

Racquetball Rules Summary

All rules not mentioned in the summary will be governed by USA Racquetball.

4-Aug-23

Page 1 of 6

Equipment

- All equipment will be provided by Recreational Facilities.
- Players can use their own paintball equipment, but it must be approved by Recreational Facilities.

Competition Format

- Single elimination tournament.
- 4-participant maximum from each collegian.
- Games are self-officiated.
- The winner of each game is responsible for reporting their game result to the collegian sports manager on duty.

Court and Lines

- **Short Line:** The back edge of the short line is midway between and is parallel with the front and back walls.
- **Service Line:** The front edge of the service line is parallel with and 5 feet in front of the back edge of the short line.
- **Service Zone:** The service zone is the area bounded by the bottom edges of the side walls and by the outer edges of the short line and the service line.
- **Service Boxes:** The service boxes, used only for doubles play, are located at each end of the service zone, and are designated by lines parallel with the side walls [see 4.2(b)]. The edge of the line nearest to the center of the court shall be 18 inches from the nearest side wall.
- **Drive Serve Lines:** The drive serve lines, which define the drive serve zones, are parallel with the side wall and are within the service zone. For each line, the edge of the line nearest to the center of the court shall be 3 feet from the nearest side wall.
- **Receiving Line:** The receiving line is a broken line parallel to the short line. The back edge of the receiving line is five feet from the back edge of the short line. The receiving line begins with a line 21 inches long that extends from each side wall. These lines are connected by an alternating series of six-inch spaces and six-inch lines. This will result in a line composed of 17 six-inch spaces, 16 six-inch lines, and 2 twenty-one-inch lines. A solid line is acceptable.
- **Safety Zone:** The safety zone is the area bounded by the bottom edges of the side walls and by the back edges of the short line and the receiving line. This zone is observed only during the serve.

Collegian Sports:

Student Activities Office, AC-1
850-478-8496, ext. 2740

Game Line:

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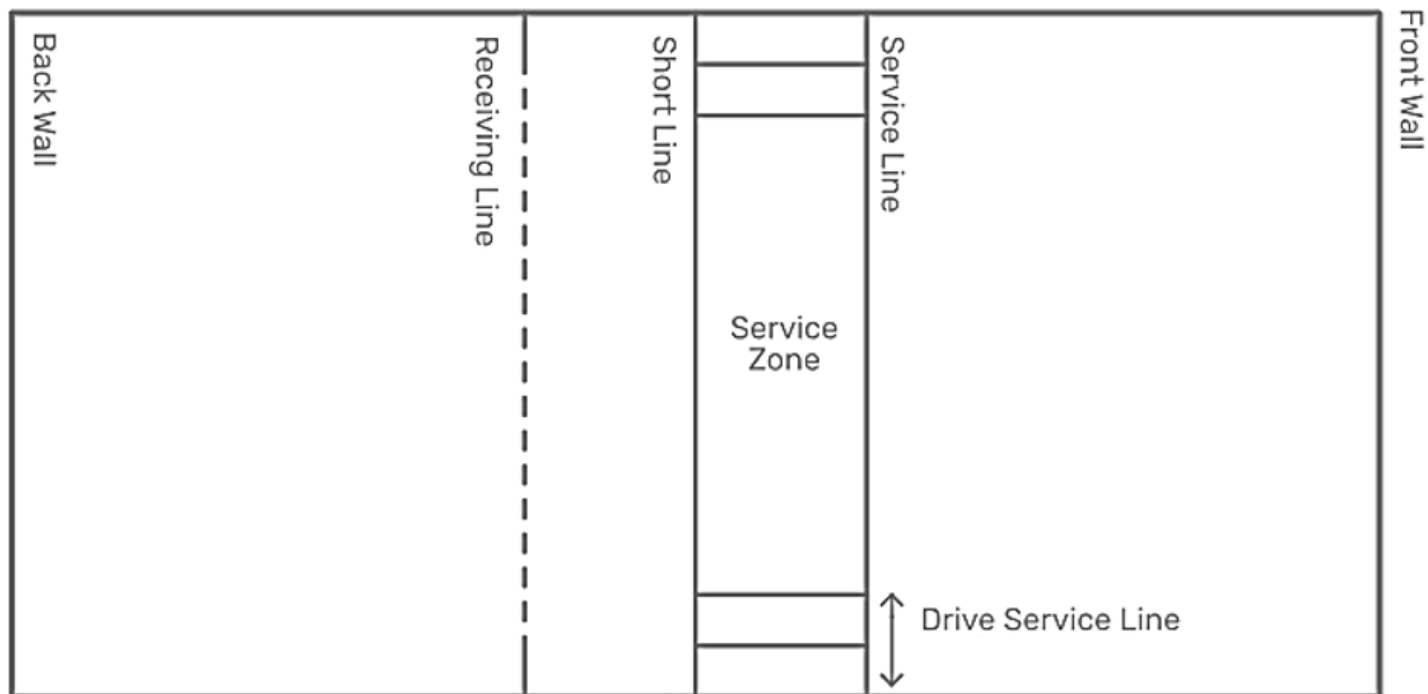
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Page 2 of 6



