NU Intramural Sports
Racquetball Rules

GENERAL RULES:

1. All players must present their valid Northeastern University Photo ID to play. No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.

2. Jewelry is not allowed to be worn by any participant during an Intramural event. Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.

3. GAME TIME IS FORFEIT TIME! The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.

4. Unsportsmanlike Penalties will result in a disqualification regardless of the score. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.

5. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural participants should consider this rule their warning not to play in a dangerous or reckless manner.

6. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

THE GAME AND FIELD:

1. All games will be played at Cabot Center. All facility policies must be adhered to at all times.

2. Players must wear athletic attire. NO EXCEPTIONS!

3. The winner of the match is responsible for reporting the score. This needs to be done through the online form by the next business day at noon. Scores will be posted by 5 PM that day. Then, players have 24 hours to dispute the score.

4. Game Length: The match will consist of the best of three (3) games. Games are played to fifteen (15) points; however, the third game will be played to eleven (11) points. It is not necessary to win by two (2) points.

5. The Court: The court consists of the short line, service line, service zone, receiving line, and safety zone.
   - Short Line: Midway between and parallel to the front wall and back wall.
   - Service Line: Parallel to the short line, and located five (5) feet in front of the short line.
   - Service Zone: Five foot plane between the short line and the service line.
   - Receiving Line: Broken line parallel to the short line.
   - Safety Zone: Five foot plane between the short line and the receiving line, this zone is only observed during the serve

6. Only the server may score a point. If the receiver wins the point, he or she is awarded the serve.

7. Service: The first service of the initial will be decided by a spin of a racquet. The first service of each subsequent game will be awarded to the winner of the previous game. The server has two faults to deliver a legal serve. After the second fault, the serve is awarded to the opponent. All illegal serves count as one fault (Exception: If the server swings and misses a serve, it is an automatic double fault, and the server loses serve).
8. To serve legally:
   • The server must have his or her entire body and the ball within the serving zone until the ball passes the short line.
   • The ball must strike the ground before the server strikes it. Then, it must strike the front wall, and lastly hit the floor behind the short line.
   • A legal serve may not strike the ceiling, back wall, or both side walls prior to striking the ground behind the short line.
   • The receiver of the serve may not enter the safety zone until the ball bounces.

9. Rally: After service, players alternate shots until one player fails to return his opponent's shot to the front wall. An illegal return includes:
   • The ball bouncing more than once on the floor before being returned.
   • The ball not reaching the front wall on the fly.
   • A player switching hands during the rally.
   • A player touching the ball with anything aside from his or her racquet.
   • A player carrying the ball with his or her racquet.

10. Dead Ball Hinders: A dead ball hinder results in the point being replayed and includes the following:
    • Any played ball that hits an opponent on the fly prior to striking the front wall.
    • Any unavoidable body contact that interferes with seeing or returning the ball.
    • Any unavoidable screen of the sight of the ball.
    • Any ball that there is no fair chance to return the ball due to an unavoidable screen on the opposing player's part.

11. Avoidable Hinders: An avoidable hinder results in an "out" or a point depending on whether the offender was serving or receiving.
    • A player fails to move sufficiently to allow their opponent his or her shot.
    • Moves into a position to block an opponent about to make a return on the ball.
    • Moves in the way of a ball that is just played by an opponent.

12. All rules not explicitly stated will be governed by the USA Racquetball official rules.