

**CU • STUDENT REC. CENTER INTRAMURALS RAQUETBALL RULES**  
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## **GENERAL**

- Participants should have adequate health insurance to cover any injury which may occur.
- Any team receiving a forfeit will be given a loss and there will be no honest-effort forfeits allowed.

## **WHO CAN PLAY**

1. Full fee paying students and Recreation card holders may participate in this League.(see Intramural Sports Policies and Procedures)

## **II. SCORING**

1. Points are only scored by the player or team in service. Fifteen points constitutes a game.
2. A match victory consists of a player winning 2 out of 3 games, winning by two.

## **III. SERVING**

1. The server can stand in any part of the service zone. He/she must bounce the ball on the floor and stroke it to the front wall first, and the ball must rebound over the service line without hitting the floor. The legal serve can be either a straight rebound from the front wall or a combination with one side wall, hitting the floor past the service line. Any other serve is illegal. There two types of illegal serves:

A."short" or "long" which allows for a second serve.

B. serve that results in a side-out -- serve which hits the side wall first and serve which hits the server on its backward flight.

## **IV. RECEIVING**

1. Receiving player or team must remain five feet behind the service line until the ball is served and he/she cannot return the ball legally until it lands on or passes over the service line.

2. Long serve - the receiver has the option of playing a long serve.

3. Players may hit the ball on either the volley (as long as he remains 5 feet behind the short line) or on one bounce, and can return it to the front wall with any combination of walls as long as the ball does not touch the floor before hitting the front wall.

## **V. GAME PLAY**

1. Once the ball is put into play, a rally continues until the player or side serving or receiving has returned the ball to the front wall and no return is made by the opposition. Each team is allowed a clear view and room to execute a shot on the ball on a return during a volley.

Interference is considered a hinder and the point is played over.

a. Service hinder: "shadow" serves in which the served ball passes so close to the server's body that it impedes the view of the ball by the receiver.

b. Returns: ball that strikes the opponent.

c. Rally hinder: player not given a clear view or position for return shot. Physical contact which impedes effort of player to return ball.

d. Safety hinder: if player avoids returning ball because of fear of hitting his opponents with the racquet, a hinder call should be made.

2. If the ball is touched with a hand, arm, or any part of the body during the return, it is an out or a point, as the case may be.

## **VI. EQUIPMENT**

1. Safety eye wear is strongly recommended, but not required, during all games.