MONTCLAIR STATE UNIVERSITY CAMPUS RECREATION
INTRAMURAL RACQUETBALL RULES

All MSU School Policies are in effect, including Student Code of Conduct.
All MSU Campus Recreation “Intramurals 101” policies are in effect.

ALL GAMES WILL BE PLAYED IN THE STUDENT RECREATION CENTER RACQUETBALL COURTS.

ELIGIBILITY:

1. All individual/doubles sports will feature Men’s/Women’s/Open Singles and Doubles.
2. Assumption of Risk, Waiver and Release from Liability Form: This must be signed and filled out by all players participating in the activity, in the main office at the time of payment, prior to the start. The waiver only needs to be completed once for the season.
3. Checking ID’s: Before a contest, event, or activity, all members of a team shall present to the scorekeeper their pictured Montclair State University ID card. The scorekeeper shall then verify the participant’s identity and so note on the scoresheet. Those players listed on the scoresheet and verified by a scorekeeper are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the scorekeeper. Should a player not be verified by a scorekeeper, that individual shall be considered an ineligible player.
4. Forgotten ID Policy: If a player forgets his or her ID, that player is ineligible to participate in the SRC activity.
5. The captain is the representative of his or her team and may address an official and/or director 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 time-out or permission to leave the playing field or court.
6. A player must play in at least one regular season game in order to be eligible to participate in playoff games.

PLAYERS:

7. All Single person teams will only consist of 1 player. If you cannot make a game, there is no substitute player. All Double person teams will only consists of 2 players. No additional players may be added to the roster for substitutes.
8. Players are not allowed to wear hats or jewelry of any kind.
9. Players are required to wear athletic sneakers with non-marking soles.

TIME:

10. The winner of the match is the first player to win 2 of 3 games.
11. There will be a 45 minute time slot to complete 3 games.

FORFEITS:

12. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest. GAME TIME IS FORFEIT TIME!!

13. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.
14. If at game time neither team has the minimum number of participants required to play, the IM Sports Supervisor will call the game a double forfeit.
15. Any team that forfeits, or defaults, a total of TWO games within the season will be ineligible for the playoffs and will be removed from the league. Captains are responsible for entering time preferences and availability information for their team on IM Leagues, at the time of registration.
GAME PLAY:

16. Racquetball court lines are determined by the red lines on the floor of the racquetball courts.
17. Before the start of the game the opponents flip a coin and the winner will serve first.
18. First serve goes to the player winning the coin toss. The loser will serve first in game two. In doubles, after the first server has lost their serve, both opposing members serve and the rotation begins.
19. Once the ball is put into play, a rally continues until a player does not make a legal return. Each team is allowed a clear view and room to execute all returns during a volley. Interference is considered a hinder and the point is replayed.

Scoring:
20. Points are scored only by the player in service. A game is won by the first player/team to reach 15 points, no win by two.

Serving:
21. In singles or doubles, the server can stand in any part of the service zone. The server must bounce the ball before he/she may hit the ball. A legal serve must hit the front wall and return over the service line before hitting the floor. The legal serve can either be 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. There are 2 types of illegal serves: a) "short" or "long" which allow for a 2nd serve, or b) a serve that does not hit the front wall first, or a serve that hits the server on its backward flight.
22. In doubles the serving order is as follows A1, B1, B2, A2, A1, B1, B2, A2, A1, etc. The service order established at the beginning of the game must be followed throughout the entire game. The server's partner must stand in the safety zone, (the server's box with their back to the side wall, both feet on the ground) until the serve passes the service line.

Receiving:
23. Receiving players must remain five feet behind the service line until a served ball lands or passes over the service line.
24. Long serve: the receiver has the option of playing a ball that would be called long; if it is not played then a second serve is allowed. (A short serve cannot be played.)
25. A receiving player may hit the ball on either the volley (must be 5 feet behind the service line) or the bounce, and may return it to the front wall with any combination of walls as long as the ball hits the front wall before touching the floor.

Hinders are as follows:
26. A serve, which is served too close to the server's body, it impedes the view of the ball by the receiver.
27. A serve that hits your partner while he/she is in the server’s box.
28. A ball that strikes an opponent before hitting the front wall.
29. A player is not given clear view or position for a return shot. Physical contact, which impedes effort of player to return ball.
30. A safety hinder is called when a player has fear of hitting their opponent with their racquet or the ball.
31. If the ball is touched with a hand, arm or any part of the body during the return, then it is considered a loss of serve or point.
32. In doubles, if one player swings and misses the ball, his partner may attempt to return the ball.

Equipment:
33. Safety eye wear is mandatory.
34. Rackets, balls, and eye wear will be provided by the Intramural Staff on-site.
*All rules are subject to change at a moment's notice or at the discretion of the Intramural Sports Director. If any participant argues with an official or Director, they may be ejected from the game and/or the field space. If any issues occur, Campus Police may be called.