

-University OF Houston-
DEPARTMENT OF CAMPUS RECREATION

Racquetball Singles Tournament Rules
~ Fall 2006 ~

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 format for the Racquetball Singles Tournament will be as such: there will be pool play matches consisting of 2,3, or 4 participants. For the 2-team pools, both players will advance; for 3-team pools, the top 2 players advance; for 4-team pools, the top 3 players advance.
- The total number of matches required to win the tournament will depend on the number of entries.
- An individual's placement in the single-elimination bracket is completely random.
- A match will be determined on a best two-out-of-three game basis.
- Each game will be played to 15 points.
- Teams will officiate 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 (players) must bring one can of racquetballs to their first match. These items may be checked out at **Equipment Issue**.
- Teams (players) must supply their own equipment (eye guards, racquet, etc.). These items may be checked out at **Equipment Issue**.
- 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 (player) makes an error, or is unable to return the ball before it touches the floor twice.
- Only the serving side (player) scores points, when it serves an ace or wins a rally. When the serving side loses a rally, it only loses the serve.
- The side (player) first scoring 15 points wins a game.
- The side (player) first to win two games wins the match.
- The team (player) winning the coin toss becomes the first server and starts the first game. The receiving team (player) 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.