Racquetball Rules FALL 2015

UPDATED AUGUST 2015

All additions/changes to the rules from 2014-15 are selected in GRAY. Please read carefully.

Click on the following links to visit specific areas of the rule book:

Section 1: General Overview
Section 2: General Procedures/Reminders
Section 3: Activity-Specific Rules
Section 4: REC*IT – Intramural Sports’ Mobile App

General Overview

Team Registration and Entry Fee
All team registrations are done online via IMLeagues. Registration periods are listed on the Intramural Sports website under the “List of Sports” section.

Instructions on how to register a team in IMLeagues can be found on our “Forms and Videos” page. Don’t forget about the pre-registration option!

The team entry fee for Racquetball is $5 (individual)/$10 (team) and is to be paid online via PayPal at the time of registration. Captains will be able to pay with a credit/debit card or online check. In-person payment options are available if online payment is not feasible.

UW-L Rec Sports WILL NOT hold spots for teams or individuals during registration (including teams in the pre-registration waiting list).

Team Captain’s Quiz
All team captains are required to take an online rules and handbook quiz and score 100% in order to complete the registration process for a team. The quiz will contain general policy and sport-specific rules questions in multiple choice format.

Player Registration
Individual player registrations (i.e. roster additions) are also done via IMLeagues. Instructions can be found here.

All players are required to take a brief participant quiz and score 100% in order to be added to a team. Individuals will be prompted to take the quiz online in IMLeagues as part of the roster addition process.

No roster addition sheets are available on-site. Please make sure all roster additions are completed prior to the scheduled contest start time.

Team Schedules
All team schedules for regular season and playoff contests will be published in IMLeagues. Captains and participants will be contacted via IMLeagues when schedules are completed and ready to view.

Please do not ignore email or text messages from IMLeagues, as they will be sent from UW-L Intramural Staff

Forfeits and Defaults
If a team cannot participate in a contest, please notify the REC Information Counter (608-785-5225) at least three (3) hours prior to the scheduled contest to avoid a forfeit fee. Forfeit notifications will not be accepted via email.

Contact Information

<table>
<thead>
<tr>
<th>Name</th>
<th>Position</th>
<th>Phone Number</th>
<th>Email Address</th>
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<tbody>
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General Procedures/Reminders
Please refer to the 2015-16 Intramural Sports Participant Handbook for all policies and procedures related to Intramural contests. Additional information can be found on the Intramural Sports website.

1. **No ID, No Play**
   Each participant must present a valid (current) UW-L student I.D. to the Intramural Supervisor or Scorekeeper at every contest. No exceptions will be made and no other form of identification will be accepted.

   If a participant forgets their UW-L-issued I.D., a forgotten I.D. pass may be obtained at the REC Info Counter or the Rec Sports Office in Mitchell Hall (when applicable). Supervisors, Scorekeepers, and Officials do not distribute these passes. A forgotten I.D. pass may only be used once per semester across all program areas within Rec Sports.

2. **Team Roster**
   All participants must be on the team roster in IMLeagues. Any member not on the roster may complete a roster addition online via IMLeagues. **No roster add sheets will be made available at the site of the contest.**

   No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on. **Roster additions are allowed up until postseason brackets are published.**

3. **Apparel**
   Each participant must wear appropriate apparel and non-marking athletic footwear.

4. **Injuries/First Aid**
   First aid treatment is typically, but not always, available during Intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.

5. **Jewelry**
   For your safety, all visible jewelry, watches, and bracelets must be removed or covered legally prior to participation. Medical bracelets may stay on.

6. **Sportsmanship/Participant Conduct**
   Sportsmanship is important before, during, and after Intramural contests. Teams will be scored on a scale of 1 (unsatisfactory) to 5 (excellent) based on their behavior and conduct after every game. Teams must average a 3.5 rating in order to qualify for playoffs. Teams or individuals failing to abide by these sportsmanship guidelines must meet with the Intramural Sports Coordinator and Graduate Assistant for reinstatement.

7. **Refunds**
   Team registration fee refunds are permissible based on certain circumstances. Please email intramurals@uwlax.edu to request a refund. Due to online processing fees, you may not receive a full refund of your team’s registration.

8. **Team Names**
   Team names must be appropriate. Captains of teams that reference anything deemed inappropriate or offensive in their name will be contacted by Intramural Sports to change the team name. Intramural Sports reserves the right to change names at any time and without notice (based on circumstance).

9. **Playoffs**
   Playoffs will commence following the regular season. Teams playing more than four (4) contests are required to win two (2) contests and meet all outlined sportsmanship requirements. Teams that play four (4) or fewer contests will automatically make playoffs as long as sportsmanship requirements are met.

   Intramural Sports administration will send messages out to all participants regarding playoff procedures as regular season action winds down.

10. **Communication Efforts**
    Throughout the season and playoffs, Intramural Sports may attempt to contact teams and/or individuals on multiple occasions. Please do not ignore messages from Intramural Sports or IMLeagues, and be sure to check your voicemail.
Activity-Specific Rules

Racquetball is a non-contact activity. However, contact and injuries are a possibility. The Intramural Sports program assumes no responsibility for injuries and all participants must sign the online waiver in IMLeagues prior to competing.

