

**The University of North Carolina at Greensboro**  
**Department of Recreation and Wellness**  
**Intramural Sports**

**RACQUETBALL RULES**

**WARNING: YOU MAY SUFFER FROM PHYSICAL/ MENTAL INJURY FROM PARTICIPATING IN INTRAMURAL ACTIVITIES. PARTICIPATION IN THE RECREATION AND WELLNESS PROGRAM IS COMPLETELY VOLUNTARY. UNCG AND THE DEPARTMENT OF RECREATION AND WELLNESS ARE NOT LIABLE FOR INJURIES SUSTAINED DURING PARTICIPATION IN RECREATION & WELLNESS SPONSORED ACTIVITIES.**

**1. SCORING**

1.1. Scoring is done the same way as in volleyball. 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. The first person to 15 points wins the game (no need to win by two). A match is the best two games out of three, and the third game (if necessary) is played to 11.

**2. SERVICE**

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:

- 2.1 The server swings and misses the ball
- 2.2 The served ball does not hit the front wall first
- 2.3 The served ball hits the server on the way back
- 2.4 Two consecutive single faults

Any of the following will result in a “single fault”:

- 2.5 The served ball hits the front wall and then the ceiling
- 2.6 The served ball hits the front wall and then the back wall before the ground (long serve)
- 2.7 The served ball hits the front wall and then the ground before passing the service zone (short serve)

2.8 The served ball hits the front wall and then two side walls before the ground (3 wall serve)

### **3. RALLYING**

3.1 Players alternate hits. The player who is hitting the ball must hit the ball before it bounces twice on the ground. The ball may be hit into any wall and/or 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.

### **4. SAFETY**

4.1. Safety goggles are not required for play but are strongly recommended. Be aware that errant swings can be dangerous to both yourself and your opponent. If you think you might hit the opponent with the ball DON'T HIT THE BALL, just replay the point.

### **5. THE CHOICE OF SERVE**

5.1 Players can flip a coin to decide who serves first.

5.2 First serve is alternated from game to game.

### **6. DOUBLES MODIFICATIONS**

6.1 A doubles team shall consist of two players, who can be of any combination of genders.

6.2 SERVE, IN DOUBLES:

a. Order of Serve: Before the match begins, each team shall inform their opponents of their team's order of service, which shall be followed throughout the match. The order of serve may be changed between sets, provided that the opponents have been verbally notified before the first serve of the new set. At the beginning of each set, when the first server of the first team to serve is out, the team is out. Thereafter, both players on each team shall serve until the team receives a handout and a sideout. (Losing the serve is called a sideout in singles, but in doubles when the first server loses the serve it is called a handout or halfout. When the second server loses the serve, it is called a sideout.)

b. Partner's position: On each serve, the server's partner shall stand erect with back to the side wall and with both feet on the floor within the service box from the moment the server begins the service motion until the served ball passes the short line. Violations are called foot faults. If the server's partner enters the safety zone before the ball passes the short line, the server loses the service.

c. Changes of Serve: In doubles, the side is retired when both partners have lost service with exception that the team that serves first at the beginning of each set loses the serve when the first server is retired.

d. Fault Serve, In Doubles: A fault serve, in doubles, occurs when:

- The server's partner is not in the service box with both feet on the floor and back to (but not necessarily against) the side wall from the time the server begins the service motion until the ball passes the short line.
- A served ball that hits the doubles partner while in the service box results in a fault serve.

e. Out Serve, In Doubles:

- Out of Order Serve: In doubles, when either partner serves out of order, the points scored by that server will be subtracted and an out serve will be called. If the second server serves out of order, the out serve will be applied to the first server and the second server will resume serving. If the player designated as the first server serves out of order, a sideout will be called. If no points are scored while the team is out of order, only the out penalty will have to be assessed.
- Ball Hits Partner: A served ball that hits the doubles partner while outside the service box results in loss of serve.

6.3. RETURN, IN DOUBLES: The rally is lost if one player hits that same player's partner with an attempted return. If one player swings at the ball and misses it, both partners may make further attempts to return the ball until it touches the floor the second time. Both partners on a side are entitled to return the ball.