University of Oregon
Intramural Sports

Racquetball Rules

The Game
1. All games are played in the Student Recreation Center
2. Game time is forfeit time
3. Players/teams will determine who serves first
4. Games are played in a best two out of three format

Eligibility:
1. UO students, faculty and staff, spouses are eligible
2. Club Racquetball players are not eligible
3. Must sign up on the valid roster via IMLeagues
4. Players must bring a valid UO ID to every match

Equipment:
1. Must wear non-marking shoes
2. Racquets can be checked out at the Student Recreation Center Equipment Issue desk
3. Goggles are not required, but highly recommended
4. Racquetball balls will be provided

Scoring:
1. The side first scoring 15 points wins a game
2. It is not necessary to win by 2
3. Rally scoring will be used
4. If a third game is necessary, that game is played to 11 points
5. All games are self-officiated

Definitions:
1. Short Line – midway between and is parallel with the front and back walls dividing the court into equal front and back courts
2. Service Line – parallel with and located 5 feet in front of the short line
3. Service Zone – the space between the outer edges of the short and service lines
4. Service Boxes – located at each end of the service zone by lines 18 inches from and parallel with each sidewall
5. Receiving Lines – 5 feet back of the short line, vertical lines shall be marked on each side wall extending 3 inches from the floor

Serving:
1. The ball must be served from the service zone
   a. A foot fault occurs when the server steps completely over the lines before the ball has crossed the short line
2. The server must bounce the ball and hit it of the first bounce
3. The served ball must strike the front wall first, and then it may strike one sidewall prior to landing beyond the short line
4. The served ball may not rebound and hit the back wall on the fly
5. A fault occurs when:
   a. The served ball lands in front of the short line
   b. Hits the front wall plus two side walls
   c. Makes contact with the ceiling
   d. Hits the back wall on the rebound from the front wall (and a side wall)
   e. Goes out of the court
6. On the return, the receiver may not:
   a. Enter into the service zone or beyond it
   b. Make contact with the ball before it crosses the short line
   c. Hit the ball after the second bounce
   d. Allow the ball to hit the ground prior to contacting the front wall

7. Failure to return a legal serve results in a point for the server

8. A server’s turn will end when he/she:
   a. Makes two consecutive faults
   b. Makes an out serve
   c. Fails to return the return
   d. Commits an avoidable hinder

9. The receiver shall be ready prior to service

10. A player may not deliberately wet the ball

Hinders:
1. Dead ball hinders occur when:
   a. The ball contacts any part of the court considered “out of play”
   b. The ball hits an opponent on the return to the front wall
   c. Body contact between players interferes with seeing or returning the ball
   d. The ball is screened from an opponent’s view by a player who just returned the ball
      and is unable to move out of the way
   e. The ball bounces between an opponent’s legs and cannot be seen
   f. Any other unintentional interference that may occur

Substitutions:
1. Upon completion of point, subs can come in for any reason
2. Must be for same gender
3. Once a player is replaced, he/she cannot return in that set
4. In doubles, the remaining player cannot change the side on which they receive or the service order

**NO alcoholic beverages are permitted on University property**

PROTESTS
Protests based solely on a decision involving the accuracy of judgment on the part of an official will not be considered. Protests can only be made based on rule misinterpretation by the Intramural Sports Staff at the time of the incident. (i.e. you cannot protest a rule misinterpretation after the game is over)
Protests involving player eligibility will be considered

Revised 9/22/2015