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Required:

- It is the responsibility of each participant to contact their opponent to arrange all matches. Phone numbers and e-mail addresses are provided for this purpose. All matches must be played at the IUPUI School of Physical Education and Tourism Management racquetball court.

- Racquetball court must be reserved by both players. Reservations must be made prior to court time by calling: (317) 274-2824 between 9:00am and 5:00pm, Monday through Friday.
  
  Please note the court will be provided on a “space available” basis only.

- You must have your IUPUI Jag Tag with you in the court.

- Bring your own can of balls.

- Eye protection in the racquetball court is recommended when you play racquetball at IUPUI. Goggles may be rented in the Office of Intramural and Recreational Sports during office hours (9:00am and 5:00pm, Monday through Friday).

- Racquets are also available for rental during office hours (9:00am and 5:00pm, Monday through Friday).

- If you experience any problems contacting your opponents, please contact the Office of Intramural and Recreational Sports at 274-2824.

- All matches must be completed within the one-hour reservation period. All matches are won by winning two games to 15 points each or by leading in the tie-breaker within the one hour period.

- **Winner of each match will be responsible for reporting the scores.** Email the results to the Office of Intramural and Recreational Sports at mrotaaut@iupui.edu.
The Game

Objective
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 side makes an error, or is unable to return the ball before it touches the floor twice.

Points and Outs
Points are scored only by the person serving, when they serve an ace or wins a rally. When the serving side loses a rally, they lose the serve. Losing the serve is called a side out.

Game
A game is won by the first person to score 15 points.

Match
All matches must be completed within the one-hour reservation period. All matches are won by winning two games to 15 points each or by leading in the tie-breaker within the one hour period. Winner of each match will be responsible for reporting the scores. Email the results to the Office of Intramural and Recreational Sports at mrotaul@iupui.edu.

Tie-Breaker
In the event each side wins a game, the third game will be won by the person first scoring 11 points.

Play Regulations:

Arrive on Time / Default
Opponents must arrive on time for their scheduled match. If either opponent is late or fails to show, the match will be declared a DEFAULT. If neither opponent is present at the scheduled time, the match will be declared a double default. You must play during your scheduled week. Failure to schedule a match for the week will result in a default for both players.

Determine Who Serves:
The game begins with both players standing three (3) feet from the back wall (an arms length) and hitting the ball to the front wall. The player’s ball that bounces closest to the “short service-line” will serve first. The other player will serve first in the second game.
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 the service zone until the served ball passes the short
line. Violations are called foot faults.

Manner
A serve is commenced as the ball leaves the servers' hand. The ball must bounce on the
floor in their service zone and on the first bounce be struck by the server's racquet so that
it hits the front wall and on the rebound hits the floor back of the short line, either with or
without touching one of the side walls. A balk serve, or fake swing shall be deemed an
infraction and be judged a side out.

Types of Serves:
- **Dead Ball Serves**: Dead ball serves do not cancel any previous illegal serve.
- **Fault Serves**: Two (2) faults serves results in a side out.
- **Out Serves**: An out serve results in a side out.

Dead Ball Serve:
A dead ball serve results in no penalty and the server is given another serve without
canceling a prior illegal serve.

Faults Serve:
Any two (2) in succession resulting in a side-out

Short Serve:
A short serve is any served ball that first hits the front wall and on the rebound hits the
floor in front of the short line either with or without touching one side wall.

Three-Wall Serve:
Any ball served that first hits the front wall and on the rebound hits two side walls on the
fly.

Ceiling Serve:
Any served ball that touched the ceiling after hitting the front wall either with or without
touching one side wall.

Long Serve:
A long serve is any served ball that first hits the front wall and rebounds to the back wall
before touching the floor.
**Out-Serve**
Any one (1) of the following serves results in a side-out.

**Failure of Server:**
Failure of server to put the ball into play within ten seconds of the calling of the score.

**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 racquet.

**Non-Front Serve:**
Any served ball that strikes the ceiling, floor or side wall, before striking the front wall.

**Touched Serve:**
Any served ball that on the rebound from the front wall touches the server.

**Fake or Balk Serve:**
A balk serve is defined as a non-continuous movement of the racquet towards the ball as the server drops the ball for the purpose of serving.

**Return Serve**

**Receiving Position:**
The receiver(s) must stand at least five (5) feet back of the short line, as indicated by the three (3) inch vertical line on each side wall, and cannot enter into this safety zone until the ball has been served and passes the short line but, if the ball bounces before crossing the five (5) foot short line, the receiver may cross the line and hit the ball after it has bounced. A violation of this line would result in a point for the server.

**Defective Serve:**
To eliminate any misunderstanding the receiving side should not catch or touch a defectively served ball until called or it has touched the floor for the second time.

**Legal Return:**
After the ball is legally served, the receiving player must strike the ball with his racquet either on the fly or after the first bounce and before the ball touches the floor the second time to return the ball to the front wall either directly or after touching one or both side walls, the back wall or the ceiling, or any combination of those surfaces. A returned ball may not touch the floor before touching the front wall. It is legal to return the ball by striking the ball into the back wall first, then hitting the front wall on the fly or after hitting the side wall or ceiling.

**Failure to Return:**
The failure to return a serve results in a point for the server.
Rallies
Each legal return after the serve is called a rally. Play during rallies shall be according to the following rules:

One or Both Hands:
Only the head of the racquet may be used at any time to return the ball. The ball must be hit with the racquet in one or both hands, switching hands to hit a ball is an out. The use of any portion of the body is an out.

One Touch:
In attempting returns, the ball may be touched or struck only once by one player on the returning side (a carried ball is a ball the rests on his racquet in such a way the effect is more of a sling or throw than a hit and shall be ruled a point or handout as is applicable).

Return Attempts:
1. If a player swings at but misses the ball in play, the player may repeat his attempt to return the ball until it touches the floor for the second time.

2. If a player swings at but misses the ball in play and in an attempt again to play the ball there is an unintentional interference by an opponent it shall be a hinder.

Hinders:
Hinders are two types - dead ball and avoidable hinders.

Dead Ball Hinders
When called, the following Dead Ball Hinders (as described in this rule) results in the point being replayed.

Hitting Opponent
Any returned ball that touches an opponent on the fly before it returns to the front wall.

Body Contact
Any body contact with an opponent that interferes with seeing or returning the ball.

Body Contact
Any body contact with an opponent that interferes with seeing or returning the ball.

Screen Ball
Any ball rebounding from the front wall close to the body of a player on the side which just returned the ball, to interfere with or prevent the returning side form seeing the ball.
Straddle Ball
A ball passing between the legs of the player on the side which just returned the ball, if there is no fair chance to see or return the ball.

Other Interference
Any other unintentional interference which prevents an opponent from having a fair chance to see or return the ball.

Effect:
A call of a hinder stops the play and voids situation following, such as the ball hitting a player. The players themselves can call a hinder while holding up their swing, such a call should be made immediately.

Avoidance:
While making an attempt to return the ball, a player is entitled to have a direct path to the ball and an unobstructed view of the ball after it leaves the front wall. It is incumbent upon the players to give their opponents a free, uninhibited swing at the ball.

Avoidable Hinders:
Moves so as to restrict opponents swing so that player returning the ball does not have a free, unimpeded swing. An avoidable hinder result in an out or a point depending upon whether the offender was serving or receiving.

Failure to Move
Does not move sufficiently to allow opponent his shot.

Blocking
Moves into a position affecting a block, on the opponent about to return the ball.

Moving into the Ball
Moves in the way and is struck by the ball just played by his opponent.

Pushing:
Deliberately pushes or shoves opponent during a rally.