General Rules

- To win, one must win each rally by serving or returning the ball, so the opponent is unable to keep the ball in play. A rally is over when a side makes an error or is unable to return the ball before it touches the floor twice.

Scoring

- Non-championship matches will be played with 1 game to 15 points. The players must win by 2, and there is no cap.
- The championship match will be determined on a best 2 out of 3 games.
 - The 1st and 2nd games will be played to 15 points. A player must win by 2, and there is no cap.
 - If needed, the 3rd game will be played to 11 points. A player must win by 2, and there is no cap.
- Points are scored only by the serving side when it serves an ace or wins a rally. When the serving side loses a rally, it loses the serve.
- Outs are when the server loses their serve.

Service

- A game of “rock, paper, scissors” will determine the first server.
 - The player winning the toss becomes the first server and starts the first game.

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Page 3 of 6

- The receiving player in the first game will serve first in the second game.
- In a tie breaker, the player that accumulated the greatest number of points in the first two games will serve first.
- The server may serve from any place in the service zone. No part of either foot may extend beyond either line of the service zone. Stepping on the line (but not beyond it) is permitted. The server must remain in the service zone until the served ball passes the short line. These violations are called foot faults.
- A serve commences when the ball leaves the server's hand. The ball must bounce on the floor in the service zone and on the first bounce be struck by the server's racquet so that it hits the front wall and on the rebound hits the floor back of the short line, either with or without touching one of the side walls. A balk serve, or fake swing; will be deemed an infraction and be judged a handout.

Dead Ball Serves

- A serve results in no penalty and the server is given another serve. Dead Ball Serves do not cancel any previous fault serve. The following are dead ball serves:
 - **Court Hinders:** A serve that takes an irregular bounce because it hit a wet spot or an irregular surface on the court is a dead-ball serve. In addition, any serve that hits any surface designated by local rules as an obstruction rather than being out-of-play.
 - **Broken Ball:** If the ball is determined to have broken on the serve, a new ball shall be substituted and that serve shall be replayed, but not canceling any prior fault serve.
 - **Out-of-Court Serve:** A served ball that first hits the front wall and, after striking the floor, either goes out of the court or hits a surface above the normal playing area of the court that has been declared as out-of-play for a valid reason [See

Fault Serves

- Serves with any combination of two faults in succession result in an out
 - **Foot Faults:** When the server leaves the service zone before the served ball passes the short line.
 - **Short Serve:** Failing to hit the floor past the service line. Any served ball that first hits the front wall and on the rebound hits the floor in front of the short line either with or without touching one side wall.
 - **Long Serve:** Hitting the back wall before the ball hits the ground. Any served ball that first hits the front wall and rebounds to the back wall before touching the floor.
 - **Three-Wall Serve:** Any ball served that first hits the front wall and the rebound hits two side walls on the fly.

Racquetball Rules Summary

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4-Aug-23

Page 4 of 6

- **Ceiling Serve:** Any served ball that touches the ceiling after hitting the front wall with or without touching one side wall.
- **Screen Ball:** A served ball that first hits the front wall and on the rebound passes so closely to the server that it prevents the receiver from having a clear view of the ball. (The receiver is obligated to take up a good court position, near center court, to obtain that view.)
- **Bouncing Ball Outside Service Zone:** Bouncing the ball outside the service zone, including the ball touching a side wall as a part of the service motion, is a fault serve.
- **Serving the Ball Without a Bounce:** Tossing the ball into the air and serving it without a bounce is a fault serve.
- **Illegal Drive Serve:** A drive serve in which the player fails to observe the 17-foot drive service zone.
- **Serving before the Receiver is Ready:** A serve made while the receiver is not ready to receive.

