Lose Rally)

1. If ball hits you on the rebound from the front wall.
2. Blocking or failure to move out of the path of an opponent which affects their ability to play the ball.
3. Deliberate pushing, intentional distractions, or the movement or failure to move which does not permit the opponent to have a free, unimpeded swing.

*If a situation arises during game play that is not covered in the rules, replay the serve with no penalty enforced.