RACQUETBALL RULES

*Ladder instructions start on page 3

Each player is responsible for presenting a current UNC ONE CARD or valid government issued ID at game time. NO EXCEPTIONS!

THE GAME, PLAYERS, AND EQUIPMENT

- Each game shall be played between two [2] players (singles) or two teams of two [2] players each (doubles).
- All players are subject to the rules of the game and shall be governed by the decisions of supervisors of the game.
- Each match shall consist of two [2] games played to fifteen [15] points and a third tiebreaker game played to eleven [11] points if necessary. The winner of the match shall be the first player/team to win two [2] of the three [3] games. Points may only be scored by the serving team. Players/teams need only to win a game by one point. Prior to each serve, the server should call the score, giving the server’s score first.
- Players/teams are required to provide their own racquets and balls for matches.
- Protective eyewear is strongly recommended for all players and black-soled shoes are prohibited.

SERVING REGULATIONS

- Initial serves are alternated in the first and second games of each match. If a third game is necessary, then the player/team with the highest total match score shall have the choice of serving or receiving first.
- The server may serve the ball from anywhere in the service zone with no part of either foot extending beyond either line of the service zone. The server must start and remain in the service zone until the served ball has passed the short line. Stepping on the line is allowed. Violations are called foot faults. She server may not serve until his/her opponent is ready.
- A violation of the serve is a fault and is an illegal serve. Two illegal serves in succession result in a serve-out.
- When serving, the ball must be dropped to the floor within the service zone and struck with the racquet on the first bounce, hitting the front wall first and rebounding back of the short line, either with or without touching one side wall. Loss of the serve, or a side-out or hand-out, results when the server loses a rally.
- A legally served ball must be returned on the fly or after the first bounce on the floor. The return must be such that the ball contacts the front wall before contacting the floor. A return touching the front wall and the floor simultaneously is not a good return.
• The receiving line may be crossed on the follow through of the return.

PLAYING THE BALL

A legal return of service or of an opponent’s shot is called a rally. The following rules must be observed during a rally and failure to do so will result in a serve-out or point.

1. The ball must be hit with head of the racquet in one or both hands. The safety thong must be around the wrist at all times.
2. Hitting the ball with any part of the body is prohibited.
3. When attempting a return, the ball may be contacted only once. Any number of attempted returns may be made up until the ball touches the floor a second time.
4. Any ball returned to the front wall that goes out of the court on the rebound or on the first bounce shall be declared dead and the serve replayed.

HINDERS

It is a hinder if a player interferes with an opponent, preventing him/her from having a fair opportunity to hit the ball. Each player must get out of his opponent’s way immediately after striking the ball. In addition, each player must:

1. Give his/her opponent a fair opportunity to get to and/or strike the ball. If a player, in attempting to get into position, goes in the wrong direction and his opponent stands still, this does not constitute a hinder.
2. Give his/her opponent a fair view of the ball, provided that interference with his/her opponent’s vision in following the flight of the ball is not a hinder.
3. Allow his/her opponent the opportunity to play the ball from any part of the court.
4. Allow his/her opponent to play the ball to any part of the front wall, either of the side walls or the back wall.
5. Avoid unnecessary interference with an opponent or unnecessary crowding, even though the opposing player is not actually prevented from reaching or striking the ball.

DEAD BALL (UNINTENTIONAL) HINDERS

The following result in the point being replayed:

1. Hitting opponent – A returned ball striking an opponent on the fly on its return to front wall (if the ball’s velocity and height is such that it might have contacted the front wall).
2. Court Hinders – Hitting any part of the court that under local rules is a dead ball.
3. Screen Ball – Any serve passing within one racquet length of the server’s body is a screen serve. The only type of screen that can occur during a doubles match is when a served ball passes between the server’s partner and the wall against which he/she is standing.
4. Straddle Ball – A ball going between the legs of a player on the side that just returned the ball so that the opponent does not have a fair chance to see or return the ball.
RULES OF THE LADDER:

The ladder is intended to give players the opportunity to play singles with a variety of players in a competitive, but friendly atmosphere.

1. Equipment: Intramural Sports does not provide any Racquetball equipment. Players must provide their own racquets and bring balls to each match or check equipment out from the Fetzer Equipment Room.

2. Field of Play: The challenger of the match is responsible for contacting your opponent. After challenging another player who accepts, both players must find a time that works best for both of them. The challenger may select a time and location of the match; however, the time and location must be mutually agreeable with both players. More information about these courts is available at the Campus Recreations website at http://campusrec.unc.edu/facilities/


4. Challenging: You may challenge/accept three challenges per week. Challenges should be made by calling or e-mailing other players. Please respond to challenges as soon as possible to allow for more matches to be played. When challenging, you may only challenge within three positions above or below yourself on the ladder. For example, if you are 8th on the ladder, you may only challenge the 5th, 6th, 7th, 9th, 10th, and 11th place players. Invalid challenges may be played, but are not used in adjustment of ladder position. Players must accept the challenge within 3 days. If a player fails to respond to a challenge or declines a challenge, they will lose by default.

5. Reporting the Score: Scores should be recorded by the challenger online.