

All players **MUST** check-in with the supervisor prior to participation. Each player should verify his/her eligibility in one of the following ways:

- 1) Present his/her own, valid Gator 1 Card before each contest to be eligible to participate

OR

- 2) Have a registered IMLeagues.com profile and be part of the team's roster. The participant must verify his/her UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.

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 Infirmary before participating in Intramural Sports.

GAME TIME IS FORFEIT TIME

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

The officiating will be done by officials who are in absolute control of the match. Teams are responsible for keeping their spectators under control. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the match.

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

1. Team (Only Applies to Team Racquetball) **NOT APPLICABLE FOR FLASH TOURNAMENT**

- 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 Any jewelry that is not an earring with a hoop, a watch, or ridged or pointed jewelry, which in the opinion of the competitive sports staff may cause harm to any other participant may be worn during the contest.
- 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 racquets and racquetballs to be used during a contest. If needed, racquetballs and racquets may be checked out at the SWRC equipment room.
 - 2.4.1 Players must use an approved A.A.R.A. racket.
- 2.5 A safety thong must be worn around the wrist.
- 2.6 Safety goggles are mandatory.

3. Game Play

- 3.1 The team winning the coin toss has the option to serve or receive the first serve. The team that does not serve first in game one will serve first in game two. For game three, the team scoring the highest point total between both games one and two will choose to serve first or receive first.
 - 3.1.1 If both teams have scored an equal number of points between games one and two, a coin toss will be done to determine the serve order as is done for game one.
- 3.2 In doubles, after the first server has lost their serve, both opposing members serve and then the serving 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 rally. Interference is considered a hinder and the point is replayed.

Hinders are as follows:

3.2.1 A return which is hit too close to the returner's body and impedes the view of the ball by the receiver.

3.2.2 A ball that strikes an opponent before hitting the front wall.

3.2.3 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.

3.2.4 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 either player may attempt to return the ball.

3.5 The winner of the match is determined by whichever team wins two out of the three games.

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 must hit the front wall and return over the short line before hitting the floor. The 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. The legal serve must contact the floor past the short line before contacting the back wall. 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
- Touched Serve – a serve that strikes the server's partner while he/she is in the server's box

6.4.2 Outs are as follows:

- Misses Serve
- Touched Serve – a serve that strikes the server while he/she is in the server's box
- 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, when the first server of the first team to serve loses the serve, the next serve will come from the second team. After that, either partner can serve first each time the team steps in to serve. Both players on each team shall serve one after the other until both players lose the serve. For example, a potential serving order is: A1, B1, B2, A1, A2, B2, B1, A1, A2, B1, B2, A2, A1, etc.

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.

8. Sportsmanship

8.1 All teams begin a match with a sportsmanship rating of a 7. Teams have the opportunity to elevate their rating to a max of 10 with positive acts of sportsmanship. Conversely, teams will have their sportsmanship rating reduced for a variety of reasons.

8.2 An ejection of any player and/or coach and/or spectator will result in a sportsmanship rating of 0-4.

8.3 If at any time a team has 2 players and/or coaches and/or spectators ejected from the match, the offending team will immediately default the match.