

Spring 2009 Doubles Racquetball Rules BGSU Intramurals

1. **Players, Substitutes, and Rosters and ID's**

- A. There will be three weeks of regular season play and one week of playoffs.
- B. Doubles teams must have two players present at all times during play to avoid a forfeit.
- C. Substitutions may only be made at the beginning of any game, unless due to injury.
- D. To recreate in the **SRC** or **PFH** without additional cost, faculty or staff members must purchase a Rec Sports membership, undergraduate students must have at least 10 credit hours, and graduate students must have at least 8 credit hours. Otherwise, a BGSU affiliate must pay the daily guest fee of \$5.
- E. To participate in **intramurals**, there is no credit hour requirement, but an appropriate ID must be presented to an Intramural employee as follows: students and faculty/staff must show a BGSU ID (w/picture and P00#).
- F. Roster Changes: Beginning Monday, January 26th, team captains will be allowed to make roster changes limited to 4 player changes. Roster changes can be made either online or at the contest site at anytime during the regular season of play. New players must sign an "Agreement to Participate" form prior to playing. If a player is found to be on two rosters the later of the two teams they played for will be assessed a loss and will jeopardize their consideration for playoffs. ***Teams utilizing players who are discovered by the IM staff as falsely representing themselves as someone else (aka: wrong ID), will be immediately suspended from play and awarded a "Season Ending" Sportsmanship Rating.*** Captains who play must be listed on the player roster.

2. **Playing Area and Conditions**

- A. Matches will be played at the Student Recreation Center.
- B. During intramurals, chewing or smoking tobacco products are prohibited at all indoor and outdoor sites on campus. Coaches or rostered players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team.
- C. Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by an intramural employee will be taken to that facility's "lost and found", or to the front desk of Perry Field House, to be placed in their "lost and found".

3. **Equipment and Uniform**

- A. Only non-marking shoes may be worn.
- B. Players must supply their own racquets and racquetballs! Racquets and racquetballs may be rented from the SRC Pro Shop.
- C. Racquet should have a strap and be worn during play. Eye guards are strongly recommended. They can be checked out for free from the SRC Pro Shop (bring a second picture ID).

4. **Safety and Prevention**

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.
- B. Players wearing glasses should have shatter proof lenses and straps.
- C. Absolutely no jewelry shall be worn! If players refuse to remove jewelry, they will not be able to play in the game. If problems arise from this rule, the team may forfeit the game.
** Exception - Medical ID tags which must be taped to the body.

5. **Participant Conduct and Fair Play – "SPORTSMANSHIP"**

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the building and future Intramural sports.

6. Time Regulations and the Length of Game

- A. Each match has a 55 minute time limit. The supervisor will attempt to notify players with approximately five minutes remaining in the match.
- B. A 3-minute rest period is allowed between 2nd and 3rd games.

7. Forfeits and Starting Games

- A. Game time is forfeit time. All players should be checked in and ready to play at the scheduled time. There is no grace period. Once team minimum is met, late arrivals can still play once they check in.
- B. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If that player is unable to present a valid ID, the game will be declared a forfeit.
- C. If a team forfeits once for any reason, they jeopardize their eligibility for playoffs. Forfeiting a second night drops that team from play for the rest of the season.

8. Playing Rules and Scoring

- A. Points will only be scored by the serving side.
- B. Game is won by first side scoring 15 points (win by one pt.) for games one and two. If a third game tiebreaker is needed, play will be to 11 points (win by one pt.).
- C. Match is won by first side winning 2 games.
- D. First serve - Winner of a coin toss has the option of serving or receiving in game 1.
 - 1. The loser of the first game serves first in the second game.
 - 2. The loser of the second game serves first in the third, if needed.
 - 3. Server must remain in the service zone until served ball passes the zone ("short line").
 - 4. Ball must bounce to floor in service zone before it is struck by server's racquet.
- E. Doubles Service
 - 1. Only the first server serves to begin the game, and continues to serve first throughout the game.
 - 2. When the first server is out, the side is out. Thereafter both players on a side shall serve until a side-out occurs.
 - 3. Partner's position -on each serve, the server's partner shall stand erect with his/her back to the side wall and with both feet on the floor within the service box until the served ball passes the short line. Each server has two attempts.
- F. Replay serve - Otherwise legal serve
 - 1. Screen ball - passes too close to the server's partner and obstructs view of returning side.

