

# EMORY & HENRY COLLEGE



## Emory & Henry Intramural Racquetball Rules

### **Rule 1: Eligibility**

#### **Waivers**

The college assumes **NO medical or financial responsibility for any voluntary participation in Intramural sports.** Emory & Henry College and the Intramural department encourage any and all intramural participants to maintain their own health and/or accident insurance.

#### **Eligible Players**

- A. All students of Emory & Henry College are eligible. Students have to be taking one class to be eligible.
- B. All Faculty & staff are eligible. Spouses or partners of faculty/staff are eligible for play as well. Children of faculty/staff are not eligible for play.

### **Rule 2: Scoring**

#### **Section 1: General Scoring**

The player or team in the service only scores points. 15 points constitutes a game. If a third game is needed, then game is played to 11. The winner of each game must win by two points.

#### **Section 2: Matches**

A match victory consists of a player winning 2 out of 3 games, winning by at least two points each game.

#### **Section 3: Score Reporting**

**It will be the responsibility of the winning participant to turn in the scores to the Intramural office. Scores can be emailed to the Director or phoned in to x-6891.**

### **Rule 3: Serving**

#### **Section 1: Singles Serve**

The server can stand in any part of the service zone. The server must bounce the ball on the floor and stroke it to the front wall first, and the ball must rebound over the service line without hitting the floor. The legal serve can be either a straight rebound from the front wall or a combination with one side wall, hitting the floor past the service line. Any other serve is illegal.

#### **Section 2: Defective Serves**

There are three types of defective serves:

- A. Dead-Ball Serve (this serve allows for a second serve)

- a. Broken ball, court hinders (wet spot or irregular surface)
- B. Fault Serve- (a second serve is allowed)
  - a. Short Service (failing to hit the floor past the service line)
  - b. Long Service (hitting the back wall before the ball hits the ground)
  - c. Three-Wall Serve (hitting 3 walls before the ball strikes the ground)
  - d. Ceiling Serve (hitting the ceiling)
- C. Serves that result in a side out (loss of serve):
  - a. Serve which hits the side wall first
  - b. Serve which hits the server on its backward flight

### **Section 3: Doubles Serves**

In doubles play, the side starting each game is allowed only one handout (only one serve). Thereafter, in that game both players on each side are permitted to serve until a hand-out occurs. The service order established at the beginning of the game must be followed throughout the entire game. The server's partner must stand within the server's box with his/her back to the side wall and both feet on the ground, or just outside the court by the service line until the ball passes the short line on the serve.

## **Rule 4: Receiving**

### **Section 1: General Rules**

The receiving player or team must remain five feet behind the service line until the ball is served and he/she cannot return the ball legally until it lands on or passes over the service line. Players may hit the ball on either the volley (as long as he/she remains 5 feet behind the short line) or on one bounce, and can return it to the front wall with any combination of walls as long as the ball does not touch the floor before hitting the front wall.

### **Section 2: Long Serve**

The receiver has the option of playing a long serve. If his partner calls the ball long, a second serve is allowed or hand-out (doubles play)

## **Rule 5: Game Play**

### **Section 1: Interference and Hindering**

Once the ball is put into play, a rally continues until the player/team serving or receiving has returned the ball to the front wall and the opposition makes no return. Each team is allowed a clear view and enough room to execute a shot on the ball during a return shot in the middle of a volley. Interference is considered a hinder and the point is played over.

- a. Service hinder: "shadow" serves in which the served ball passes so close to the server's body that it impedes the view of the ball by the receiver.
- b. Returns: ball that strikes the opponent.
- c. Rally hinder: player not given a clear view or position for a return shot. Physical contact which impedes effort of player to return ball.
- d. Safety hinder: if player avoids returning ball due to fear of hitting his opponents with the racquet, a hinder call should be made.

### **Section 2: Touching of the ball**

If the ball is touched with a hand, arm, or any part of the body during the return, it is an out or a point, as the case may be.

### **Section 3: Doubles**

In doubles, if one player swings and misses the ball, his partner may attempt to return the ball legally.

## **Rule 6: Equipment**

### **Section 1: General Equipment**

Participants must bring their own racquets and balls to their matches. Tennis shoes are to be worn at all times in the courts. No barefoot play. Goggles are not required, but are strongly recommended for safety of the participants.

## **Rule 7: Game Time and Reservations**

### **Section 1: Game Times**

The Intramural department will not schedule times for matches to be played. Participants must play the match and turn in their scores to the Intramural office by 5 pm of the play-by-date. If the score has not been turned in by 5 pm on the play-by-date the game will be double forfeited.

### **Section 2: Reservations**

The King Center courts are available for play on a 1<sup>st</sup> come-1<sup>st</sup> serve basis.

### **Section 3: Contacting opponent**

The Intramural department will send you an email or post your opponent. It will be your responsibility to contact your opponent and play by the play-by-date. If you cannot get in touch with your opponent for that week, you must notify the Intramural office one day prior to your play-by date. If by the play-by date you still have not been able to play your match you will receive the win.

*Emory & Henry Intramurals makes every effort to protect all participants, however keep in mind that injuries are a possibility. Emory & Henry College, the Division of Student Affairs, and Intramural Sports (and employees thereof) assumes NO RESPONSIBILITY for injuries.*

11/7/12