



**Intramural Sports ~ Racquetball
Colorado School of Mines ~ Rec Sports**

Racquetball Rules

I. Eligibility

All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.

II. Game, Players and Equipment

1. A match will be determined on a best 2 out of 3 game basis.
2. Games will be played to 15 points, win by 1.
3. The winner of each match will be responsible for reporting the scores to the IM Office at jkhoward@mines.edu or x3646.
4. The objective is to win each rally by serving or returning the ball so the opponent is unable to keep the ball in play. A rally is over when a player (or team in doubles) is unable to hit the ball before it touches the floor twice, is unable to return the ball in such a manner that it touches the front wall before it touches the floor, or when a hinder is called.
5. The serving side scores points when it serves an ace or wins a rally. When the serving side loses a rally, it loses the serve. Losing the serve is called an OUT in singles. In doubles, when the first server loses the serve it is called a handout and when the second server loses the serve it is a sideout.
6. The player winning the toss becomes the first server and starts the first game. The receiving player in the first game shall serve first in the second game. In a tie-breaker it shall be the player accumulating the greatest number of points in the first two games who shall serve first.
7. Dead Ball Hinders as described below will result in the point being replayed :

- a) Court Hinders – Hits any part of the court, which under local rules is a dead ball.
- b) Hitting Opponent – Any returned ball that touches an opponent on the fly before it returns to the front wall.
- c) Body Contact – Any body contact with an opponent that interferes with seeing or returning the ball.
- d) Screen Ball – Any ball rebounding from the front wall close to the body of a player on the side which just returned the ball, to interfere with or prevent the returning side from seeing the ball.
- e) Straddle Ball – A ball passing between the legs of the player on the side that just returned the ball, if there is no fair chance to see or return the ball.

*A call of hinder stops the play and voids the situation following, such as the ball hitting a player. The players themselves can call a hinder while holding up their swing, such a call should be made immediately.

8. Avoidable Hinders will result in an out or a point, depending upon whether the offender was serving or receiving . Listed below are some avoidable hinders:

- a) Failure to Move – Does not move sufficiently to allow opponent his shot.
- b) Blocking – Moves into a position effecting a block on the opponent about to return the ball.
- c) Moving into the Ball – Moves in the way and is struck by the ball just plated by his opponent.
- d) Pushing – Deliberately pushes or shoves during a rally.

III. *If you wish to make amendments to these rules, the IM Office has no problem as long as you discuss any rule changes with your opponent(s) prior to the start of the first game.

IV. HAVE FUN!!