Rules of the Game

1. Players & Substitutes
   a. A team consists of 2 players on the court.
   b. There must be 2 players to start a game.
      i. If ejections or injuries cause one team to drop below 2 players, it will result in a forfeit.
   c. All jewelry must be completely covered and secured. Safety is still our top priority. Any jewelry that remains a risk to any participant (even if covered) will not be permitted.
   d. For CoRec games, the following gender restrictions apply:
      i. 2 players → gender max 1
   e. Only one Sport Club or Registered Student Organization team member may be on a team roster in their sport or allied sport.
   f. Substitutes can only be made between games.
   g. It is recommended that you wear racquetball goggles when playing.
2. The Game
   a. Play may be stopped at the discretion of the intramural staff at any time.
   b. All matches consist of the best 2 out of 3 games.
   c. The first and second sets are played to 15 points (win by 2), capped at 17
   d. The third set is played to 7 points (win by 2), capped at 9
   e. Only the serving team can score points. The serving team scores one point for winning a rally.
3. Grace Period
   a. If a team does not have the required minimum number of players checked in at the scheduled game time, a 10-minute grace period is given.
      i. If a team (or teams) doesn’t have the required number of players by the end of the 10-minute grace period, the game is recorded as a forfeit.
      ii. If one team is present at the start of the grace period (scheduled game time), that team has the option to start the first game up by half the points needed to win that game. Therefore, if one team is present at the beginning of the scheduled game time, they have the option to start the first game at 8-0 when their opposing team arrives during the grace period. However, the present team may also elect to decline the penalty and start the game with a score of 0-0.
4. Order of Serve
   a. At the beginning of each game, when the first server of the first team to serve is out, the team is out. After that, either partner can serve first each time the team steps in to serve. Both players on each team shall serve until there is a handout and a side out -- i.e. both players are out.
   b. In doubles, the side is retired and the opposing team serves 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.
5. Serving
   a. 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 then may hit one side wall, and must land on the ground between the service zone and the back wall.
   b. Any of the following will result in a “double fault” or loss of serve:
      i. The server swings and misses the ball.
      ii. The served ball does not hit the front wall first.
      iii. The served ball hits the server on the way back.
      iv. Two consecutive single faults.
   c. Any of the following will result in a “single fault”:
      i. The served ball hits the front wall and then the ceiling.
      ii. The served ball hits the front wall and then the back wall before the ground (long serve).
      iii. The served ball hits the front wall and then the ground before passing the service zone (short zone).
iv. The served ball hits the front wall and then two sides walls before the ground. (3-wall serve).
v. The served ball passes so close to the server that the receiver could not see it on the way back. (screen serve).

6. Rallying
   a. Opponents alternate hits.
   b. The team who is hitting the ball must hit the ball before is bounces twice on the ground.
   c. The ball may be played into any wall and/or the ceiling, as long as the ball reaches the front wall before hitting the ground.
   d. If a team hits an opposing player with the ball, the rally is replayed.
   e. If a player touches the ball while it is the other team’s turn to hit, the team that illegally touched the ball loses the rally.

***Rules not outlined in this sheet will follow the United States Racquetball Association (USRA) official rules, which can be found at: https://www.teamusa.org/usa-racquetball/rules.***