

# INTRAMURAL RAQUETBALL RULES

Types of Games: 2, 3, or 4 players

Points & Outs: Points only scored by the serving side

Rally Ends: When ball bounces twice before returned or hits before front wall

Games & Match: Generally the winner is the first to win out of 3 games. Games are usually 15 pts. And you do not need to win by 2 pts. Tie breaker (3rd game if required) is to 11 pts.

Serve: Commence serve between SERVICE LINE and SHORT LINE \*Must bounce ball in service area before serving\*

Once service motion begins ball must be bounced once and hit before it bounces a second time. Serve must hit the front wall first.

## Fault Serves:

1. Foot Fault: If a serve does not begin with both feet completely in the service zone, or if a server steps completely over the service line.
2. Short Serve: If, after hitting the wall, the ball bounces before or on the short line.
3. Three Wall Serve: If, after hitting the front wall, the ball strikes both side walls before hitting the floor.
4. Ceiling Serve: If, after hitting the front wall, the ball hits the ceiling.
5. Long Serve: If, after hitting the front wall, the ball goes to the back wall without touching the floor.
6. Illegal Drive Serve: If a player fails to observe the 17 foot drive serve line.
7. Screen Serve: If the served ball passes too close to the server's body, preventing the receiver a clear view.

## Out Serves:

1. 2 consecutive fault serves
2. Missed Serve Attempt: Failure to contact after bouncing the ball.
3. Touched Serve: If the served ball touches the server on the rebound.
4. Illegal Hit: "Carrying" or contacting the ball twice.

5. Non Front Wall Serve: If the ball does not strike the front wall first.

6. Crotch Serve: Any served ball that hits the crotch between the front wall and the floor, ceiling, or side wall.

Return of Serve: The receiver may not enter the safety zone until the ball bounces or crosses the receiving line