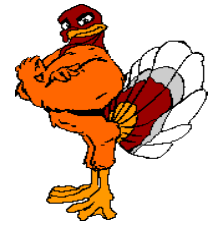




VIRGINIA TECH  
Department of Recreational Sports  
Individual/Dual Sport



## RACQUETBALL DOUBLES RULES

1. Rules are BASED on the latest AARA rules, as amended herein. Any questions concerning rules or rules interpretations may be directed to the Recreational Sports Office, 142 McComas Hall or 231-8297.
2. Participants shall, by mutual agreement, arrange for their own standard equipment and layout/location for play. Courts must be reserved. Call 231- 7086 for reservations. Consult handout at Recreational Sports Office for available times to call for reservations.
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. Partners do not have to alternate shots.
5. Scoring: Only the server can score points. The serving team scores one point for winning a rally. The receiving team gets a “sideout” for winning a rally. The second player on the serving team then serves or the receiving team serves if both of the opponents have had their turns to serve. A player serves until the opposing team wins the rally.
6. 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, 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).

7. Rallying: Opponents alternate hits. The player who is hitting the ball must hit the ball before it bounces twice on the ground. 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. If a player hits the other player with the ball, the rally is replayed. If a player touches the ball while it is the other player's turn to hit, the first player loses the rally.
8. Safety: 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.