

Arkansas State University

Intramural Sports

Racquetball Rules

Object of the game:

1. Win a rally serving or returning a ball your opponent cannot return.
2. Scoring: Only the server can score points. The server continues to serve as long as he or she continues to score.
3. A match consists of the best of 3 games. The first two games are played to 15 points (straight up, no win by 2). If a third game is necessary it is played at 11 points

Starting play:

1. A rock/paper/scissor contest will be held in order to determine service order.
2. The server usually gets two chances to put the ball in play.
3. The server stands between the two solid lines
4. Good serves:
	1. The serve hits the front wall before anything else
	2. The serve flies over both solid lines
	3. The serve hits the floor before hitting the back wall. It’s okay to hit one side wall
5. Fault serves:
	1. The serve does not hit the floor before hitting the back wall
	2. The serve does not fly over both solid lines
6. Out serves: If you hit a serve badly enough, you don’t get another chance at serving.
	1. When the server misses the ball entirely
	2. When the server misses the front wall
	3. When the server hits themselves with the ball
7. Playing the game:
	1. After a good serve, keep the rally going.
		1. Hit the ball before it bounces twice
		2. You have to hit the front wall before hitting the floor
	2. Remember, only the server scores a point. If the returner wins a rally, they get to serve.
8. If the ball hits the other player: the point is played over with no penalty. The name for this is ‘Hinder’. If you think you’re about to hit the other player, stop. This is no penalty. Tell the other player you called a hinder, so they know why you stopped.