

Racquetball

Rules:

1. Match will consist of best 2 out of 3 games.
2. Games will be played to 15.
3. Points are only scored on your serve.
4. The server may serve from any place within the serving zone. No foot may extend farther than the serving zone. Stepping on the line is permitted, but if the foot goes beyond, it is a foot fault. The server must stay within the zone until the ball has crossed the short line.
5. The ball must bounce on the floor in the service zone and on the first bounce be struck with the racquet so that it hits the front wall and lands beyond the short line with or without hitting a side wall.
6. Defective Serves:
 - a. Dead ball serves – results in no penalty and the server is given another serve without cancelling a prior illegal serve
 - b. Fault serve – two fault serves results in a handout
 - c. Out serve – an out serve results in a handout
7. Dead Ball Serves
 - a. Hits Partner — Hits the server's partner on the fly on the rebound from the front wall while the server's partner is in the service box. Any serve that touches the floor before hitting the partner in the box is short.
 - b. Screen Balls — Passes too close to the server or the server's partner to obstruct the view of the returning side. Any serve passing behind the server's partner and the side wall is an automatic screen.

Note: Screen balls are a judgment call on the part of the referee. Any ball that passes within eighteen inches of the server's body on either side shall be deemed a screen ball. It shall not be ruled a screen if the receiving player is obviously overplaying his position in order to protect his offside.
 - c. Court Hinders — Hits any part of the court that under local rules is a dead ball.
8. Fault Serves
 - a. Foot Faults — The foot fault results:
 1. When the server leaves the service zone before the served ball passes the short line.
 2. When the server's partner leaves the service box before the served ball passes the short line.
 3. When the server steps over the service or short line.
 - b. Short Serve — a short serve is any served ball that first hits the front wall and on the rebound hits the floor in front of the short line either with or without touching one side wall.
 - c. Three-Wall Serve — any ball served that first hits the front wall and on the rebound hits two side walls on the fly.
 - d. Ceiling Serve — any served ball that touched the ceiling after hitting the front wall either with or without touching one side wall.
 - d. Long Serve — a long serve is any served ball that first hits the front wall and rebounds to the back wall before touching the floor.
9. Out Serves
 - a. Missed Ball — any attempt to strike the ball on the first bounce that results either in a total miss or in touching any part of the server's body other than his racquet.
 - b. Non-Front Serve — any served ball that strikes the server's partner, or the ceiling, floor or side wall, before striking the front wall.
 - c. Touched Serve — any served ball that on the rebound from the front wall touches the server, or touches the server's partner while any part of his body is out of the service box, or the server's partner intentionally catches the served ball on the fly.

- d. Out-of-Order Serve — in doubles, when either partner serves out-of-order. Any points which may have been scored during an out-of-order serve will automatically void with the score reverting to the score prior to the out-of-order serve.
- e. Fake or Balk Serve — a balk serve is defined as a non-continuous movement of the racquet towards the ball as the server drops the ball for the purpose of serving.

10. Return of Serve

- a. Receiving Position — the receiver(s) must stand at least five (5) feet back of the short line, as indicated by the three (3) inch vertical line on each side wall, and cannot enter into this safety zone until the ball has been served and passes the short line, but if the ball bounces before crossing the five (5) foot short line, the receiver may cross the line and hit the ball after it has bounced. A violation of this line would result in a point for the server.
- b. Defective Serve — to eliminate any misunderstanding the receiving side should not catch or touch a defectively served ball until called or it has touched the floor for the second time.
- c. Legal Return — After the ball is legally served, one of the players on the receiving side must strike the ball with his racquet either on the fly or after the first bounce and before the ball touches the floor the second time to return the ball to the front wall either directly or after touching one or both side walls, the back wall or the ceiling, or any combination of those surfaces. A returned ball may not touch the floor before touching the front wall. It is legal to return the ball by striking the ball into the back wall first, then hitting the front wall on the fly or after hitting the side wall or ceiling.
- d. Failure to Return — the failure to return a serve results in a point for the server.

11. Dead Ball Hinders

- A. Court Hinders. Hits any part of the court which under local rules is a dead ball.
- B. Hitting Opponent. Any returned ball that touches an opponent on the fly before it returns to the front wall.
- C. Body Contact. Any body contact with an opponent that interferes with seeing or returning the ball.
- D. Screen Ball. Any ball rebounding from the front wall close to the body of a player on the side which just returned the ball, to interfere with or prevent the returning side from seeing the ball.
- E. Straddle Ball. A ball passing between the legs of the player on the side which just returned the ball, if there is no fair chance to see or return the ball.
- F. Other Interference. Any other unintentional interference which prevents an opponent from having a fair chance to see or return the ball.

Effect — A call of a hinder stops the play and voids situation following, such as the ball hitting a player. The players themselves can call a hinder while holding up their swing, such a call should be made immediately.

Avoidance — while making an attempt to return the ball, a player is entitled to have a direct path to the ball and an unobstructed view of the ball after it leaves the front wall. It is incumbent upon the players to give their opponents a free, uninhibited swing at the ball. This applies in doubles as well. It is not a hinder when one player interferes with their team-mate.

12. Avoidable Hinders

- a. Avoidable Hinders — an avoidable hinder results in an out or a point depending upon whether the offender was serving or receiving.
- b. Failure to Move — does not move sufficiently to allow opponent his shot.
- c. Blocking — moves into a position affecting a block, on the opponent about to return the ball, or, in doubles, one partner moves in front of an opponent as his partner is returning the ball.
- d. Moving into the Ball — Moves in the way and is struck by the ball just played by his opponent.
- e. Pushing — deliberately pushes or shoves opponent during a rally.

All rules are subject to change by the Program Director for Intramural and Club Sports