



Racquetball Rules

(Open Singles)

Note: Rule changes for 2010-11 will be shaded grey.

Rules and procedures not covered in this manual shall be enforced using USAR tennis rules.

RULE 1. ELIGIBILITY GUIDELINES

Section 1. Eligibility

1. All participants must be current full-time students or Kiewit Fitness Center members.
2. All participants must bring and show their current Creighton picture ID card to participate.
3. Participants may only play in **ONE** singles league.
4. Refer to the Intramural Sports Manual for further eligibility guidelines.

Section 2. Assumption of Risk

1. All participants must agree to the following:
 - a. *I acknowledge that participation in the activity may involve the risk of bodily injury, property damage, or any other danger. I freely assume all risk of loss, property damage, or personal injury, including death, that may be sustained by me as a result of participating in the activity, whether caused by the negligence of Creighton University, its agents and employees, or otherwise. I hereby release, waive, and discharge Creighton University, its Board of Directors, and its agents and employees from all liability to me, my personal representatives assigns, heirs, and next of kin, for all loss or damage and any claims or demands thereof, including attorney's fees, on account of injury to myself or my property. I agree to indemnify, defend, and hold harmless Creighton University and any of its directors, employees, and agents from any and all claims and cost arising directly or indirectly as a result of my participation in the activity.*

Section 3. Captain's Meeting

1. There is no captain's meeting for Racquetball.

RULE 2. GENERAL GUIDELINES

Section 1. Scheduling

1. Participants contact their opponents and schedule their own weekly matches. Players have one week (Sun-Sat) to play the match and report the score to the Intramural Office.

Section 1. Participants

1. All participants are subject to the rules of the game and Intramural Sports guidelines. Participants include, but are not limited to: players, non-players, substitutes, coaches, spectators, fans, and trainers.

Section 2. Supervision

1. The game shall be played under the supervision of the Intramural Sports Supervisor(s). The Supervisor has the authority to rule on any situation not specifically covered by the rules.
2. All matches are self-officiated.



Section 3. Location

1. All matches will be played in the Kiewit Fitness Center.

Section 4. Equipment

1. Players may use their own racquet and balls or rent them from the KFC equipment desk.
 - a. Racquets must have a safety thong to be wrapped around the player's wrist. Switching racquets from hand to hand is prohibited.
2. Uniform requirements:
 - a. Shorts/Pants must be athletic (no jeans, khakis, etc.).
 - b. Only athletic shoes with rubber or pliable synthetic soles shall be worn. No sandals, boots or marking black soled shoes will be allowed.

RULE 3. PREGAME, TIMING AND SCORING

Section 1. Timing and Scoring

1. Game time is forfeit time.
2. Games will be two out of three games. All games, if necessary, will be played to fifteen (15).
 - a. A player does not need to win by two (2).
 - b. Only the player serving can score points.

RULE 5. CONDUCT OF PLAYERS AND OTHERS

Section 1. Unsportsmanlike Conduct

1. Non-contact acts. Include but are not limited to:
 - a. Participate while wearing or using illegal equipment.
2. Prohibited acts. Include but are not limited to:
 - a. Using profanity, taunting, insulting, or vulgar language or gestures.
 - b. Refusal to comply or abide by the request or decision of a supervisor.
 - c. Attempting to influence a decision by a supervisor.
 - d. Disrespectfully addressing a supervisor.
 - e. Indicating objections to a decision made by a supervisor.
 - f. Intentionally contacting a supervisor. (Flagrant)
 - g. Fighting (Flagrant)
 - i. Any attempt to strike or engage an opponent in a combative manner unrelated to the game, whether or not there is contact (ex. Spitting, throwing a punch). Leaving the team bench and entering the field during a fight is also considered a flagrant unsporting act.
3. Any act of fighting shall result in the game being ended immediately, with the offending team(s) forfeiting.
4. **Penalty: A participant who commits any act of unsportsmanlike conduct is subject to ejection. A participant who commits any flagrant act shall be ejected immediately.**