Intramural Racquetball Rules

ALL Participants must have a valid VCU Photo ID card when checking in!!! No VCU ID... No Play... NO EXCEPTIONS!!!

The Intramural Program staff will work hard to ensure that all participants have the safest experience, but guaranteeing absolute safety is not possible. Be aware that participation in intramural sports activities, including use of intramural facilities and equipment, is completely voluntary. There are risks and hazards, minor and serious, associated with participation in intramural sports activities. Participants voluntarily assume all responsibility and risk of loss, damage, illness, and/or injury to person or property associated with participation in intramural sport activities.

Virginia Commonwealth University and the Commonwealth of Virginia are not liable for any injuries, damages or other losses which individuals may incur while using recreational sports facilities or participating in the Intramural Program provided by the Office of Recreational Sports. Virginia Commonwealth University does not provide medical, health, or other insurance for participants. Medical expenses incurred such as ambulance, doctor bills and x-rays will be the responsibility of the participant. Purchasing adequate health/medical insurance prior to participation is strongly recommended.

Virginia Commonwealth University is committed to holding intramural sports and events in a safe environment free from bullying. Offensive language including profanity, derogatory remarks around a person’s race, ethnicity, culture, age, gender, sexual orientation, gender identity, ability, national origin, veteran status, social economic class, religion, professional status, or other intimidating actions directed at officials, event staff, student-athletes, coaches or team representatives will not be tolerated and are grounds for removal from the competition site and from the league altogether.

The Virginia Commonwealth University Intramural Racquetball program follows the current Racquetball Rule Book. The rules listed below do not represent the entire rulebook; rather they have been compiled as a guide. Some rules have been modified for the Intramural program.

I. Player Eligibility
   a. All undergraduate & graduate students who have paid the recreation fee and are currently enrolled in any department or college of the University and current faculty and staff members shall be eligible to enjoy all intramural privileges and shall retain that status until they withdraw, graduate, take a leave of absence, or fail to comply with the eligibility rules or other guidelines.
   b. Only players who present their current VCU photo ID card to the Intramural Site Supervisor will be eligible to participate in intramural activities. There will be no exceptions to this rule.
   c. For a full list of all eligibility requirements please refer to the Intramural Sports Handbook.

II. Team Composition

III. Playing Court and Equipment
   a. All intramural Racquetball games will be played on the Racquetball Courts upstairs. Intramural participants will be expected to keep all used courts in pristine condition. Before leaving intramural facilities participants will be required to throw away all garbage and collect all items such as clothing, personal equipment, etc. If any garbage or other items are left behind, both team's sportsmanship ratings will be reduced by one half point.
   b. All equipment will be provided by the Office of Campus Recreation. There will be colored pinnies available to teams if necessary.
   c. NO JEWELRY MAY BE WORN DURING GAMES. Captains are responsible for ensuring that all team members remove jewelry before play. This includes, but is not limited to, earrings,
necklaces, bracelets, rings, watches, facial rings, etc. Medical and religious jewelry may be worn but must be completely covered and taped to the body.

d. Participants must wear basketball or tennis shoes and gym clothes. Shoes that mark the floor will not be permitted.

e. Participants are encouraged to carry in shoes to be worn during play. Snow, mud, and salt carried in on shoes can cause unnecessary floor damage. Players wearing any kind of shoe that causes marking problems on the floor including salt scratches, slush, water, etc. will be asked to leave the facility and clean or change their shoes.

f. All players must have a visible number on their shirts. If they do not, pinnies will be provided by the Office of Campus Recreation for use during the game.

g. Players may wear a knit hat or stocking cap. No baseball style hats or hats with rigid edges will be allowed. Rubber or cloth hair elastics may be worn to tie back hair. Hard or metal hair clasps may not be worn.

h. Under no circumstances will a player wearing a cast or a splint be permitted to play. Braces with exposed metal must be covered.

i. The Intramural Supervisor will have the final say on the legality of all equipment.

IV. Game Times

a. It is recommended that teams arrive 15-20 minutes prior to the start of the game in order to allow time to sign in and to confer with the officials if need be. If a team is not able to field a team at the time the game is scheduled to begin the game will be recorded as a forfeit. Game Time is Forfeit Time.

V. Game Rules

VII. Playoff Modifications

VII. Sportsmanship

a. After every game, participating teams will be given a sportsmanship rating of 0-4.00, in accordance with the Intramural Sports Handbook.

b. Teams must have a 3.00 average (on a 5.00 scale) to be eligible to participate in the playoff tournament.

c. Any team which receives a 2.00 or less sportsmanship rating may be dismissed from play and may face further disciplinary action.

de. The Office of Recreational Sports will review any team which averages less than a 2.0 during the playoffs for future eligibility in intramural play.

e. Appeals: Teams may inquire with the Head Official at the game site to view their sportsmanship ratings following a game. A team captain may appeal his or her team's sportsmanship rating by submitting an appeal to the Intramural Sports Coordinator by 12:00 pm of the next business day following the game or match. ANY APPEALS SUBMITTED AFTER THIS TIME WILL NOT BE ACCEPTED.

f. For a complete understanding of all Intramural sportsmanship policies, please refer to the Intramural Sports Handbook.

VIII. Forfeits & Defaults

a. A forfeit is recorded when a team failed to show up for their scheduled contest or displayed unsportsmanlike behavior which resulted in the early dismissal of a game.

b. If a forfeit is issued to a team who did not show up for a scheduled contest the team will be subject to a $25 fine, a second forfeit will result in another $25 fine AND removal from the league.

c. A default is an un-played game that is recorded as a loss rather than a forfeit. This results when the defaulting team captain notifies the Office of Recreational Sports that they will not show up to play a contest by 3pm on the BUSINESS DAY (Monday through Friday) preceding the scheduled
game. Teams are allowed two defaults in the season before a team will no longer be scheduled to play.

5) Serving Regulations

A. 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.

B. The server may serve the ball from anywhere in the service zone with so that the entire foot does not extend 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. The server may not serve until his/her opponent is ready.

C. A violation of the serve is a fault and 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 serve-out results when the server loses a rally.

D. 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.

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E. Any served ball contacting the body of an opponent results in a point.

4) Playing the Ball

A. 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.

B. 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.

C. Hitting the ball with any part of the body is prohibited.

D. 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.

E. 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.

5) Hinders
A. 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:

B. 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.

C. 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.

D. Allow his/her opponent the opportunity to play the ball from any part of the court.

E. Allow his/her opponent to play the ball to any part of the front wall, either of the side walls or the back wall.

F. Avoid unnecessary interference with an opponent or unnecessary crowding, even though the opposing player is not actually prevented from reaching or striking the ball.

6) Dead Ball Unintentional Hinders

A. The following result in the point being replayed:

B. 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).

C. 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.

D. 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.