Augustana University

Intramural Racquetball Rules – Singles

The Game

1. Objective: Win each rally by serving or returning the ball so that one's opponent is unable to keep the ball in play. A rally ends when one player makes an error is unable to return the ball before it touches the floor twice.
2. Points and Outs: Points are scored by the server when they serve an ace or win a rally. When the server loses a rally, their opponent gains the right to serve.
3. Game: Games are played to 15 points (win by two).
   a. The serve will be determined via coin flip for game one.
   b. The player who loses game one will begin game two as server.
4. Match: The first player to win two games wins the match.
   a. If a match is tied 1-1 after two games, the player who has accumulated the most total points in the prior two games will serve.

Service

The server must begin in the service zone. The server drops the ball; it bounces, and is then hit towards the front wall. The serve must hit the front wall first, may hit one side wall, and must land on the ground on the ground between the service zone and the back wall.

1. Single Faults
   a. The served ball hits the front wall and then back wall before the ground (Long Serve)
   b. The served ball hits the front wall and the ground before passing the service zone. (Short Serve)
   c. The served ball hits the front wall and then two side walls before the ground (3-Wall Serve)
   d. The served ball hits the front wall and then the ceiling before hitting the ground (Ceiling Serve)
   e. Foot Faults
      i. The server leaves the service zone before the served ball passes the short line.
      ii. A player steps over the short line or service line on their serve.
2. Double Faults (Loss of Serve)
   a. The server swings and misses the ball.
   b. The served ball does not hit the front wall first.
   c. The served ball hits the server on the way back.
   d. Server fails to put ball in play within 10 seconds of calling score.
      i. (Failure of Server)
   e. Two consecutive single faults.

Rallying

1. Players alternate hits.
2. The player who is hitting the ball must hit it before it bounces twice.
3. The ball may be hit into any wall or the ceiling, as long as it hits the front wall before bouncing.
4. If a player hits the other player with the ball, the rally is replayed.

5. If a player touches the ball after they have hit it, and before their opponent has hit it, the player loses the rally.

Hinders

1. <u>Dead Ball Hinders</u> – Point is replayed.
    a. <u>Hitting Opponent</u>- Any returned ball that touches an opponent on the fly before it returns to the front wall.
    b. <u>Body Contact</u>- Any body contact with an opponent that interferes with seeing or returning the ball.
    c. <u>Interference</u>- Any unintentional interference which prevents an opponent from having a fair chance to see or return the ball.
2. <u>Avoidable Hinders</u> – Results in either a point or a change in server.
    a. Failure to Move- A player does not move sufficiently to allow opponent a shot.
    b. Blocking- A player moves into a position blocking the opponent from returning the ball.
    c. Moving into the Ball- A player intentionally moves in the way and is struck by the ball just played by his opponent.
    d. Pushing- A player deliberately pushes or shoves opponent during a rally.

Safety

1. Safety goggles are highly recommended. (Available at Front Desk)
2. If you think you might hit your opponent with your racket, do not hit the ball.
    a. Point will be replayed.

If you have any question, please contact the Intramural Director.