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 to https://services.recreation.uni.edu/FusionIM

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 https://services.recreation.uni.edu/FusionIM 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 https://services.recreation.uni.edu/FusionIM for both league and playoffs.

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

**RACQUETBALL SINGLES RULES 2018**

1. Matches consist of the best two of three games. First and second games are played to 15 points; third game to 11 points. (First player to 15 points wins; you do not have to win by two (2) points.)

2. Scoring: Only the server can score points. The server scores one point for winning a rally. The receiver gets a “sideout” for winning a rally and serves the next rally.
3. Serving: The server must begin the service motion in the service zone. The server drops the ball, allows it to bounce on the ground once, and hits it towards the front wall. The serve must hit the front wall, MAY hit one side wall, and must land on the ground between the service zone and the back wall.

-Any of the following will result in a “double fault” or loss of serve:

- The server swings and misses the ball.
- The served ball does not hit the front wall first.
- The served ball hits the server on the way back.
- Two consecutive single faults.

-Any of the following will result in a “single fault”:

- The served ball hits the front wall and then the ceiling.
- The served ball hits the front wall and then the back wall before the ground (long serve).
- The served ball hits the front wall and then the ground before passing the service zone (short zone).
- The served ball hits the front wall and then two sides walls before the ground. (3 wall serve).
- The served ball passes so close to the server that the receiver could not see it on the way back. (screen serve).

4. Rallying: Players alternate hits. The player who is hitting the ball must hit the ball before it bounces twice on the ground. The ball may be into any wall and/or the ceiling, as long as the ball reaches the front wall before hitting the ground. If a player hits the other player with the ball, the rally is replayed. If a player touches the ball while it is the other player’s turn to hit, the first player loses the rally.

5. Safety: Always wear racquetball goggles when playing. Also, if you feel you may hit your opponent with your racquet or the ball, please stop your swing! Play the point over.

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

Questions concerning play should be referred to the Intramural Office

WRC Room 161, 273-5528

Good luck and have fun!