Racquetball Rules

Registration and Payment
All teams must register online through wellnessregistration.und.edu. A team must be registered AND paid in full, before they are officially in the league. Teammates must register and join the team separately online before being allowed to play.

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
Games will be played where ever player decide on playing. Courts are available upstairs in the Hyslop.

Questions
Please feel free to contact Intramurals with any questions or concerns.

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<tr>
<th>Name</th>
<th>Position</th>
<th>Phone</th>
<th>Email</th>
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<tbody>
<tr>
<td>Mike Wozniak</td>
<td>Intramural Coordinator</td>
<td>701-777-3256</td>
<td><a href="mailto:michael.wozniak@und.edu">michael.wozniak@und.edu</a></td>
</tr>
<tr>
<td>Izzy Alshalan</td>
<td>Program Manager</td>
<td>701-777-2719</td>
<td><a href="mailto:ismael.alshalan@und.edu">ismael.alshalan@und.edu</a></td>
</tr>
<tr>
<td>Wellness Center</td>
<td></td>
<td>701-777-9355</td>
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Eligibility Liability
Each participant is responsible for their own eligibility. Furthermore, each team captain is responsible for the eligibility of their team members. Inquiring about eligibility in advance of contests precludes delays and potential protest(s). The Intramurals program will check the eligibility of players if an opposing captain lodges a protest or the Intramurals program has reason to believe the person in question is not eligible. The Intramurals office reserves the right to put into immediate effect any rule changes or modifications regarding eligibility. The Intramurals program reserves the right to handle eligibility violations without a formal protest. **IGNORANCE OF ANY INTRAMURALS RULE IS NOT AN EXCUSE!**

Who is Eligible?
Only the following are eligible to enjoy all Intramurals privileges:

- All currently and regularly enrolled UND Students
- Current UND Faculty/Staff Members working in any department or college of the University
  - Must be a Wellness Center Member
  - If not a Wellness Center Member, they must purchase a Wellness Center Day Pass for each day of an intramural contest. The receipt from the Wellness Center must be presented at each contest.

Identification Cards
All participants will be asked to present a valid UND ID or Wellness Center membership card prior to playing in any Intramurals contest. Individuals failing present a valid UND ID will not be allowed to participate.

Adding Players to Roster
Players may be added to the roster at any time during the regular season provided the new players meet all eligibility requirements. Only players that have played in at least one regular season game are eligible to participate in the playoffs.

All players MUST be added to their team through wellnessregistration.und.edu before they can participate.

**General**
- The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below.
- Current National Federation of State High School Associations (NFHS) rules will be in effect, with the exceptions of those listed on the following pages.

**Grace Period**
A forfeit or default will be declared if an individual or a team fails to have the minimum number of players required to start a game at the scheduled game time. A grace period of 5 minutes for the minimum number of players to show up will be allowed. The minimum number of players for each sport will be listed on sport rules.

**Default**
A default will be granted to each team that has players present to participate but does not meet the minimum requirement of players to play. Each default will result in a loss for that team. Defaulted games will not be rescheduled. Teams may call the Intramurals office at least 6 hours prior to their game if they are unable to make their game. This will be considered a default.
- One default will result in team receiving a “3” sportsmanship rating.
- Two defaults will result in that team being ineligible for the playoffs in their sport, but left on the schedule.
- Three defaults will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Forfeit**
A forfeit is given to a team if:
- No players are on site by the end of the grace period.
- A team uses a player who is ineligible or participates under an assumed name.
- Unsportsmanlike conduct

Each forfeit will result in a loss for that team. Forfeited games will not be rescheduled.
- One forfeit will result in that team being ineligible for the playoffs.
- Two forfeits will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Playoffs**
- Any team that does not have a forfeit or two defaults on their record, has a “3” or above sportsmanship rating, and has won 2 or more games during league play is eligible for the postseason tournament (a draw counts as a win). Some exceptions may apply.

**Players, Rosters, and Substitutions**
- The captain is the representative of his/her team and may address an official on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a timeout or permission to leave the court.
- A sub must report to the scorekeeper before entering the game.
- Players may only play for one coed and one single sex team. Teams with players found to be playing on more than one team within a division will be required to forfeit those games with the illegal player. The first team you PLAY for is the team you are committed to for the season. If you have not played for a team, you are allowed to transfer teams, with proper notification to the Intramural staff.
• Coed teams must have a minimum of 4 players and at least 1 female and 1 male at all times. No more than 2 men may be on the court for any given team (Example: 2 males + 3 females or 1 male + 4 females are legal, 3 males + 2 females or 0 males + 5 females is not legal).
  o If playing with only 4 players the following are legal: 2 males + 2 females or 1 male + 3 females
• If the above conditions are not met the game will result in an automatic forfeit.

Equipment
• Teams should wear contrasting color jerseys during the game. If a team has all same color shirts with numbers on the front or back, they will not be required to wear Intramurals jerseys. The Intramurals program will provide jerseys.
• The referee shall not permit any team member to wear equipment, which, in his/her judgment, is dangerous to other players. Examples of illegal items include, but are not limited to:
  • A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance – even though covered with soft padding – when worn on the elbow, hand, finger, wrist or forearm.
  • Head decorations, headwear and jewelry are not permitted (taping over these is not permitted). A sweatband will be allowed. Medic-Alert bracelets may be taped down to the skin.

