



RACQUETBALL LEAGUE RULES

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT CREIGHTON PICTURE ID TO ENTER THE KIEWIT FITNESS CENTER.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate.
2. A match will consist of the best two out of three games. The first two games will be played to 15 points; the tie breaker game will be played to 11 points. A player/team does not have to win by two; e.g. 15-14 wins. Only the person serving can score points. Person/team winning serve in first game also serves the third game.
3. **PLAYERS ARE SCHEDULED TO PLAY WHEN COURT TIME IS RESERVED IN THE KFC. IF PLAYERS ARE UNABLE TO PLAY AT THEIR ASSIGNED TIMES, THEY ARE RESPONSIBLE TO CONTACT THEIR OPPONENT AND CONTACT THE CAMPUS RECREATION OFFICE TO RESERVE A COURT. PLAYERS MUST COMPLETE ALL MATCHES BEFORE THE PLAY-OFFS BEGIN.**
4. All players must agree to the following: *Intramural Sports activity. 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.*
5. All racquets used must have a safety thong which is to be wrapped around the player's wrist. Switching the racquet from one hand to the other is strictly prohibited.
6. All players must wear clean, non-marking athletic shoes. Eye protection is highly recommended.
7. **SERVING**
 - a. The server must stand in the serving area and bounce the ball once before striking the ball.
 - b. The ball must strike the front wall before striking any other wall, ceiling or floor. Failure to do so is an out.
 - c. The server has two tries (serves) to legally serve the ball anywhere in the court. (Exceptions: See Rule 7)
 - d. In doubles play, the team serving first in the game will only have 1 player's serve. After that turn is complete, each player on each team will serve during each turn.
8. **RECEIVING**
 - a. The person receiving serve must stand at least 5 feet in back of the short service line.
 - b. Receiver may play the ball either in the air or any time before the ball hits the floor a second time.
9. **FAULT SERVES**

A player has two attempts to serve the ball legally. A fault serve occurs when:

 - a. The server leaves the serving area before the ball passes the short line.
 - b. A ball hits the floor on or in front of the short line.



- c. A ball hits both side walls before hitting the floor.
- d. A ball hits the back wall or ceiling before hitting the floor.

10. OUT SERVES

The server will lose the serve when:

- a. Server misses the ball in an attempt to serve.
- b. The server fails to hit the front wall first.
- c. After serving the ball, the ball hits the server before the opponent has an opportunity to play the ball.
- d. Two successive fault serves occur.

11. RALLIES

Each return of serve is called a rally and play continues until:

- a. A player fails to return the ball to the front wall.
- b. The ball hits the floor twice before it is hit by the opposition.
- c. A hinder occurs.

12. HINDERS

A hinder is a stoppage of play due to the following:

- a. Ball striking a part of the court which results in an erratic rebound of the ball (fan vents, door knob, lights, etc.)
- b. Accidentally hitting opponent with the ball, as the ball is heading for the front wall.
- c. Unintentionally contacting opponent while attempting to make a play on the ball.
- d. Screening an opponent's view of the ball or having the ball pass between one's legs.
(When a hinder occurs, either person may make the call.)

Revised 12/06