



# Lamar University Intramural Sports

## RACQUETBALL RULES

---

### PLAYER ELIGIBILITY:

1. Participation is limited to currently-enrolled, Lamar University-Beaumont or LIT students, faculty and staff.
2. In order for participation in an intramural contest each player must present their validated LU-Beaumont or LIT- ID and print their name on the score sheet.
3. Players may not play if they are wearing jewelry of any type, including necklaces, earrings, bracelets etc.
4. Players not signed in by two minutes after match time will be a forfeit.

Intramural Sports will reserve courts for each match of the tournament.

The winner and loser of the match must report the scores to the supervisor on duty and sign the results sheet.

### THE GAME:

**Objective**-- 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 side makes an error, or is unable to return the ball before it touches the floor twice.

**Points and Outs** -- Points are scored only by the serving side, when it serves and aces or wins a rally. When the serving side loses a rally, it loses the serve. Losing the serve is called an *out* in singles.

**Match** -- All scheduled matches will be played in the racquetball courts inside the Sheila Umphrey Recreational Center and will be scheduled for 45 minutes. A match consists of 2 out of 3 games. In the first 2 games, a game will be 15 points. If a third game is necessary, it will be 11 points. You do not have to win by 2 in any of the games except the championship match. In the event your 45 minute time limit is up, the person with the highest score wins.

**Service** -- The serve for the first game will be determined by a lag where each player will stand on the front service line and hit the ball making it bounce on the floor, then the front wall and closest to back service line will serve first. The person who lost the toss will serve first in the second game. The person who serves first in the tiebreaker game will be the one who accumulated the most points in the game that they lost.

**Disputes** -- You may not protest judgment calls. You may protest the eligibility of a player. A protest must be made before a match starts.

**Forfeits** -- Occur two (2) minutes after starting time if opponents have not signed in. A player may not play a doubles team alone.

**Self Officiating** -- Since there is no referee or scorekeeper, it is important to see that there is no misunderstanding in this area: **THE SERVER IS REQUIRED** to announce both the server's and receiver's score before **EVERY** first serve. During rallies, it is generally the hitter's responsibility to make the call – if there is a possibility of a skip ball, double-bounce or illegal hit, play should continue until the hitter makes the call against himself. Disputes must be resolved between the players within one minute or the supervisor will call a double forfeit.

#### **EQUIPMENT:**

You will be responsible for furnishing your own equipment. All participants must wear proper eye protection. Recreational sports will have equipment, but it will be limited