Intramural Sports
Racquetball Singles Rules

GENERAL RULES:

1. All participants must meet the eligibility requirements listed in the Intramural Sports Participant Handbook. Each player must be an NIU student or current NIU Recreation Member (faculty/staff). All expired memberships must be updated before the individual may play in any game.
2. Participants must have their NIU OneCard at every game. Any games in which an ineligible player signs in will be considered a forfeit.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
5. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
6. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

The Game

1. All games shall be played on the date and hour scheduled.
2. If all team members (to make the minimum number required) are not signed in and ready to play by game time, the opposing captain has the option to give them a five (5) minute GRACE PERIOD. However, the five (5) minute grace period will be deducted off the game clock. If the team does not have the minimum amount of players signed in and ready to play by the end of the 5 minute grace period, then a forfeit will be called.
3. All players must have checked in with the official and be recorded on the game sheet before they are allowed to participate.
4. A match shall consist of the best two out of three games with a 45 minute time limit. If the match is in the third game when time expires, the team ahead will be declared the winner.
5. GAMES WILL BE SELF-OFFICATED!

The Players

1. The game shall be played between two (2) participants.
2. Players can compete on one men’s/women’s team, regardless of division (A, B).
3. All players must have checked in with the official and be recorded on the game sheet before they are allowed to participate.
Equipment

1. Racquets should be checked out from the Campus Recreation equipment desk, however racquetballs will be provided by Intramural Sport Staff. Participants may furnish their own racquets if they choose.
2. Eye guards are strongly recommended.

Scoring

1. The first two games will be played to 15
2. If a third game needs to be played, the game will be played to 11
3. All games are win by two.

Serving

1. The server must stand in the service zone and bounce the ball one time before striking the ball.
2. The ball must strike the front wall before striking any other wall/ceiling/floor.
3. The server has two tries to legally serve the ball.

Receiving

1. The participant being served to must stand behind the receiving line (5ft. behind the short line).
2. Receiver may play the ball either in the air or any time before the ball hits the floor a second time.

Fault Serves

1. Players have two attempts to hit a legal serve. A fault serve occurs when or after the ball strikes the front wall:
   a. The ball hits the floor on or in front of the short line.
   b. The ball hits both side walls before hitting the floor.
   c. The ball hits the back wall before hitting the floor (or leaves the court).
   d. After two successive fault serves.

Rallies

1. The ball can be hit either on the fly or after a bounce.
2. Play continues until a player fails to return the ball to the front wall.
3. Play continues until a player allows the ball to hit the floor twice.
**Hinders**

1. Stoppages in play which result in the replay of the point.
2. It is your responsibility to give your opponent enough room to hit the shot that they want.
3. You must also give them a straight shot to the front wall as well as the angle that would result in a crosscourt shot to the opposite corner.

**Examples**

1. Ball strikes any part of the court resulting in an erratic rebound (vent, fan, light, doorknob, etc.)
2. Accidentally hitting opponent with the ball as it is heading toward the front wall.
3. Unintentionally contacting opponent while attempting to make a play on the ball.
4. Screening opponent’s view of the ball or having the ball passes between one’s legs.

**Sportsmanship**

1. Sportsmanship is an important part of intramural sports. Teams receive sportsmanship ratings at the conclusion of each game on a scale of 1 to 5 with 5 as an excellent rating. Teams must average a 3.0 during the regular season to qualify for the playoffs.
2. Teams are responsible for keeping their spectators under control. Misconduct of spectators and players may result in ejection and/or forfeiture of the game. Spectators must remain in the out-of-play areas. Only players are permitted in the playing area.
3. Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team’s next game. Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
4. If at any time a team has 2 players or spectators ejected from the game, the offending team will immediately forfeit the game.
5. Teams shall assist in removing trash and equipment from their game area at the conclusion of their game, if the area is determined to be not picked up by the team, the team will face a deduction of sportsmanship rating.
6. Officials and supervisors are college students employed by Campus Recreation to provide a service to the participants of Intramural Sports. Officials are employed regardless of experience to fulfill a need for a large number of officials to cover all the games being played. Officials undergo clinics and evaluations to help them to constantly improve in their abilities. Supervisors are trained to handle conflicts that occur during games and are there to answer questions that participants may have regarding Intramurals. The supervisors can be identified by the IM polo they will be wearing. IM supervisors are veteran officials or trained tournament personnel who have complete authority to make decisions regarding problems or special situations. Supervisors have been selected for their knowledge of intramural sports regulations and rules, maturity, professionalism and a sincere interest in intramural sports.

**5 - Excellent** - Players and spectators were positive throughout the game and completely respectful towards the supervisors officials, and opposing team. If the
captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. No verbal warnings. No instances of unsportsmanlike physical contact. The team captain has full control of his/her teammates/fans. Players and spectators show appreciation toward Intramural Staff and opponents at the end of the game.

4 - **Good** - Players and spectators cooperate with the supervisors and officials and show respect for opposing team members most of the game. Emotions were kept under control. No instances of excessive physical contact. Team members respectfully disagree about some decisions made by Intramural Staff or show minor dissension which may not receive an unsportsmanlike penalty (technical foul, yellow card). Shows respect toward opponents throughout game and pre game captains meetings. All complaints or concerns are filtered through captain to voice to Intramural Staff.

3 - **Average** – Team/spectators show minor verbal dissent toward Intramural Staff or opposing team, which may or may not merit an unsportsmanlike penalty. Most complaints or concerns are filtered through captain to voice to Intramural Staff. A few instances of physical contact. A few instances of vulgar language and/or profanity are displayed by members of the team. Captain exhibits control over team and spectators. Teams receiving one unsportsmanlike penalty and/or warning will receive no higher than a “3” rating.

2 - **Poor** – Teams/spectators constantly commenting disrespectful verbiage to Intramural Staff or opposing team. Captain exhibits minor control over team and spectators. Vulgar language and/or profanity are displayed by members of the team. Players/Team/Spectators use racial insults, anger motivated outburst, demeaning, degrading and derogatory statements or homophobic comments before, during or after a game. Teams receiving three unsportsmanlike penalties and/or warning or one player ejection will receive no higher than a “2” rating.

1 - **Extremely Poor** – Team is completely uncooperative toward Intramural Staff. Captain has absolutely no control over team, spectators, and/or his/herself. Team, player or spectator makes intimidating physical contact with a staff and/or opposing team. A team, player or spectator threatens harm or violence toward the staff. Any team causing a game to be forfeited by result of unsportsmanlike behavior or have multiple unsportsmanlike penalties and or having more than one player ejected will receive no higher than a “1”