1. Play will be organized as a pool play tournament with single elimination play off for each division.

(Top two winners in each pool advance to play offs or the top players in the standing according to records will advance. (If only 4 players in a division the winner will be decided by best record.)

Days and times for competition will be arranged between opponents. All matches MUST be completed by the indicated date on the schedule. Matches not played by the designated deadline may result in a forfeit.

Schedules will be posted on IMleagues.com.

2. Matches may be played at the WRC indoor racquetball courts, or other mutually agreed upon site.

3. The winner of each match should report the results to IMleagues.com as soon as possible after each match.

4. Official Racquetball Rules will be used. Choice of service determined by a coin flip. All racquetball games are played to 15 points and winner is decided by winning 2 out of 3 games.

5. All participants must furnish their own balls.

Racquetballs only may be purchased at the WRC Welcome Desk.

Racquets and goggles for each sport may be checked out from the WRC Welcome Desk.

Contact WRC Welcome Desk, 273-2413, for reservations. Reservations can be made one day in advance for the WRC indoor courts.

6. Results and standings will be posted on IMleagues.com for both league and playoffs. Play offs will also be posted on the IM bulletin boards.

7. Order – The player or side winning the coin toss becomes the first server of the match and starts the first and third game, if necessary.

Start – Games are started by the referee calling, “players ready?...Serve!”

Place – The server may serve from any place in the service zone. No part of either foot may extend beyond either line in the service zone. Stepping on the line (but not beyond) is permitted. The server must remain in the service zone until the served ball passes the short line. Violations are called “Foot
Faults. “Manner – A serve is commenced by bouncing the ball on the floor in the service zone, and on the first bounce the ball is struck by the server’s racket so that it hits the front wall and on the rebound hits the floor back of the abort line, either with or without touching one of the side walls.

8. Winners of each division and sport will be awarded an Intramural Champion’s T-Shirt.

9. Questions concerning play should be referred to the Intramural Office

WRC Room 161, 273-7262

Good luck and have fun!