Out Serves

- Any one of the following serves results in a handout:
 - Two Consecutive Fault Serves
 - **Missed Serve Attempt:** During the service motion, any attempt to serve/strike the ball that results in a total miss or in the ball touching any part of the server's body, including the foot. Also, allowing the ball to bounce more than once for the serve.
 - **Touched Serve:** Any served ball that on the rebound from the front wall touches the server or server's partner or their racquets before touching the floor, or any ball intentionally stopped or caught by the server or server's partner.
 - **Fake or Balk Serve:** Any movement of the racquet toward the ball during the serve that is non-continuous and done for the purpose of deceiving the receiver. If a balk serve occurs, but the referee believes that no deceit was involved, the referee has an option of declaring it "no serve" and having that serve replayed without penalty.
 - **Illegal Hit:** An illegal hit includes contacting the ball twice, intentionally carrying the ball, or hitting the ball with the handle of the racquet or part of the body or uniform.
 - **Non-Front Wall Serve:** Any served ball that does not strike the front wall first (as opposed to both walls at the same time).
 - **Crotch Serve:** Any served ball that hits the crotch of the front wall and floor, front wall and side wall, or front wall and ceiling is an out serve (because it did not hit the front wall first). This includes the ball touching two intersecting surfaces at nearly the same time -- such that which one it touched first cannot be ascertained. However, a serve into the crotch formed by the back wall and floor, as well as the crotch formed by either sidewall beyond the short line, is a good serve and in play.

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Page 5 of 6

- **Out-of-Court Serve:** An out-of-court serve is any served ball that first hits the front wall and, before striking the floor, either goes out of the court or hits a surface above the normal playing area of the court that has been declared as out-of-play for a valid reason
- **Failure of Server:** Failure of server to put the ball into play within ten seconds of the calling of the score.
- **Missed Ball:** Any attempt to strike the ball on the first bounce that results either in a total miss or in touching any part of the server's body other than his racquet.

Return of Serve

- **Receiving Position:** The receiver must stand at least five 5 feet back of the short line, as indicated by the dotted lines on the court, and cannot enter into the safety zone until the ball has been served and passes the short line.
 - If the ball bounces before crossing the 5 foot short line, the receiver *may* cross the line and hit the ball after it has bounced. A violation of this line would result in a point for the server.
- **Long Serve:** The receiver has the option of playing a long serve.
- **Legal Return:** After the ball is legally served, the player on the receiving side must strike the ball with his racquet either on the fly or after the first bounce and before the ball touches the floor the second time to return the ball to the front wall either directly or after touching one or both side walls, the back wall or the ceiling, or any combination of those surfaces. A returned ball may not touch the floor before touching the front wall. It is legal to return the ball by striking the ball into the back wall first, then hitting the front wall on the fly or after hitting the side wall or ceiling.
- **Rallies:** Each legal return after the serve is called a rally. Play during rallies will be according to the following rules:
 - One or Both Hands: Only the head of the racquet may be used at any time to return the ball. The ball must be hit with the racquet in one or both hands, switching hands to hit a ball is an out. The use of any portion of the body is an out.
 - One Touch: In attempting a return, the ball may be touched or struck only once by one player on the returning side. (A carried ball is a ball that rests on one's racquet in such a way the effect is more of a sling or throw than a hit and will be ruled a point or handout as is applicable.) A violation of this rule results in a handout or point.
 - Return Attempts:
 - In singles, if a player swings at but misses the ball in play, the player may repeat his attempt to return the ball until it touches the floor for the second time.
 - In singles, if a player swings at but misses the ball in play and in his attempt again to play the ball there is an unintentional interference by an opponent, it will be a hinder.

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Page 6 of 6

Hinders

- Dead Ball hinders as described in this rule will result in the point being replayed.
 - **Court Hinders:** Hits any part of the court which under general rules is a dead ball.
 - **Hitting Opponent:** Any returned ball that touches an opponent on the fly before it returns to the front wall.
 - **Body Contact:** Anybody contact with an opponent that interferes with seeing or returning the ball.
 - **Screen Ball:** Any ball rebounding from the front wall close to the body of a player on the side which just returned the ball, to interfere with or prevent the returning side from seeing the ball.
 - **Straddle Ball:** Any ball passing between the legs of the player on the side which just returned the ball if there is no fair chance to see or return the ball.
 - **Other Interference:** Any other unintentional interference which prevents an opponent from having a fair chance to see or return the ball.
 - **Returns:** Any ball that strikes an opponent.
 - **Rally Hinder:** Player not given a clear view or position for a return shot. Physical contact impedes the effort of a player to return the ball.
 - **Safety Hinder:** If a player avoids returning the ball due to fear of hitting his opponent with the racquet.
- A call of hinder stops the play and voids the situation following, such as the ball hitting a player. The players themselves can call a hinder while holding up their swing, such a call should be made immediately.

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