G. Return of serve

1. Receiving position. The receiver or receivers must stand at least 6 feet back of the short line, and cannot return the ball until it passes the short line. Any infraction results in a point for the server.
2. Legal return. After the ball is legally served, one of the players on the receiving side must strike the ball with his/her racquet either on the fly or after the first bounce and before the ball touches the floor the second time. The ball can be returned to the front wall either directly or after touching one or both side walls, the back wall or the ceiling, or any combination of walls.

H. Return Attempts

1. In singles, if a player swings at but misses the ball in play, the player may repeat his/her attempts to return the ball until it touches the floor the second time.
2. In doubles, if one player swings at but misses the ball, both he/she and their partner may make further attempts to return the ball until it touches the floor the second time. Both partners on a side are entitled to an attempt to return the ball.

9. Fouls, Violations, and Penalties

A. Fault serves (interpreted like tennis)

1. Foot fault by server or partner
2. Short serve - hits front wall but on rebound hits floor in front of the short line
3. Ceiling serve - a served ball touching ceiling after hitting front wall
4. Long serve - a served ball that first hits the front wall and rebounds to the back wall before touching the floor
5. No one may bounce the ball more than three times before serving
6. The ball cannot hit three walls before touching the floor.
7. If a serve hits the server's partner, a fault serve will result.

B. "Out" serve results in loss of serve for the offending server only.

1. Any served ball that strikes the server's partner, or the ceiling, floor, or side wall before striking the front wall.
2. Serving out-of-order nullifies any points scored during the improper service rotation. The proper service order will then be followed.
3. Swinging and missing the ball or a fake/balk serve.

C. Captains are expected to ensure proper behavior by their players and spectators should an altercation develop. Details, including penalties, are spelled out in the IM Handbook and Captain's Responsibilities handout.

10. Special Definitions

A. Dead ball hinders as described in this rule result in the point being replayed.

1. Hitting opponent: Any returned ball that touches an opponent on the fly before it returns to the front wall.
2. Body contact: Any unintentional body contact with an opponent that interferes with seeing or returning ball.
3. Screen ball: Any ball rebounding from the front wall too close to the body of a player on the side which just returned the ball, to interfere with or prevent the returning side from seeing the ball.
4. Straddle ball: A ball passing between the legs of a player on the side which just returned the ball, if there is no fair chance to see or return the ball.

- B. Avoidable Hinders. An “out” or point depending whether the offender was serving or receiving.
 - 1. Failure to move: Does not move sufficiently to allow opponent his/her shot.
 - 2. Blocking: Moves into a position effecting a block on the opponent about to return the ball, or in doubles, one partner moves in front of an opponent as his/her partner is returning the ball.
 - 3. Moving into ball: Moves in the way and is struck by the ball just played by his/her opponent.

11. Tie Games and Overtimes

- A. If time has expired (55 minutes), the player who is ahead (at least by 1 pt.) is the winner of that game. If time has expired and both teams have won one game, and the third game is tied or hasn't started, the match will be declared a tie.

12. Playoffs

- A. The number of teams who qualify, plus the number, length, and playing rules for playoff games may be altered as time, weather, facility, and equipment conditions require. A variety of options will be considered before altering the preferred playoff format.
- B. Teams must be able to play any day T-R, 8-11 p.m. during playoffs. Make sure you have enough players on your roster so you do not have to forfeit during playoffs.
- C. A captain should check online for information regarding their team's status as to playoffs. The IM Office does not personally notify teams regarding playoff schedules. Please see the IM Handbook for specifics as to the procedures for determining how teams advance to playoffs.
- D. The captain is responsible for notifying his/her team of the playoff schedule. Playoff schedules will be available online beginning the Friday before playoffs by 4 p.m.
- E. Teams who don't want to be included in playoff consideration must contact the IM Office in person prior to their last regular season game.
- F. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the IM Handbook as this will affect their eligibility for playoffs at the end of league play.

13. Officials and Managers Duties

- A. Managers will check IDs, answer questions, and clarify and enforce all Intramural and facility rules and regulations. When necessary, they have the authority to eject individuals from play, as well as from the facility.

14. Miscellaneous

- A. Participation in the Intramural Program is voluntary. The University is not responsible for injuries incurred while participating in Intramural sports. Each participant is advised to carry personal health and accident insurance. For reporting purposes, participants injured during play must have an appropriate report form completed and turned in to the Intramural Office within 48 hours of the injury.
- B. T-shirts will be awarded to those participants on each championship team in each division who played in at least one game and did not commit multiple violations. The t-shirts should be picked up individually in the office beginning two days after final playoffs, and within 15 academic weeks.