

-University OF Houston-
DEPARTMENT OF CAMPUS RECREATION

Racquetball Doubles Tournament Rules
~ Spring 2007 ~

The decision of the sport official and supervisor on rule interpretations, policies, and procedures are final.

The Racquetball Tournament will follow NIRSA (National Intramural-Recreational Sports Association) Racquetball Rules including, but not limited to, the following:

Format:

- The Racquetball Doubles Tournament will follow a single-elimination, double-elimination, or pool play format, depending on the number of entries. If the pool play format is utilized, the tournament will be as such: there will be pool play matches consisting of 2, 3, 4 or 5 teams. For the 2-team pools, the winning team will advance; for 3-team pools, the top 2 teams advance; for 4-team pools, the top 3 teams advance; and for the 5-team pools, the top 4 teams advance.
- A match will be determined on a best two-out-of-three game basis.
- Each game will be played to 15 points.
- Teams will “call” their own games. Gentleman’s Rules apply. Please respect the calls. However, if a decision can not be mutually agreed upon, the point will be played over as if the incident did not occur.
- Game time is forfeit time.

Equipment:

- Teams must bring one can of racquetballs to their first match. Racquetballs may be checked out at **Equipment Issue** located at the Welcome Desk.
- Teams must supply their own equipment (eye guards, racquet, etc.). These items may be checked- out at **Equipment Issue** located at the Welcome Desk.
- Protective eye wear is **HIGHLY RECOMMENDED** during play.
- Wrist thong (at the end of the handle) must be worn at all times.
- Only non-marking athletic shoes are permitted.

The Game:

- The objective is to 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.
- Only the serving side scores points, when it serves an ace or wins a rally. When the serving side loses a rally, it only loses the serve.
- Teams must alternate servers on their team each time a new service starts for their team. 1 then 2 etc.
- The side first scoring 15 points wins a game.
- The side first to win two games wins the match.
- The team winning the coin toss becomes the first server and starts the first game. The receiving team in the first game shall serve first in the second game. If necessary, the third game (tie-breaker) will begin with the team winning a **second coin toss** becoming the first to serve.