

RACQUETBALL TOURNAMENT RULES

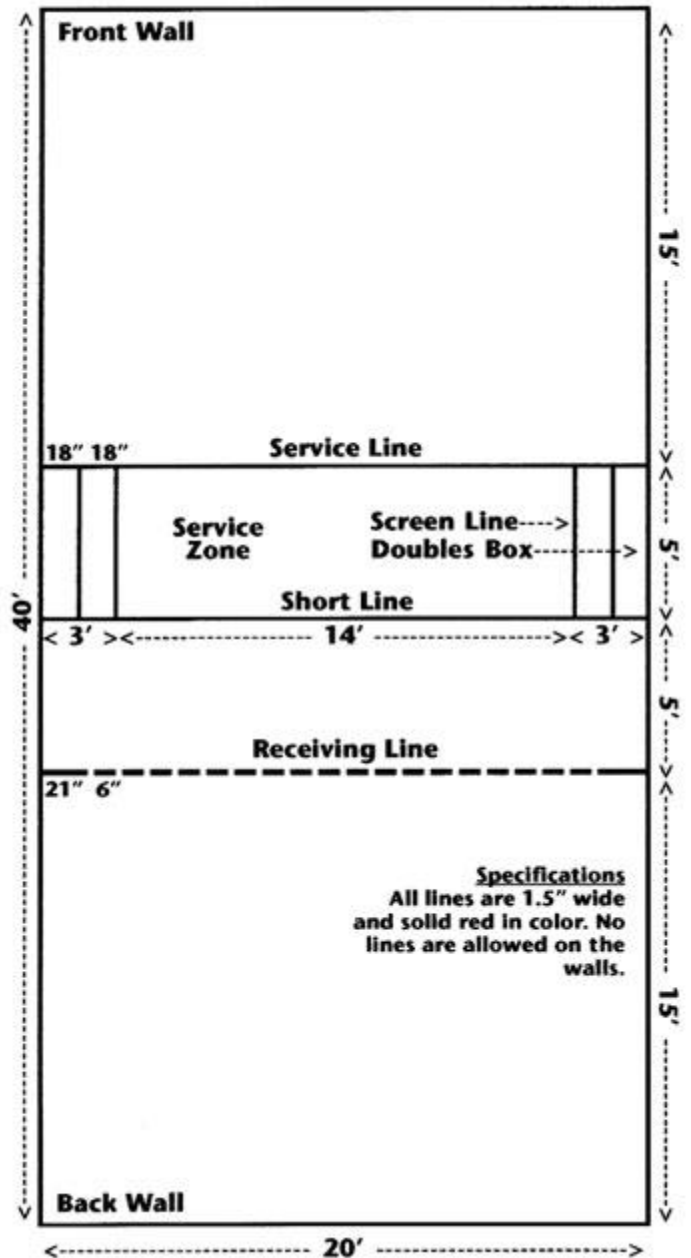
Participants must present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), or their Digital Student Profile from Athena before every game... NO EXCEPTIONS!

A. COURTS AND EQUIPMENT

- a. Racquetball racquets and balls can be checked out from the Ramsey Student Center Admissions Desk with a valid UGA ID. Equipment must be returned to the front desk staff after the conclusion of the game.
 - i. Proper eyewear is highly encouraged when playing racquetball.
- b. **DIMESNIONS:** The specifications for the standard four-wall racquetball court are:
 - i. 20 feet wide, 40 feet long and 20 feet high, with a back wall at least 12 feet high
 - ii. All surfaces shall be in play.
- c. **MARKINGS:**
 - i. **SHORT LINE:** The back edge of the short line is midway between, and parallel with, the front and back walls.

SERVICE LINE: The front edge of the service line is parallel with, and 5 feet in front of, the back edge of the short line.

- ii. **SERVICE ZONE:** The service zone is the 5-ft. by 20-ft. area bounded by the bottom edges of the side walls and by the outer edges of the short line and the service line.
- iii. **SERVICE BOXES:** The service boxes, used in doubles play, are located at each end of the service zone and are designated by lines parallel with the side wall.
- iv. **DRIVE SERVE LINES:** The drive serve lines, which form the drive serve zones, are parallel with the side wall



and are within the service zone. For each line, the edge of the line nearest to the center of the court shall be 3 feet from the nearest side wall.

- v. **RECEIVING LINES:** The receiving line is a broken line parallel to the short line.
- vi. **SAFETY ZONE:** The safety zone is the 5-foot x 20-foot area bounded by the bottom edges of the side walls and by the back edges of the short line and the receiving line. The zone is observed only during the serve

B. OBJECTIVE

- a. The objective is to win each rally by serving or returning the ball, so the opponent is unable to keep the ball in play. A rally is over when a player (or team in doubles) is unable to hit the ball before it touches the floor twice, is unable to return the ball in such a manner that it touches the front wall before it touches the floor, or when a hinder is called.
- b. Play starts with the server standing in the service zone, bouncing the ball once on the floor, and hitting it towards the wall on the opposite side of the opponent.
 - i. Once the ball bounces off the front wall and flies beyond the service zone, the rally is on.
 - ii. The player alternate shots at the front wall until someone is unable to keep the ball from bouncing on the floor more than once when receiving or reaching the front wall when returning a shot, thus losing the rally.
- c. Order: The player or side winning the toss becomes the first server and starts the first game, and the third game if needed.
- d. Place: The server will have two opportunities to put the ball into play. The server may serve from any place in the service zone.
 - i. No part of either foot may extend beyond either line of the service zone.
 - ii. Stepping on the line (but not beyond it) is permitted.
 - iii. Server must remain in service zone until the served ball passes the short line.
 - iv. Violations are called "foot faults."
 - v. Short Line: – The back line of the server's box.
- e. 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.
- f. Readiness: Serves shall not be made until the receiving side is ready.

C. 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.

D. 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.
 - i. DOUBLES: In doubles, both p
- b. Matches are best of three games.
 - i. The first two games are played to 15 points. If each side wins one game, a tiebreaker game is played to 11 points.

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