

**The University of Maine  
Campus Recreation  
INTRAMURAL SPORTS PROGRAM**

**Racquetball Rules**

*To participate in intramural sports here at the University of Maine, players must be a member through campus recreation and be either a student or an employee by the University of Maine. (Note: High School age students are not allowed to participate in intramural sports even they are a member through the recreation center.)*

**Scoring**

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 "sideout" 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.

**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 sidewall, and must land on the ground between the service zone and the back wall.

1. Any of the following will result in a "double fault" or loss of serve:
2. The server swings and misses the ball
3. The served ball does not hit the front wall first
4. The served ball hits the server on the way back
5. Two consecutive single faults

Any of the following will result in a "single fault":

1. The served ball hits the front wall and then the ceiling
2. The served ball hits the front wall and then the back wall before the ground (long serve)
3. The served ball hits the front wall and then the ground before passing the service zone (short serve)
4. The served ball hits the front wall and then two side walls before the ground (3 wall serve)
5. The served ball passes so close to the server that the receiver could not see it on the way back (screen serve)

**Rallying**

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 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.

**Safety**

Always wear racquetball goggles when playing. If you decide to get serious about the game, you'll find that all tournaments require them, so you may as well get used to them now. Also, if you fall you may hit your opponent with your racquet or the ball, please stop your swing! It's much better to play the point over than to take your (former) friend to the hospital.