The Game
I. General
  1. Points and Outs - Points are scored only by the serving team. When the serving team loses a rally, it loses the serve. Losing the serve is called a "sideout". The serve then transfers to opponent.
  2. Game - A game is won by scoring 21 points with rally scoring.
  3. Match - A match is won by the first team winning two games.
  4. Short Line - Midway between and parallel with the front and back walls, dividing the court into equal front and back courts.
  5. Service Line - Parallel with and located 5 feet in front of the short line.
  6. Service Zone - The space between the short line and the service line.
  7. Service Boxes - At each end of the service zone divided by lines 18 inches from and parallel with each side wall.
  8. Receiving Lines - Five feet behind the short line.

II. Play Regulations
A. Touching the Ball
  • Any touching of a ball in play with anything except the head of a racquet results in a sideout or point against the players failing to make the return.
B. Serve, In Singles
  • Order - The team that wins the toss will start the first game, and the third game, if any.
  • Place - The server may serve from any place in the service zone. Stepping on the line (but not beyond it) is permitted. Server must remain in the service zone until the serviced ball passes behind the short line.
  • Manner - A serve begins as the ball leaves the server's hand. The ball must bounce on the floor in the service zone then be struck by the server's racquet so that it hits the front wall first and then hits the floor behind the short line, either with or without touching one of the side walls.
  • Readiness - Serves shall not be made until the receiver is ready.
C. Serve, In Doubles
• **Server** - At the beginning of each game in doubles, the order of service shall be agreed upon and shall be followed throughout the game. Partners alternate serves between sideouts. It is not necessary for the server to alternate serves to their opponents.

• **Partner's Positions** - On each serve, the server's partner must stand with his/her back to the side wall and both feet on the floor within the service box until the serve passes behind the short line.

### III. Defective Serves

- **Dead Ball Serves** - Results in the server serving again
  - **Hits Partner** - Hits the server's partner on the rebound from the front wall while the server's partner is in the service box. Any serve that touches the floor before hitting the partner in the box is a short serve.
  - **Screen Balls** - Any serve passing behind the server's partner and the side wall.

- **Fault Serves** - 2 fault serves result in a sideout.
  - **Foot Faults** - When the server leaves the service zone or the server’s partner leaves the service box before the served ball passes behind the short line
  - **Short Serve** - Any ball served that first hits the front wall and on rebound hits the floor in front of the short line either with or without touching one side wall.
  - **Three-Wall Serve** - Any ball served that first hits the front wall and on the rebound hits two side walls on the fly.
  - **Ceiling Serve** - Any ball served that touches the ceiling after hitting the front wall either with or without touching one side wall.
  - **Long Serve** - Any ball served that first hits the front wall and rebounds to the back wall before touching the floor.
  - **Out of Court Serve** - Any ball going out of the court on the serve.

- **Out-Serves** - One out-serve results in a sideout
  - **Bounces** - Bouncing the ball more than three times while in the service zone before striking the ball. Accidental dropping of the ball counts as one bounce.
  - **Missed Ball** – Racquet fails to contact the ball during the strike of the serve.
  - **Non-Front Service** - Any ball served that strikes the server's partner, the ceiling, floor or side wall, before striking the front wall.
  - **Out-of-Order Serve** - In doubles, when either partner serves out of order.
  - **Crotch Serve** - A served ball hits the front wall and floor at the same time. A crotch serve into the back wall is good and in play.

### VII. Returns

- **Receiving Position** - The receiver(s) must stand behind the receiving line until the serve passes behind the short line. Any infraction results in a point for the server.

- **Defective Serve** - To eliminate any misunderstanding the receiving side should not catch or touch a defectively served ball until it has touched the floor for the second time.

- **Doubles** - Both doubles partners striking the ball before it hits the front wall results in a point for the serving team.

- **Legal Return** - After the ball is legally served, the receiving team must strike the ball on the fly or after the first bounce, but before the ball touches the floor a second time. The ball must then hit the front wall directly or after touching one or both side walls, the back wall, the ceiling, or any combination of those surfaces.

- **Failure to Return** - The failure to return a serve results in a point for the server.

- **Out of court ball**
  - Any ball hit out of the court results in a sideout or point against the players failing to make the return.
  - Any ball that leaves the court after hitting the front wall results in a dead ball and the serve is replayed.

### VIII. Changes of Serve

- **Sideout** - A server continues serving until:
  - 1 Out Serve occurs
  - 2 Fault Serves occur
  - The serve hits partner before the ball hits the front wall
- Team fails to legally return a ball rally
- Avoidable Hinder - He/She or his/her partner commits an avoidable hinder described below.

**IX. Dead Ball Hinders** – Play is stopped and the serve is replayed
- Any returned ball that unintentionally touches an opponent before the floor or front wall.
- Any unintentional body contact with an opponent that interferes with a player seeing or returning the ball.
- A ball passing between the legs of a player on the side which just returned the ball
- Any unintentional interference which prevents an opponent from having a fair chance to see or return the ball.

**X. Avoidable Hinders** – Results in sideout or a point depending upon whether the offender was serving or receiving.
- **Failure to Move** - Does not move sufficiently to allow opponent to return or, in doubles, one partner moves in front of an opponent as his/her partner is returning the ball.
- **Moving into Ball** – Player positions his/herself to be struck by a ball just played by opponent.
- **Pushing** - Deliberately pushing or shoving an opponent during a rally.

Racquetball is self-officiated. The Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules.