

Racquetball

[USRA rules](#) will govern play with the following exceptions and highlights:

ELIGIBILITY

All participants must have an active WRC membership, Intramural Sports Play Pass, and show their UNI ID prior to each contest. Eligibility status is the responsibility of each individual participant and the Team Captain.

THE GAME

- 1.1 A Match consists of the best of 3 games. Games one and two are played to 15 points straight, if a third game is required, it will be played to 11.
- 1.2 Play will be organized as a single-elimination tournament
- 1.3 Matches may be played at the WRC indoor racquetball courts
- 1.4 Service is determined by a coin flip. The winner of the coin flip will start the first game, and third game (if necessary)
- 1.5 Racquets and balls will be provided to participants
- 1.6 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. Each team is allowed a clear view and room to execute a shot on the ball on a return during a volley. Interference is considered a hinder and the point is played over.
 - a. 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.
 - b. Returns: ball that strikes the opponent.
 - c. Rally hinder: player not given a clear view or position for return shot. Physical contact which impedes the effort of the player to return the ball.
 - d. Safety hinder: if a player avoids returning the ball because of fear of hitting his opponents with the racquet, a hinder call should be made.
- 1.7 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.

SERVING

- 2.1 The server can stand in any part of the service zone. 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. 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. Any other serve is illegal

RECEIVING

- 3.1 Receiving player or team must remain five feet behind the service line until the ball is served and he/she cannot return the ball legally until it lands on or passes over the service line.
- 3.2 Long serve - the receiver has the option of playing a long serve.
- 3.3 Players may hit the ball on either the volley (as long as he remains 5 feet behind the short 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.

SAFETY

- 4.1 Wearing racquetball goggles is highly encouraged 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, intramurals@uni.edu