Starting the Game

1. Game Set-Up
   a. Match-ups will be scheduled on a weekly basis without a defined game time. It is the responsibility of the two team captains to determine a game time during that week.
      • All schedules on IMLeagues will indicate that your contest is scheduled for Friday at 5:00 pm. This is done as a reminder to record your scores by that time.
      • **Games may be played at any time during the week of play.**
   b. All games will be played on the Recreational Eagle Center (REC) racquetball courts.
      • To make a reservation for the courts, please stop by the REC Front Desk or call the REC Front Desk at 608.785.5225.
   c. **All scores need to be reported by 5:00 pm on Friday of the week of play.** Scores can be reported to a Rec Sports Staff member at the Info Counter in the REC.
      • Unreported scores will be marked as a double forfeit for each team.
      • If you are having difficulties contacting your opponent, please notify a Rec Sports staff member prior to Friday.
      • Scores should be told to the REC staff at the front desk after the contest.

2. Game Equipment
   a. If you are playing an official intramural contest, you may rent a racquet and one ball for free for the duration of your game from the Recreational Eagle Center Front Desk.
      • Note: Racquets cost $1 for non-intramural game times.
   b. Eye protection is strongly suggested during intramural contests.

3. Participation
   a. All leagues are considered “open” and are not gender specific.
   b. Singles teams may not add to their roster.
   c. Doubles teams may have up to 3 people on the roster.
   d. Doubles teams must compete with 2 players at all times.

Playing the Game

4. General Game Play
   a. The match will be best 2 out of 3 games.
   b. All games are to 15 points win by 2.
   c. A racquet spin will determine who will start serving.
   d. The serving player must bounce the ball on the floor once and hit it directly to the front wall causing the ball to hit the floor beyond the short line.
      • Failure to do so will result in a fault.
   e. The ball may touch one side wall, but not two, prior to hitting the floor.
      • Hitting both side walls after the front wall is a three-wall serve, and a fault.
   f. Serving the ball into the front wall so that it rebounds to the back wall without hitting the floor first is a long serve, and a fault.
      • Other fault serves include a ceiling serve in which the ball touches the ceiling after the front wall.
      • The server must wait until the ball passes the short line before stepping out of the service box, otherwise it is a fault serve.
General Game Play (Continued)

g. If the server hits the ball directly to any surface other than the front wall the server immediately loses serve regardless of whether it was first or second serve.

h. After the ball bounces behind the short line, or passes the receiving line, the ball is in play and the opposing player(s) may play it.

i. The server is allowed two opportunities (first and second serve) to put the ball into play.

j. After a successful serve, players alternate hitting the ball against the front wall. The player returning the hit may allow the ball to bounce once on the floor or hit the ball on the fly. However, once the player returning the shot has hit the ball it must strike the front wall before it hits the floor.

k. Unlike during the serve, a ball in play may touch as many walls, including the ceiling, as necessary so long as it reaches the front wall without striking the floor.

5. Doubles Play

a. In doubles, the serving team must both be inside the service box. The partner not service must stand in the doubles box against the wall.

b. Partners do not rotate serve between points, but between service turns. Therefore, one person would serve until that team loses the serve. When the opponent loses the serve, the second partner would then serve.

c. Partners do not have to rotate who hits the ball during a point. One partner may hit the ball multiple times before the other partner hits the ball.

6. Hinders

a. Due to the nature of the game, players often occupy the space their opponent(s) want to occupy. This may result in a player hindering their opponent’s ability to play the ball.

b. A hinder is a replay of the current rally.

7. Scoring

a. Points can only be scored by the serving player or serving team in a doubles game.

b. During play, a player loses the rally if any one of the following occurs:

c. The ball bounces on the floor more than once before being struck.

d. The ball does not reach the front wall on the fly.

e. A slow ball with neither the velocity nor direction needed to strike the front wall strikes another player.

f. A ball struck by a player hits that player or that player's partner.

g. Switching racquet hands during a rally.

h. Not using a racquet wrist-safety cord.

i. Touching the ball with either the body or uniform.

j. Carrying or slinging the ball with the racquet.

k. A player is determined to have caused an avoidable hinder (See “Hinders” Section above).

For a diagram of the playing surface, click here.

Drink Policy
Participants and fans are not permitted to bring/consume alcoholic beverages at any Rec Sports facility and event. Violators of this policy will be removed from the facility and a forfeiture of the Intramural contest/suspension from Intramural activity is possible.

Any participant and/or spectator suspected of possessing an alcoholic beverage must cooperate with Rec Sports Staff.

Drug and Alcohol Policy
All team members (including “coaches” and “fans”) coming to any Intramural activity under the influence of alcohol and/or drugs will be asked to leave to site of competition immediately if, in the opinion of the Rec Sports Staff, they pose a threat to the safety, welfare, fairness, and overall enjoyment of all players, officials, and spectators. Teams/players will also face likely disciplinary measures determined by Rec Sports administration.
REC*IT – Intramural Sports’ Mobile App
All participants are invited to download the official smartphone app of UW-L Intramural Sports and IMLeagues, REC*IT! REC*IT allows users to track their personal Intramural schedules and statistics, see content updates from the Rec Sports program, interact with other participants, and much more!

New to 2015-16, users can now create and pay for teams and add themselves to rosters! Anything you can do on IMLeagues you can now do straight on your smartphone via REC*IT!

Download REC*IT for FREE from the Android or iPhone stores. To learn more about REC*IT, visit recitcollege.com.

Watch the REC*IT promo video here!

THANK YOU FOR YOUR PARTICIPATION!

BEST OF LUCK THIS SEASON!

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Follow us on Twitter
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We’d love to hear from you!
Intramural Sports Rule Suggestion Form
Intramural Sports Activity Suggestion Form
Rec Sports Feedback Form
intramurals@uwlax.edu

Click the logo to return to the Intramural Sports website