Racquetball Rules

I. GOVERNING RULES
The Official Rules and Regulations of Racquetball approved by the American Amateur Racquetball Association will apply in all cases except where a special Oregon State University Intramural Sports rule applies.

II. ELIGIBILITY
All participants must be either students registered at Oregon State University or Faculty/Staff/Affiliate with a Recreational Sports Membership. For more information on eligibility, consult the Intramural Sports Handbook.

III. UNIFORMS/EQUIPMENT
   A. No jewelry (earrings, necklaces, bracelets, rings, etc.) will be allowed on the court at anytime. Players will need to remove items immediately or leave the game.
   B. Mouth guards for each player are recommended for your protection.
   C. Goggles are REQUIRED for Intramural Racquetball play.
   D. No shoes that leave black or scuff marks, boots, or sandals on the court will be permitted. Athletic, closed toe shoes must be worn.
   E. No hats are allowed.
   F. No braces, casts, guards, or supports that may cause other players harm will be permitted.
   G. Teams must provide their own game ball and racquet. Racquets and racquetballs may be checked out from Equipment Issue in the Dixon Recreation Center.

IV. PRE-EVENT
   A. All participants will need to bring their ID card to enter the facility.
   B. Participants will need to check in with the sport coordinator prior to game time.

V. EVENT STRUCTURE
   A. Game time listed on the schedule is the official game time.
   B. Players will be responsible for keeping score during the game.

VI. THE GAME
   A. Racquetball can be played by two, three or four players. When played by two it is called "singles", by three "cut throat", and when played by four "doubles".
   B. The objective is to win each rally by serving or returning the ball so the opponent is unable to keep the ball in play. A rally is over when a side makes an error, or is unable to return the ball before it touches the floor twice.
   C. Points are scored only by the serving side, when it serves an ace or wins a rally. When the serving side loses a rally, it loses the serve. Losing the serve is called an "out" in singles, and a "handout" in doubles.
   D. A game is won by the side first scoring 15 points.
   E. A match is won by the side first winning two games.

VII. THE SERVE
   A. The player or side winning the toss becomes the first server and starts the first game. The receiving player or side in the first game shall serve first in the second game. In a tie-breaker it shall be that player accumulating the greatest number of points in the first two games who shall serve first.
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B. The server may serve from any place in the service zone. No part of either foot may extend beyond either line of the service zone. Stepping on the line (but not beyond it) is permitted. Server must remain in the service zone until the served ball passes short line. Violations are called "foot faults".

C. A serve is commenced as the ball leaves the server's hand. The ball must bounce on the floor in their service zone and on the first bounce be struck by the server's racquet so that it hits the front wall and on the rebound hits the floor back of the short line, either with or without touching one of the side walls. A balk serve (fake swing at the ball), shall be deemed an infraction and be judged a handout.

D. Fault Serves - the following serves are faults and any two in succession will result in an out.
   1. Foot Faults - The foot fault results:
      a. when the server leaves the service zone before the served ball passes the short line
      b. when the server steps over the service or short line
   2. Short Serve - A short serve is any served ball that first hits the front wall and on the rebound hits the floor in front of the short line either with or without touching one side wall
   3. Three-Wall Serve - Any ball served that first hits the front wall and on the rebound hits two side walls on the fly.
   4. Ceiling Serve - Any served ball that touches the ceiling after hitting the front wall either with or without touching one side wall.
   5. Long Serve - A long serve is any served ball that first hits the front wall and rebounds to the back wall before touching the floor.

E. Dead Ball serves – the following are dead ball serves and result in no penalty and the server is given another serve without canceling a prior illegal serve.
   1. Screen Balls – passes too close to the server to obstruct the view of the returning side.
   2. Court Hinders – hits any part of the court that under local rules is a dead ball.

