

*Any rule not specifically covered will be governed in accordance with the USAR Official Racquetball Rules.
Modifications have been made to suit Ohio State Recreational Sports programs.*

Rule 1: Eligibility

A participant may be an Ohio State University student taking a minimum of four (4) credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the university registrar. Students taking four (4) or more credit hours automatically pay the recreational sports student fee and therefore do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the quarter in which they intend to participate:

- A participant may be an Ohio State University student taking less than four (4) credit hours.
- A participant may be the spouse of a student or a faculty or staff member.
- A participant may be a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines Faculty and Staff as all current faculty and staff, as well as visiting professors at The Ohio State University who are paid through the university payroll department.
- A participant may be an affiliate of the department (alumni, member of the President's Club, other recognized affiliate groups.)
- A participant may be a member-sponsored adult.

In order to participate in any intramural activity, all participants must show a valid Ohio State University issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible in order to be considered valid: the individual's name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.

Rule 2: Levels of Play

Open

Singles, tournament format. This league combines both the competitive and recreational individuals and is offered for both males and females.

Rule 3: Equipment

- Jewelry is not allowed. Medical or religious medallions must be removed, taped or sewn under the uniform.
- A head sweatband is permitted; however, hats, bandanas and "do-rags" are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes and bobby pins are not permitted.
- A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Supports are permitted on other parts of the body as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least 1/2 inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- Non-marking, closed toe shoes are required.
- **Racquetball goggles are strongly encouraged at all times when playing.**

Rule 4: Participant Responsibilities

- Ensure that you meet all eligibility requirements.
- Knowledge of tournament time, location, and ID policy.
- Ensure that you sign a "release of claims" form located on the back of the scorecard before participating in your first game.
- Ensure that you have a valid Ohio State issued identification card prior to check in.
- Display good sportsmanship at **all** times.
- Cooperate with the Intramural Supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the Intramural Sports staff the day following such occurrences.

Rule 5: Players

- Racquetball is a singles tournament and therefore only requires one (1) person to play.
 - You must check in using a valid Ohio State University issued ID.

Rule 6: Forfeits

Game time is forfeit time!

Rule 7: Protests

Rules Protest

Questions pertaining to interpretation of rules on the part of game officials must be addressed by the Intramural Supervisor at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

1. Consult the Intramural Supervisor on site should you and your opponent disagree on the interpretation of a rule.

2. The decision made by the Intramural Supervisor shall be final.

Eligibility Protest

Protests involving player eligibility must be called to the immediate attention of the Intramural Supervisor prior to the completion of the contest while the protested individual is present. Eligibility protests may not be made by participants after the completion of the contest. A Protest Form should be obtained from the Intramural Supervisor and completed. The contest will continue from this point "under protest."

Rule 8: Play

Start of Game

A coin toss will decide who will serve first. Whoever does not serve first in game one will serve first in game two. If game three is necessary, the server is the player who has the higher combined point total of games one and two.

Timing

A match is the best two out of three games (time limit is one (1) hour). No time-outs will be permitted.

Scoring

- A game is won by the side first scoring 15 points, it is not necessary to win by two (2).
- Rally scoring will be used.
- If game three is necessary, it will be played to 11.

Definitions

- Short Line - The short line is midway between and is parallel with the front and back walls dividing the court into equal front and back courts.
- Service Line - The service line is parallel with and located five (5) feet in front of the short line.
- Service Zone - The service zone is the space between the outer edges of the short and service lines.
- Service Boxes - A service box is located at each end of the service zone by lines 18 inches from and parallel with each side wall.
- Receiving Lines – Five (5) feet back of the short line, vertical lines shall be marked on each side wall extending three (3) inches from the floor.

Serve

- The ball must be served from the service zone, a foot fault occurs when the server steps completely over the lines before the ball has crossed the short line.
- The server must bounce the ball and hit it off of the first bounce. The served ball must strike the front wall first, and then it may strike one side wall prior to landing beyond the short line. The served ball may not rebound and hit the back wall on the fly.
- A fault occurs when the served ball lands in front of the short line, hits the front wall plus two side walls, makes contact with the ceiling, hits the back wall on the rebound from the front wall (and a side wall), or goes out of the court.

- A served ball is out when more than three (3) bounces occur within the service zone (bounce then catch, bounce then catch, bounce then hit is legal), the ball is missed on an attempt to strike it off the first bounce or touches any part of the server's body, or it strikes the ceiling, side wall or floor prior to hitting the front wall.
- On the return, the receiver may not enter into the service zone or beyond it, make contact with the ball before it crosses the short line, hit the ball after the second bounce, or allow the ball to hit the ground prior to contacting the front wall.
- Failure to return a legal serve results in a point for the server.
- A server's turn will end when he/she make two (2) consecutive faults, an out serve, fail to return the return, or commit an avoidable hinder.
- The receiver shall be ready prior to service.
- A player may not deliberately wet the ball.

Rallies

- Each legal return after a serve is called a rally.
- A player may use one or both hands to return but may not switch hands; this will result in an out.
- During each return the ball may only be contacted once.
- The player has the opportunity to hit the ball until it has touched the floor a second time.
- Only the player making the return can touch the ball, anyone else touching it will result in an out and a point given to the returner.
- If a player loses his/her racquet play will continue until the point has been decided unless it strikes an opponent or interferes with play.

Hinders

- Dead ball hinders occur when the ball contacts any part of the court that is considered out of play, the ball hits an opponent on the return to the front wall, body contact between players interferes with seeing or returning the ball, the ball is screened from an opponent's view by a player who just returned the ball and unable to move out of the way, the ball bounces between an opponent's legs and can not be seen, or any other unintentional interference that may occur. It is the duty of the player who just returned the ball to move out of an opponent's way. Dead ball hinders result in immediate stoppage of play and a replay of that point.
- Avoidable hinders include the failure of an opponent to get out of the way, the intentional blocking of an opponent's view or ability to return the ball, a player moving into the way of a ball that was just played by the opponent, or deliberately hitting or pushing an opponent during a rally (this will also result in an ejection from the tournament). All avoidable hinders result in a point being awarded to the appropriate player.
- If you feel as if your swing will hit your opponent please stop your swing and replay the point. It is better to replay a point than injure someone.

Rule 9: Sportsmanship

You are responsible for your own actions. You are expected to be familiar with the rules of play and intramural policies and procedures contained in the Intramural Handbook. Sportsmanship is a vital

component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the Intramural Staff at all times.

Unsportsmanlike Conduct

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

- Use foul or derogatory language, threaten, or verbally abuse any other participant or Intramural Employee before, during or after the game.
- Participate in a game for which he or she is ineligible.
- Argue or talk back to the Intramural Staff.
- Intentionally strike, push, trip or flagrantly foul another participant, spectator, or Recreational Sports Employee.
- Mistreat the facility, equipment or supplies of The Ohio State University and/or the Recreational Sports Department.

Unsportsmanlike Conduct Penalties

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Supervisors.

- Verbal Warning Resulting in Incident Report – Conduct Warning
- Ejection of Participant With/out Warning – Ejection/Forfeit

Disciplinary Action

Any player receiving two conduct warnings in one game or ejected from a game is required to meet with the Coordinator of Intramural Sports. The player will be suspended from **all** intramural play until the meeting occurs and for a minimum of one week from the meeting date.

***For any questions or clarifications, please contact the Intramural Sports office at RPAC
614-292-2732***