Summer Racquetball Singles Rules

1. ARAA rules govern all play unless amended herein. For questions concerning rule interpretations, please contact the Intramural Sports Staff at 540-231-8297 or imsports@vt.edu.

2. Participants shall arrange for their own standard equipment and layout/location for play. You may consult the Recreational Sports Office or call 540-231-7086 for reservations.

3. Matches are of the best two of three games. The first and second games are played to 15 points and the third to 11 points. During the third game, the first player to 15 points wins; you do not have to win by two points.

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

5. 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 and land on the ground between the service zone and the back wall. The serve may hit one side wall.
   a. The following result in a “double fault” and loss of serve:
      i. The server swings and misses the ball
      ii. The ball does not hit the front wall first
      iii. The ball hits the server on the way back
      iv. Two consecutive single faults.
   b. The following will result in a “single fault”:
      i. The served ball hits the front wall and then the ceiling
      ii. Long serves: the ball hits the front and the back wall before the ground
      iii. Short serves: the ball hits the front wall and ground before passing the service zone
      iv. 3-wall serves: the ball hits the front wall and two sides walls before the ground
      v. Screen serves: the ball passes so close to the server that the receiver could not see it on the way back

6. Rallying: Players alternate hits. The player who is hitting the ball must hit the ball before it bounces twice on the ground.
   a. The ball may be played into any wall and/or the ceiling, as long as the ball reaches the front wall before hitting the ground.
   b. If a player hits the other player with the ball, the rally is replayed.
   c. If a player touches the ball while it is the other player’s turn to hit, the first player loses the rally.

7. Always 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!