Thank you for being a part of one of the best intramural programs in the nation. We are proud to offer a variety of quality intramural activities. Good luck and we hope you have a fun and exciting season!

If you have questions throughout the season, please feel free to contact us by calling our office (540-231-8297), emailing imsports@vt.edu, stopping by our office in 135 War Memorial Hall or consulting our Participant Policy and Procedure Manual.

Rules of the Game

1. Equipment and Location
   a. Players are responsible for their own equipment.
   b. Racquetball courts are available for use at War Memorial Hall.

2. The Game
   a. A match consists of the best two out of three games.
   b. The first and second games are played to 15 points.
   c. The third game is played to 11 points.
   d. You do not need to win by two points.
   e. Teammates do not have to alternate shots.
   f. It is recommended that you wear racquetball goggles when playing.
   g. Be aware of where your opponents are. If you feel you may hit them, stop your swing and redo the point.

3. Scoring and Order of Serve
   a. Only the serving team can score points. The serving team scores one point for winning a rally.
   b. Order of serve: 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.
   c. 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.

4. 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).

 5. Rallying
   a. Opponents alternate hits.
   b. The team who is hitting the ball must hit the ball before it 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.