**Players**

- No substitutions are permitted.
- The format is best two out of three games.
- The player on the top part of the bracket is responsible for contacting the player on the bottom, and setting up a time for each match.
- Players are responsible for e-mailing the winner of the match to the Office of Recreation Services after each match.

**Scoring**

- Scoring is done the same way as in volleyball. 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. The first person to 15 points wins the game (no need to win by two). If the third game is needed the game will be played to 11 points.

**Service**

- Before the match begins, each team should establish their team’s order of service, which should be followed throughout the match.
  - The order of serve can be changed between games.
- On each serve, the server’s partner stands with his/her back to the side wall and with both feet on the floor within the service box from the moment the server begins the service motion until the served ball passes the short line.
- In doubles, the side is retired when both partners have lost service, except that the team that serves first at the beginning of each game loses the serve when the first server is retired.
• 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 "single fault":
  o The served ball hits the front wall and then the ceiling
  o The served ball hits the front wall and then the back wall before hitting the ground (long serve)
  o The served ball hits the front wall and then the ground before passing the service zone (short serve)
  o The served ball hits the front wall and then two side walls before hitting the ground (3 wall serve)
  o The served ball passed so close to the server that the receiver could not see it on the way back (screen serve)
  o The server’s partner is not in the service box with both feet on the floor and back to (but not necessarily against) the side wall from the time the server begins the service motion until the ball passes the short line.
  o A served ball that that hits the doubles partner while in the doubles box.
  o If a serve hits the non-serving partner while standing in the box.

• Any of the following will result in a "double fault" or loss of serve:
  o The server swings and misses the ball
  o The served ball does not hit the front wall first
  o The served ball hits the server on the way back
  o Two consecutive single faults

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 hit 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, it is an obstruction by the player who was hit by the ball, and the player who hit the ball receives a point or a side out. If a player touches the ball while it is the other player’s turn to hit, the first player loses the rally.

• The rally is lost if one player hits that same player’s partner with an attempted return.

Safety

• Always wear racquetball goggles when playing. If you decide to get serious about the game, you’ll find that all tournaments require them, so you may as well get used to them now. Also, if you feel you may hit your opponent with you racquet, please stop your swing! It’s much better to play the point over than to take your (former) friend to the hospital.

Revised: 11/5/10