



## Campus Recreation: Intramural Racquetball Rules

### Rule 1: League Format

#### I. Scheduling Matches

- a. Opponents will be allowed to schedule their own matches
- b. All games **MUST** be played at the Ray Meyer Fitness and Recreation Center.
- c. Racquets are available for check out with your ID. Balls must be brought by participants or purchased at the desk.
- d. If you are having difficulty reaching your opponent by email or phone, please let the Intramural Office know. If it is apparent that repeated efforts have been made, a decision will be made regarding that week's match.

#### II. Reporting Results

- a. In order to win a match, results must be emailed to Leanne Surmin ([lsurmin@depaul.edu](mailto:lsurmin@depaul.edu)) or put in IM Leagues and approved by both parties
- b. Any game not reported will be recorded as a double forfeit.

#### III. Any discrepancy that cannot be resolved should result in a re-do

#### IV. The winner of each match will be the individual that wins a best of three series (2 out of 3 games).

#### V. Play-Offs

- a. The winner of each division will advance to a single elimination tournament.
- b. In the event of a division tie:
  - i. The winner will be determined first by the highest game differential (number of games won minus the number of games lost).
  - ii. The second tie breaker will be the highest point differential (number of points scored minus number of points given up).
  - iii. If it is still tied after that, you will play a best of three match to see who advances.
- c. The winner of the tournament will win the coveted Intramural Champion Shirt.

### Rule 2: Equipment

- I. Safety eye wear is strongly recommended, but not required, during all games.

### Rule 3: Serving

- I. The server can stand in any part of the service zone.
- II. He/she must bounce the ball on the floor and stroke it to the front wall first, and the ball must rebound over the service line without hitting the floor.
- III. The legal serve can be either a straight rebound from the front wall or a combination with one side wall, hitting the floor past the service line and before the back wall. Any other serve is illegal.
- IV. There two types of illegal serves:
  - a. "Short" or "long" which allows for a second serve.
  - b. A serve that results in an "out" -- serve which hits the side wall or ceiling first or a serve which hits the server on its backward flight.

## V. Doubles Modification

- a. The side starting each game is allowed only one hand-out (only one serve). Thereafter, in that game both players on each side are permitted to serve until a hand-out occurs.
- b. The service order established at the beginning of the game must be followed throughout the entire game.
- c. The server's partner must stand within the server's box with his back to the side wall, both feet on the ground or just outside the court by the service line, until the ball passes the short line on the serve.

### **Rule 4: Receiving**

- I. Receiving player or team may not attack the ball on a serve until it has passed the attack (usually dotted) line on the court.
- II. Long serve
  - a. The receiver has the option of playing a long serve.
  - b. If his partner calls the ball long, a second serve is allowed or it is an out if it was the second serve.
- III. Players may hit the ball on either the volley (as long as they are behind the attack line) or on one bounce, and can return it to the front wall with any combination of walls as long as the ball does not touch the floor before hitting the front wall.

### **Rule 5: Scoring**

- I. Points are only scored by the player or team in service.
- II. A match victory consists of a player or team winning 2 out of 3 games.
- III. Games are played to 15 points. The winner will be the first player to 15, win by one point.

### **Rule 6: Game Play**

- I. Once the ball is put into play, a rally continues until the player or side serving or receiving has returned the ball to the front wall and no return is made by the opposition.
- II. Each team is allowed a clear view and room to execute a shot on the ball on a return during a volley.
  - a. Interference is considered a hinder and the point is played over.
  - b. Types of hinders:
    - i. Service hinder: "shadow" serves in which the served ball passes so close to the server's body that it impedes the view of the ball by the receiver.
    - ii. Returns: ball that strikes the opponent.
    - iii. Rally hinder: player not given a clear view or position for return shot. Physical contact which impedes effort of player to return ball.
    - iv. Safety hinder: if player avoids returning ball because of fear of hitting his opponents with the racquet or ball, a hinder call should be made.
- III. If the ball is touched with a hand, arm, or any part of the body during the return, it is an out or a point, as the case may be.
- IV. In doubles, if one player swings and misses the ball, his partner may attempt to return the ball legally.

## **Rule 7: Sportsmanship**

- I. Sportsmanship is an important part of intramurals.
- II. If a player calls a hinder, it is there right. The point is replayed. There is to be no arguing over the call once it is made.
- III. Additional information regarding sportsmanship may be obtained from the Intramural Handbook or at the DePaul Campus Recreation web site.