

Intramural Racquetball Rules

Scoring:

Scoring is done the same way as in volleyball. Only the server can score points. The server scores one point for winning a rally. The receiver gets a "side-out" for winning a rally and serves the next rally. The first person to 15 points wins the game (no need to win by two). A match is the best two games out of three, and the third game (if necessary) is played to 11.

Service:

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, MAY hit one side wall, and must land on the ground between the service zone and the back wall.

Any of the following will result in a "double fault" or loss of serve:

- The server swings and misses the ball
- The served ball does not hit the front wall first
- The served ball hits the server on the way back
- Two consecutive single faults

Any of the following will result in a "single fault"

- The served ball hits the front wall and then the ceiling
- The served ball hits the front wall and then the back wall before the ground (long serve)
- The served ball hits the front wall and then the ground before passing the service zone (short serve)
- The served ball hits the front wall and then two side walls before the ground (3 wall serve)

The served ball passes so close to the server that the receiver could not see it on the way back (screen serve)

Rallying

Players alternate hits. The player who is hitting the ball must hit the ball before it bounces twice on the ground. The ball may be hit into any wall and/or ceiling, as long as the ball reaches the front wall before hitting the ground. If a player hits the other player with the ball, the rally is replayed. If a player touches the ball while it is the other player's turn to hit, the first player loses the rally.

Safety

Safety goggles are not required for play but I would strongly suggest you get a pair. Be aware that errant swings can be dangerous to both yourself and your opponent. If you think you might hit the opponent with the ball DON'T HIT THE BALL, just replay the point.

Eligibility

Participants must have a current valid Etown ID to play.

Equipment

You will need your Etown ID to borrow a racquet from the school. You will also use your ID to borrow a ball too. Please return the equipment in the same shape you borrowed it in.

If you have any questions please contact Mike Faith, Director of Intramurals at 1981 or faithm@etown.edu.