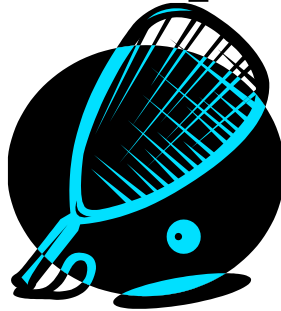


Bucknell University Recreation Services Intramural Racquetball Rules



Format

- No substitutions are permitted.
- The format is best two out of three games for both singles and doubles.
- The player(s) 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 or team 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

- 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":
 - The served ball hits the front wall and then the ceiling
 - The served ball hits the front wall and then the back wall before hitting the ground (long serve)
 - The served ball hits the front wall and then the ground before passing the service zone (short serve)
 - The served ball hits the front wall and then two side walls before hitting the ground (3 wall serve)
 - The served ball passed so close to the server that the receiver could not see it on the way back (screen serve)
- Any of the following will result in a "double fault" or loss of serve:

- The server swings and misses the ball
- The served ball does not hit the front wall first
- The served ball hits the server on the way back
- Two consecutive single faults
- **NOTE: In Doubles-** the serving pattern is similar to that of tennis doubles.
 - First to serve is chosen by a spin of the racquet. The team that chooses to serve will pick one person on their team to serve. This person will serve, as mentioned above, until the serving team loses a rally.
 - At this point after the server's team has lost the point, the serving goes to the opponents, who now become the servers. They too will choose one person to serve out the subsequent points until they lose a point.
 - The serving will then go back to the original serving team. The player that did not serve first will now start the rally with a serve, and will continue to serve until they lose a point.
 - After the loss of the point by the original serving team, the player that did not serve second overall, and first for the team, will now serve.
 - This rotation will continue until the end of the game when a team scores 15 points.
- The server's partner will stand against the side wall with both feet within the service box until the served ball passes the short line.
- It is not necessary for the server to alternate serves to his/her opponents.

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.
- **NOTE: In Doubles-** Rallies must be between alternating teams. Example: A player hits the ball, his/her opponent hits it, the original player may hit the ball again.

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.

