Each player must present a valid Gator 1 Card before each contest to be eligible to participate in the Team Leagues.

No Exceptions.

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Game time is forfeit time.

Any rule not mentioned in the following will be governed by USRA rules:

1. Team (Only Applies to Team Racquetball)
   1.1 Team racquetball will consist of four players. The four players will be divided up into two singles players and one doubles team. Each player may only compete in one game per match.
   1.2 The doubles team must participate or a forfeit will be assessed.
   1.3 Teams may compete with three players but must forfeit the singles #2 match.
   1.4 Both singles and the doubles match participants will be designated at the beginning of the match.

2. Equipment
   2.1 All players must wear non-marking rubber-soled athletic shoes. Vibram Five Fingers are not permitted.
   2.2 Jewelry of any kind (friendship bracelets, rubber bands, chains, rings or earrings) may not be worn. Penalty: Technical foul.
   2.3 Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor, official or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed.
   2.4 Players must provide the racquetballs.
   2.5 Players must use an approved A.A.R.A. racket.
   2.6 A safety thong must be worn around the wrist.
   2.7 Safety goggles are mandatory.

3. Game Play
   3.1 First serve goes to the player winning the coin toss. The loser will serve first in game two. In doubles, after the first server has lost their serve, both opposing members serve and the rotation begins.
   3.2 Once the ball is put into play, a rally continues until a player does not make a legal return. Each team is allowed a clear view and room to execute all returns during a volley. Interference is considered a hinder and the point is replayed.
   Hinders are as follows:
     3.2.1 A serve which is served to close to the server's body and impedes the view of the ball by the receiver.
     3.2.2 A serve that hits your partner while he/she is in the server's box.
     3.2.3 A ball that strikes an opponent before hitting the front wall.
     3.2.4 A player is not given clear view or position for a return shot such as physical contact which impedes the effort of a player to return the ball.
     3.2.5 A safety hinder is called when a player has fear of hitting their opponent with their racquet or the ball.
   3.3 If the ball is touched with a hand, arm or any part of the body during the return, then it is considered a loss of serve or point.
   3.4 In doubles, if one player swings and misses the ball, their partner may attempt to return the ball.
3.5 The winner of the match is determined by whichever team wins two out of the three contests.

3.6 All games are self-officiated. Participants are expected to play in a fair and honest manner. Supervisors will rule on rules interpretations. If there is a dispute as to a judgment call, the rally shall be replayed.

4. Time-outs
4.1 Each team is permitted one 30 second time-out per game.

5. Scoring
5.1 Points are scored only by the player in service. A game is won by the first player to reach 15 points, win by one point. The winner of the match is the first player to win 2 of 3 games. If needed, the third game is won by the first player to reach 11 points.

6. Serving
6.1 In singles or doubles, the server can stand in any part of the service zone.
6.2 The server must bounce the ball before he/she may hit the ball.
6.3 A legal serve can either be a straight rebound from the front wall or a combination with one side wall, hitting the floor past the short line. Any other serve is illegal.
6.4 There are 2 types of illegal serves: Faults and Outs
   6.4.1 Faults are as follows:
   • Short Serves
   • Long Serves
   • Three Wall Serves
   • Foot Fault
   • Ceiling Serve
   • Screen Serve
   6.4.2 Outs are as follows:
   • Misses Serve
   • Touched Serve
   • Fake or Balk Serve
   • Illegal Hit – 2 hits, carrying the ball, contact the ball with the handle or contact with the server
   • Non-Front Wall Serve
6.4.3 Illegal Serves are considered an “Out” and service will change sides if the serving team commits 2 faults or 1 out prior to a rally.
6.5 In doubles the serving order is as follows A1, B1, B2, A2, A1, B1, B2, A2, A1, etc. The service order established at the beginning of the game must be followed throughout the entire game. The server's partner must stand in the safety zone, (the server's box with their back to the side wall, both feet on the ground) until the serve passes the short line.

7. Receiving
7.1 Receiving players must remain five feet behind the short line until a served ball lands or passes over the short line.
7.2 Long serve: the receiver has the option of playing a ball that would be called long; if it is not played then a second serve is allowed. (A short serve cannot be played.)
7.3 A receiving player may hit the ball on either the volley (must be 5 feet behind the short line) or the bounce, and may return it to the front wall with any combination of walls as long as the ball hits the front wall before touching the floor.