

SINGLES RACQUETBALL TOURNAMENT RULES

All Players must check in with the Intramural Sports Staff Member at the racquetball courts prior to competing.

All players must show their UGA ID Card or Government Issued ID before every game in order to participate. NO EXCEPTIONS!

A. SERVE

- a. Order: The player or side winning the toss becomes the first server and starts the first game, and the third game if needed.
- b. Place: The server may serve from any place in the service zone. No part of either foot may extend beyond either line of the service zone. Stepping on the line (but not beyond it) is permitted. Server must remain in service zone until the served ball passes the short line. Violations are called "foot faults."
 - i. Short Line: – The back line of the server's box.
- c. Manner: A serve is commenced by bouncing the ball to the floor in the service zone. On the first bounce, the ball is struck by the server's racquet such that it hits the front wall and rebounds onto the floor behind the short line. The ball may be served with or without touching one of the side walls.
- d. Readiness: Serves shall not be made until the receiving side is ready.

B. DEFECTIVE SERVES

- a. Dead Ball Serve: A dead ball serve results in no penalty and the server is given another serve without cancelling a prior illegal serve.
- b. Fault Serve: Two fault-serves in succession results in a hand-out. The following are considered fault serves:
 - i. Foot Fault: Results when the server leaves the service zone before the served ball passes the short line.
 - ii. Short Serve: Any served ball that first hits the front wall and on the rebound hits the floor in front of the back edge of the short line, either with or without touching one side wall.
 - iii. Three Wall Serve: Any ball served that first hits the front wall and on the rebound hits two side walls on the fly (prior to hitting the floor).
 - iv. Ceiling Serve: Any served ball that touches the ceiling after hitting the front wall either without touching one side wall.
 - v. Long Serve: Any served ball that first hits the front wall and rebounds to the back wall before touching the floor.
- c. Out Serve: An out serve results in a hand-out. The following are considered out serves:
 - i. Bounces: Bouncing the ball more than three times while in the service zone before striking the ball.
 - ii. Missed Ball: Any attempt to strike the ball on the first bounce that results either in a total miss or in touching any part of the server's body other than his/her racquet.
 - iii. Non-Front Serve: Any served ball that strikes the ceiling, floor, or side wall before striking the front wall.
 - iv. Touched Serve: Any served ball that on the rebound from the front wall touches the server.

C. SCORE

- a. If the server wins the rally, then the server scores one point and continues to serve. If the opposing player wins the rally, then no point is scored, but that player then takes over serving.
- b. Matches are best of three games.
 - i. The first two games are played to 15 points and a third game to 11 points, if necessary.
- c. Upon completion of the match, players are responsible for reporting the final score to the Competitive Sports Staff via email to compsports@uga.edu