F. Out Serves – the following serves are out serves and result in an out.
   1. Failure of Server – failure of the server to put the ball into play within ten seconds of calling the score.
   2. Missed Ball – any attempt to strike the ball on the first bounce that results either in a total miss or in touching any part of the server's body other than the racquet.
   3. Non-Front Serve – any served ball that strikes the ceiling, floor, or side wall before striking the front wall.
   4. Crotch Serve – if the served ball hits the crotch in the front wall, it is considered the same as hitting the floor and is an out. A crotch serve into the back wall is good and in play.
   5. Fake or Balk Serve – A balk serve is defined as a non-continuous movement of the racquet towards the ball as the server drops the ball for the purpose of serving.

VIII. GAME PLAY

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111 Dixon Recreation Center
(541)737-4083
www.oregonstate.edu/recsports

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A. Return of the Server
1. Receiving position – The receiver must stand at least 5 feet back of the short line as indicated by the 3-inch vertical line on the side wall and cannot enter the safety zone until the ball has been served and passes the short line. However, if the ball bounces before crossing the 5-foot short line, the receiver may cross the line and hit the ball after it has bounced. A violation of this would result in a point for the server.
2. To eliminate any misunderstanding the receiving side should not catch or touch a defectively served ball until called by the receiving team.
3. Legal Return - After the ball is legally served, one of the players on the receiving side must strike the ball with his racquet either on the fly or after the first bounce and before the ball touches the floor the second time to return the ball to the front wall either directly or after touching one or both side walls, the back wall or the ceiling, or any combination of those surfaces. A returned ball may not touch the floor before touching the front wall. It is legal to return the ball by striking the ball into the back wall first, then hitting the front wall on the fly or after hitting the side wall or ceiling.
4. Failure to Return – The failure to return a serve results in a point for the server.

B. Rallies – Each legal return after the serve is called a rally. Play during rallies shall be according to the following rules.
1. Only the head of the racquet may be used at any time to return the ball. The ball must be hit with the racquet in one or both hands; switching hands to hit a ball is an out. The use of any portion of the body to hit the ball is an out.
2. In attempting returns, the ball may be touched or struck only once by one player on the returning side (a carried ball is a ball that rests on his racquet in such a way that the effect is more of a "sling" or "throw") than a hit and shall be ruled a point or handout as is applicable.) In doubles, both partners may swing at, but only one may hit the ball. A violation of this or the preceding rule results in a handout or point.
3. Return attempts
   a. If a player swings at but misses the ball in play, the player may repeat his attempts to return the ball until it touches the floor for the second time.
   b. If a player swings at but misses the ball in play and in his attempt again to play the ball there is an unintentional interference by an opponent it shall be a hinder.

C. Dead Ball Hinders – Dead Ball Hinders result in the point being replayed.
1. Court Hinders – Hits any part of the court which under local rules is a dead ball.
2. Hitting Opponent – Any returned ball that touches an opponent on the fly before it returns to the front wall.
3. Body Contact – Any body contact with an opponent that interferes with seeing or returning the ball.
4. Screen Ball – Any ball rebounding from the front wall close to the body of a player on the side which just returned the ball, to interfere with or prevent the returning side from seeing the ball.
5. Straddle Ball – A ball passing between the legs of the player on the side which just returned the ball, if there is no fair chance to see or return the ball.

D. Avoidable Hinders - An avoidable hinder results in an "out" or a point depending upon whether the offender was serving or receiving.
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1. Failure to move – Does not move sufficiently to allow opponent shot.
2. Blocking – Moves into a position affecting a block on the opponent about to return the ball.
3. Moving into the ball – Moves in the way and is struck by the ball just played by their opponent.
4. Pushing – Deliberately pushes or shoves opponent during a rally.
5. Swing impedance – Moves so as to restrict opponent’s swing so that the player does not have a free, unimpeded swing.

IX. CONDUCT

A. The Intramural Sports program promotes positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

X. EJECTIONS

A. Any player ejected from a game will be immediately suspended from participating in all Intramural Sports activities. The ejected player must then make an appointment with the Coordinator of Intramural Sports and Sports Coordinator to determine the length of suspension and any other sanctions. The following actions can result in ejections from Intramural Sports:
   1. Improper language
   2. Unsporting conduct