Boston College Intramural Sports
Racquetball Rules

**Eligibility:** All members of the Boston College community are eligible to play with the exceptions listed on the Code of Conduct. Please check this form prior to placing players on the team roster. Any non-member of Campus Recreation must pay a fee to enter into the facility - the fee is not waved for Intramural competition.

**Leagues/Divisions:** There will be 5 leagues all dependent on registration numbers: Men’s Singles, Women’s Singles, Men’s Doubles, Women’s Doubles, & Mixed Doubles.

**Facility:** Flynn Recreation Complex Racquetball Courts

**Scheduling:** Each team will play roughly 3 matches. Please see the Intramural Handbook on the Campus Recreation website for further details regarding scheduling.

Match-ups will be scheduled by the Intramural Office, but the match date and time will be scheduled by the participants through the Flynn Recreation Complex Equipment Desk (617-552-0796). Balls and racquets are available for rent as well. It is the responsibility of the participants to contact each other, reserve court times, and schedule the match within the date range provided by the Intramural Office.

**Playoff Format:** Playoffs will be single elimination. In leagues/tournaments with a large amount of teams, those eligible for the playoffs that have the same record will be randomly seeded.

**Roster Management:** Rosters must still be submitted through our online registration program Athleague. Please refer to the Intramural Handbook for registration details. Singles team will contain a roster of 1 while doubles will contain a roster of 2.

**Score Reporting:** Report all scores immediately after the match. All scores must be submitted to the Intramural Office directly or through Athleague. Please do not call or email the office to report any scores. Please be courteous and contact your scheduled opponent if you are unable to attend a match. If you are unable to attend, this will consistent a forfeit and still must be reported. Any match not reported on the last day of the period will be considered as a double forfeit.

**Rules:**
- A match is the ‘best of three sets’ (2 of 3). The first player/team to reach fifteen points wins the set.
- All specific game rules can be altered and modified by the participants (within reason) prior to the match so long as a winner of the match can be reported. Any agreed upon rules by the participants are only in affect for that match. The Intramural Office will have final say in all rule dispute matters.
- Points can be scored only by the server. When the server wins a stroke the server scores a point; when the receiver wins a stroke the receiver becomes the server.

**The Serve**
- Play begins with the server standing in the Service Zone and serving the ball to his/her opponent(s). To serve, the server must first bounce the ball and then strike it with the racquet. The ball is put into play after making
contact with the Play Wall first and then passing into the rear half of the court. In its flight, the ball may strike one side wall, but no more. If it hits three surfaces including the ceiling or back wall before bouncing, the serve is not good (called one fault) and the ball is not in play.

- A serve that does not carry beyond the Short Line of the Service Zone is also not good (fault). Additionally, the ball cannot hit a side wall, floor or ceiling before the Play Wall when attempting to serve. The server is given two opportunities to put the ball into play. If the server hits two faults in a row, the player returning serve takes over in the service zone and the original server assumes the return of a serve position.

**The Return Serve**

- To return serve, stand in the middle of the court (equal distance between each side wall) approximately one arm and racquets length away from the backwall.

- Return serve by striking the ball before the second bounce. The ball must travel to the Play Wall for it to be a good return of serve. The ball may hit ANY surface except the floor on the return as long as it hits the Play Wall before bouncing.

**Hinders**

Hinders are stoppages of play, and result in the replay of the point. It is your responsibility to give your opponent enough room to hit the shot the way they want to hit. You must give them a straight shot to the front wall as well as the angle, which would result in a crosscourt shot to the opposite back corner. Typical hinders are:

- A ball striking any part of the court, which results in an erratic rebound (fan vents, door knob, lights, etc.)
- The ball hits the back of the net after and only after it hits the front wall.
- Accidentally hitting opponent with the ball as it is heading toward the front wall
- Unintentionally contacting opponent while attempting to make a play on the ball
- Screening opponent's view of the ball, or having the ball pass between one's legs.

**Doubles**

- During doubles matches, serving shall go as follows: Team A: 1 server; Team B: 2 servers; Team A: 2 servers; Team B: 2 servers etc...

- During doubles matches, the serving team shall have one partner serving while the other partner remains in either of the side boxes until the served ball passes the second red line (the line closer to the back wall).

- During doubles matches, the serving team may serve to any spot so desired, as long as it is a legal serve. The receiving team in turn has the option of allowing either of its members to return any given serve. Teams and team members then alternate strokes accordingly until a point is won.