RACQUETBALL SINGLES RULES

1. Rules are BASED on the latest USRA rules, as amended herein. Any questions concerning rules or rules interpretations may be directed to the Intramural Sports Office, 135 War Memorial Hall or 231-8297.

2. Any person who has purchased either the Full Intramural Membership or the Individual/Dual Membership is eligible to participate in Racquetball. The following persons are eligible to purchase memberships:
   a. Student or employees; individuals associated with Campus Ministry, VCOM, Vet Med; Visiting Scholars; CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the University or fail to comply with eligibility guidelines.
   b. Alumni are not eligible to purchase the Intramural Membership unless they fall into one of the previous categories mentioned.

**All memberships may be purchased online. To complete your purchase of an intramural membership, you will be required to watch an online video presentation covering the basic policies of the program.**

3. Matches consist of the best two of three games. First and second games are played to 15 points; third game to 11 points. (First player to 15 points wins; you do not have to win by two (2) points.)

4. Scoring: Only the server can score points. The server scores one point for winning a rally. The receiver gets a “sideout” for winning a rally and serves the next rally.

5. Serving: The server must begin the service motion in the service zone. The server drops the ball, allows it to bounce on the ground once, and hits it towards the front wall. The serve must hit the front wall then MAY hit one side wall, and must land on the ground between the service zone and the back wall.

Any of the following will result in a “double fault” or loss of serve:
   - The server swings and misses the ball.
   - The served ball does not hit the front wall first.
   - The served ball hits the server on the way back.
   - Two consecutive single faults.

Any of the following will result in a “single fault”:
   - The served ball hits the front wall and then the ceiling.
   - The served ball hits the front wall and then the back wall before the ground (long serve).
The served ball hits the front wall and then the ground before passing the service zone (short zone).
The served ball hits the front wall and then two sides walls before the ground. (3 wall serve).
The served ball passes so close to the server that the receiver could not see it on the way back. (screen serve).

6. Safety: It is recommended that you wear racquetball goggles when playing. Also, if you feel you may hit your opponent with your racquet or the ball, please stop your swing! Play the point over. Have fun!

GOOD LUCK!
Challenge Ladder Guidelines

1. Tournament format for various individual/dual sport competitions will consist of a 5-week challenge ladder followed by a single elimination “play-by” tournament. The winner of the single elimination tournament will be considered the intramural champion. **The Intramural Sports Office holds the right to alter single elimination tournament format depending on the number of registered participants for the sport.

2. You may only challenge up to 3 people ahead of you or below you. This means that if you are at the top the only way you can challenge is down. Vice versa if you’re at the bottom of the ladder.

3. The Challenge Ladder determines rank for the single elimination tournament. Participants must play at least 3 matches over the 5-week challenge ladder in order to make the elimination tournament. **If you do not play the required matches then you do not qualify for the tournament.

   See the chart below for dates that you must have played a minimum number of matches played in order to remain in the ladder. Failure to meet these requirements will result in removal from the ladder.

<table>
<thead>
<tr>
<th>Minimum # of Matches Played</th>
<th>Date Result Submitted By</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>February 21</td>
</tr>
<tr>
<td>2</td>
<td>February 28</td>
</tr>
<tr>
<td>3</td>
<td>March 14</td>
</tr>
</tbody>
</table>

4. If after two days of trying to e-mail AND call an opponent you do not hear a response, you may submit the match as a forfeit. Individuals or teams that forfeits twice will be removed.

5. Extensions of time to play games are not allowed.

6. Winners must submit results on the website. E-mailed results will not be counted for an individual or team match count. Challenge ladders will be updated daily on the website. The following link will take you to the site where match results may be submitted: https://docs.google.com/forms/d/e/1FAIpQLSc_lbMteZDOf_77N_EKzXpDWX4JKryAiECuxPxdNaW6VLweUw/viewform

7. You may not challenge anyone outside your ladder. For example, a participant from the A1 division may not challenge someone from the A2, A3, or B divisions.

8. It is your responsibility to set up times, places, and dates for which to play. Don't wait until the last minute.

9. All matches must be completed and submitted by 8:00am on March 17th. **The tournament will start March 18th for those who have played the required number of matches.

10. If you have any other questions, comments, or concerns, please e-mail imsports@vt.edu.