



**UW-Green Bay Intramurals Racquetball Rules**  
<http://www.uwgb.edu/sportsctr/intramurals>  
revised: 9/9/2005



» *All UW-Green Bay Intramural Policies and Regulations hold true and must be abided by* «

Game Length:

- A game is completed when a player scores a total of 15 points (winning by at least 2 points), or reaches 21 points first.
- The first player to win two games wins the match.

**Third Game:**

- If a third game is needed to decide the match, a tiebreaker game is played to 11 points (winning by at least 2 points), or 15 points.
- The rest period between games of a match shall be no more than 1 minute long.

Players:

- *Every player* must fulfill the eligibility requirements as stated in the Intramural Policies and Regulations.
- Roster size is limited to a maximum of 1 player.

Before The Game:

- A coin toss will precede the match. The player that wins the coin toss can choose to serve or to receive for the first game.
- A second coin toss will precede the third game, if a third game is needed.

Scoring:

- One point will be awarded to the serving player for a won point.
- A side out will be awarded to the receiving player for a won point, or an infringement of serving rules by the serving player.
- Once the match has been completed, record the score on a Racquetball results sheet and turn in to PSC front desk with players' signatures.

Match Play:

**Serving:**

- The serve is started from anywhere within the service zone.
- The ball must be bounced on the floor in the zone and be struck by the racquet before it bounces a second time.
- After being struck, the ball must hit the **front wall first** and on the rebound hit the floor beyond the back edge of the short line.
- Neither the ball, nor any part of either foot may extend beyond either line of the service zone when initiating the service motion.
- Stepping on, but not over, the lines is permitted.
- When completing the service motion, the server may step over the service line provided that some part of both feet remain on or inside the line until the served ball passes the short line.
- The server may not step over the short line until the ball passes the short line.

**Fault Serves:**

- **Two fault** serves result in a side out.
- *Foot faults* as describe in the serving section above.
- A *short serve* is any served ball that first hits the front wall, and on the rebound, hits the floor on or in front of the short line.
- A *three-wall serve* is any served ball that first hits the front wall, and on the rebound, strikes both sidewalls before touching the floor.
- A *ceiling serve* is any served ball that first hits the front wall and then touches the ceiling.
- A *long serve* is a served ball that first hits the front wall and rebounds to the back wall before touching the floor.
- Any served ball that on the rebound from the front wall *touches the server or server's racquet* is an **automatic side out**.

**Playing The Ball:**

- After a legal serve, the receiving player must strike the ball on the *fly* or *after the first bounce*, and **before** the ball touches the floor for the second time; and **return the ball to the front wall** either directly or after touching one or both sidewalls, the back wall, or ceiling.
- A returned ball *must* touch the **front wall before touching the floor**.
- The failure to return a serve results in a point for the server.
- Only the head of the racquet may be used at any time to return the ball.
- An *illegal hit* is a hit that includes contacting the ball twice, carrying the ball, or hitting the ball with the handle of the racquet or part of the body.
- A player *may* continue to attempt to return the ball until it touches the floor for a second time if he/she swings and misses.
- When an **opponent** is hit by a return shot in flight, the ball is dead and the point is replayed. However, if a player is hit **by his/her own** shot, it is a ruled a side out or point, depending on the circumstance.

Forfeits:

- A player will forfeit a game if he/she is not present after ten minutes of scheduled game time.
- Forfeiture will follow the forfeit policy described in the Intramural Policies and Regulations.

Dismissal From Sport:

- Throwing a racquet.
- Physical contact or intimidation with opposing player.
- Other non-sportsmanlike conduct.