

TEXAS STATE[®]

CAMPUS RECREATION

RACQUETBALL RULES

EQUIPMENT:

- Non-marking athletic shoes must be worn at all times.
- Participants may bring their own racquets if so desired. If not, racquets and racquetballs are available at the SRC Front desk at your own expense.
- Wearing protective eyewear is HIGHLY RECOMMENDED.

SCORING:

- The winner of each game will be the first person to reach 15 points.
- Best two out of three games win the match.
- A two-point advantage is required. The objective of the game is to win each rally by serving or returning the ball so your 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 can only be scored by the serving side by serving an ace or winning a rally. When the serving side loses a rally, it loses the serve.

PLAYING THE GAME:

- Serving
 - Players will mutually agree who serves first.
 - Place - The server may serve from any place in the service zone. No part of either foot may extend beyond either line in the service zone. Stepping on the line, but not beyond, is permitted. The server must remain in the service zone until the served ball passes the short line.
 - Manner – A serve is started by bouncing the ball on the floor in the service zone, and on the first bounce the ball is struck by the server's racket so that it hits the front wall and on the rebound hits the floor in back of the short line, either with or without touching one of the side walls.
 - The serve should not be made until the receiving side is ready. A balk serve, or fake swing is an infraction and will be judged a handout (change of server).
- Defective Serves
 - Fault serve – two (2) fault serves result in a hand-out (change of servers)
 - Foot fault – when a server leaves the service zone before the served ball passes the short line.
 - 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, with or without hitting the side walls.
 - Three wall serve – any ball that is served that first hits the front wall and on the rebound hits two side walls before touching the floor.
 - Ceiling serve – any served ball that touches the ceiling after hitting the front wall, with or without hitting one of the side walls.
 - Long serve – any served ball that first hits the front wall and rebounds to the back wall before touching the floor.
 - Out serves – results in change of server
 - Failure of server – Failure of the player serving 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 the racquet.
 - Non-front serve – Any serve that hits 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 while any part of his body is out of the service box.
- Crotch serve – If the served ball hits the crotch (crease) in the front wall (where wall and floor meet) it is considered the same as hitting the floor and is an out. A crotch serve into the back wall is good and in play, as is a served ball hitting the side wall crotch beyond the short line.

HINDERS:

- Dead ball hinders are as follows:
 - 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.
 - 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 from seeing the ball.
 - Straddle ball – A ball passing between the legs of the player on the side that 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.
- Avoidable hinders are as follows
 - Failure to move – does not move sufficiently to allow opponent their shot.
 - Blocking – Moves into position effecting 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.
 - Also when a player moves as to restrict their opponent's swing so that they do not have a free unimpeded swing.