

Racquetball Rules

All rules are subject to change at the discretion of the LU IMS Administrative Staff. All matches will be played at the Sports Racket.

I. Eligibility

- All participants must have a valid Flames Pass in order to enter the Facility just as you would to enter LaHaye.

II. Scoring

- General Scoring
 - The player or team in service only scores points. 15 points constitutes a game. If a third game is needed, the game is played to eleven (11). The winner of each game must win by two (2) pts.
- Matches
 - A match victory consists of a player winning two (2) out of three (3) games, winning by two (2) each game.
- Score Reporting
 - It will be the responsibility of the winning participant to turn in the scores into the LU IMS office by 2:00 pm the following day of the scheduled match. Scores can be emailed to intramuralsports@liberty.edu.

III. Serving

- Singles Serve
 - The server can stand in any part of the service zone.
 - He/she 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 sidewall, hitting the floor past the service line.
 - Any other serve is illegal.
- Defective Serves
 - Dead Ball Serve (this serve allows for a second serve)
 1. Broken ball, court hinders (wet spot or irregular surface)
 - Fault Serve
 1. Short Service (failing to hit the floor past the service line)
 2. Long Service (hitting the back wall before the ball hits the ground)
 3. Three-Wall Serve
 4. Ceiling Serve
 - Serves that result in a side-out:
 1. Serve which hits the sidewall first
 2. Serve which hits the server on its backward flight
- Doubles Serve
 - In doubles, the side starting each game is allowed only one handout (only one serve).

- Therefore, in that game both players on each side are permitted to serve until a handout 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 sidewall 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.

IV. Receiving

- General Rules
 - The receiving player or team must remain five (5) 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 five 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.
- 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 handout.

V. Game Play

- 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.
 1. 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.
 2. Returns: ball that strikes the opponent
 3. Rally hinder: player not given a clear view or position for a return shot (Physical contact which impedes effort of player to return ball)
 4. Safety hinder: if player avoids returning ball due to fear of hitting his opponents with the racquet, a hinder call should be made.
- 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.
- Doubles
 - In doubles, if one player swings and misses the ball, his partner may attempt to return the ball legally.

VI. Equipment

- Participants must bring their own racquets and balls to their matches. Goggles are not required, but are strongly recommended for the safety of the participants.