



INTRAMURAL SPORTS

Intramural Racquetball Rules

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I. Governing Rules

1. All Intramural participants must present a valid Skyhawk ID card in order to participate. **No exceptions.**
2. All regulations regarding forfeits, defaults, protests, and rescheduling are outlined in the program handbook. These rules **must** be followed to the letter.
3. Intramural sports are offered to UT Martin students on a voluntary basis and each student participates at their own risk. Participants are responsible for ensuring that they are physically fit to participate in the selected sport(s), and are encouraged to check with their family physician or Student Health prior to participation.
4. The officiating will be done by referees who are in absolute control of the game. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

All Participants are to abide by the intramural eligibility, protest, and rescheduling rules stated in the Program Handbook

I. Starting Play, Players, Equipment, & Playing Field

1. Players

- A. A legal match shall be played by 2 individuals or 2 teams of 2 people if doubles.

2. Player Equipment-Required

A. Jersey

- i. No restrictions will be placed on jerseys worn.

B. Pants/Shorts

- i. No restrictions will be placed on permissible pants/shorts.

C. Footwear

- i. Shoes shall be made of a canvas, leather, or synthetic material, which covers the entire foot, and attached to a firm sole of leather, rubber, or composite non-marking out sole material.

3. Player Equipment-Optional

- A. Protective eyewear will not be required but is highly recommended.

4. Player Equipment-Illegal

- A. All footwear that can mar or damage the floor will be illegal.

5. Playing Field

- A. All matches will be played in the racquetball courts at either the Student Recreation Center or Elam Center Facilities.

II. Periods, Time Factors, & Substitutions

1. Match Length

A. Matches will be of the best of 3 format. The first person to win 2 games will be declared the winner of the match.

B. Timeouts

A. Each player or team is entitled to three 30 sec timeouts in games played to 15

III. Game Play

1. Objective

- A. The objective is to win 2 games by attaining 15 points and winning by a margin of 2 or more.
- B. The player or team in service only scores points

2. Serving

A. Legal Serve Position

- a) All serves must be initiated within the service zone.

B. Illegal Serves

a) Long Serve

- i. A long serves occurs when, during a legal serve, the ball makes contact with the rear wall prior to contacting the floor in between the service line and rear wall.

b) Short Serve

- i. A short serve occurs when, during a legal serve, the ball contacts the ground in front of the short line.

c) Illegal contact during a serve

- i. During a serve the ball cannot contact the ceiling, the server, or more than 2 walls.

d) Serving the ball without a Bounce

- i. Tossing the ball into the air and serving it without a bounce is fault serve

C. Screening a serve

- a) While serving the ball must pass by the server more than a racquets length away from the server's body.

D. Double Serve

- a) In doubles, the side starting each game is allowed only one serve. Thereafter, in that game both players on each side are permitted to serve until a hand-out occurs. The service order established at the beginning of the game must be followed throughout the entire game. The server's partner must stand within the server's box with his/her back to the side wall and both feet on the ground

3. Player Conduct

- A. All matches will be self officiated. All participants are encouraged to exercise the highest standard of sportsmanship.

4. Receiving

A. The receiving player/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. Players must hit the ball on either the volley (as long as he/she remains 5 feet behind the service line) or on one bounce, and can return it to the front wall with any combination of walls as long as the does not touch the floor before hitting the front wall.

5. Interference or Hindering

A. Once the ball is put into play, a rally continues until the player/team serving or receiving has returned the ball to the front wall and the opposition makes no return. Each team is allowed a clear view and enough room to execute a shot on the ball during a return shot in the middle of 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 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 a return shot
- d. Safety hinder: if player avoids returning ball due to fear of hitting his opponent with the racquet , a hinder call should be made