Intramural Racquetball Rules (Revised 10/16/19)

GENERAL INFORMATION
1. All participants must register at https://recwellservices.uky.edu/
2. Click on IMLeagues, Log in with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz

Participation in ALL Intramural Events Require:
1. Valid UK or BCTC student, faculty or staff ID required for all contests to participate
2. Jewelry is NOT permitted
3. No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
4. Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the “Recreation Fee” before access to IMLeagues.com or participation
1. Information about “Recreation Fee” http://www.uky.edu/plusaccount/uk-estore-information
2. Pay “Recreation Fee” at https://iweb.uky.edu/ukestore/ and retain your electronical receipt
3. Email the Intramural Director, Natosha Harris at neharris1@uky.edu and provide an email address
4. Provide an email address you’d like to use to log into your IMLeagues.com account

These groups must send an email neharris1@uky.edu to have an account created for participation:
1. Religious Advisors
2. Spouses of current UK student/faculty/staff can only play on Co-Rec teams

10-minute Rule/Defaults/Forfeits/Inclement Weather:
1. 10-minute rule applies to various sports:
   a. At game time, if a team is not prepared to play that team will have 10 minutes to become ready
   b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff
   c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance
2. Defaults vary depending on tournament design:
   a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
   b. Two (2) defaults result in a forfeit or are the same as a forfeit
   c. Submit Default for your game via IMLeagues.com by completing the “Default” link by 5pm the day of your scheduled game time: https://uky.az1.qualtrics.com/jfe/form/SV_8iyhCrSwwZadOZL
   d. Failure to submit your default before designated time will result in a forfeit and $20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.
3. Forfeits applies to various team sports and tournaments:
   a. Team captain, Greek chair or Residential chair assumes responsibility for that team
   b. Captain or Chair is suspended and responsible for paying the $20 forfeit fee
   c. Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game
   d. Review our Wildcard Player Participation Policy to assist team to avoid forfeits
   e. Forfeit Fees CAN BE PAID ONLINE at: https://recwellservices.uky.edu/Program/GetProducts?classification=00000000-0000-0000-0000-000000026001
4. Inclement weather decisions will be made no later than 3pm on game day
TOURNAMENT PLAY

- Registration will be on-site in the Seaton Center from 5-5:30pm.
- The bracket will be created after registration and games will begin at 6pm.
- The length of the tournament will be determined after registration closes.
- There will be no gender restrictions for the Intramural Racquetball Singles tournament.
- Men and Women will be competing against each other in the same bracket.

GAME TIME AND LENGTH

- A 30-minute time limit will apply to each match played, excluding the championship match which can extend to 45 minutes to their discretion. To run smoothly, have each round of the tournament last 30 minutes rather than time each court separately.
- When the time limit is reached, the leader of the current game will win that game.
  If the ending of a game because of time causes the score to be 1-1 a tie-breaker game will be played.

EQUIPMENT

- All game equipment will be provided by UK Intramurals
- Athletic gear must be worn by all participants
- Athletic/closed toe shoes must be worn at all time.
- NO HATS OR JEWELRY OF ANY KIND

BEGINNING A GAME

- Before each game the players will decide who will have first serve.

SERVING

- The player/team winning the right to serve first in the first game will also have the right to serve first in the third game if necessary.
- The serve must be bounced and served from within the service zone. The player receiving the serve must stand behind the receiving line during the serve.
- The server must hit the front wall first or service is lost.
- The server can hit one side-wall after hitting the front wall.
- If two consecutive illegal serves are made (Ex...shot serve, long serve, three wall serve, ceiling serve) the result is a double fault and loss of serve.
- Prior to each serve, the server shall call out the score.

SCORING

- Games will be played to 15 points. Players/teams do not have to win by 2 points, so the winning score can be 15-14.
- Only the player/team serving can score a point.
- A match consists of winning the best 2 out of 3 games.

THE GAME

- Any ball leaving the court of play via the open area at the top of each court is considered ‘out’ and will penalize the player who hit into the top area. This includes hitting the fencing and returning to the court.
- Hinders are called during game situations. Players must show caution in hitting the ball and sportsmanship in making hinder or obstruction calls. Give your opponents enough room to hit the shot they want to hit.
- Safety straps must be on racquets and must be worn at all times! Changing racquet hands to hit a ball is illegal.
- If a ball being returned hits an opponent on the fly, the point will be replayed.
THE GAME
• If a player at any time hits the ball and it hits that player before hitting the floor a second time, it is a point or side-out for the opponent.
• The Honor System is in effect. Players will referee their own matches. Be courteous and sportsmanlike to your opponents.
• Protective Eyewear is required for participation and is available from the check-in area.
• RULES NOT COVERED WILL BE GOVERNED BY THE OFFICIAL RULES OF RACQUETBALL OF THE UNITED STATES RACQUETBALL ASSOCIATION.

TIE BREAKER
• If each player wins a game the third set will be played to 11 points.
• If the time limit ending a second game results in a match score of 1-1, an extended time tiebreaker will be played first to two points.
• Whichever player served first in the first game will serve first in the third game.

UNSPORTSMANLIKE CONDUCT
• Unsportsmanlike Conduct or fighting will not be tolerated!
• A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.
• Unsportsmanlike Conduct includes behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct.
• Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative, ref/official, Intramural Staff or Campus Recreation and Wellness staff
• Unsportsmanlike Conduct that is but not limited to:
  o Arguing a call
  o Behavior, language, action that is abusive, demeaning, insulting, disruptive, threatening
  o Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature
• A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation and Wellness events or programs.
• Teams must get a 3.0 sportsmanship rating in knockout rounds or maintain a 3.0 sportsmanship rating average to advance to playoffs. In playoffs, if a team receives a 2.1, 0 sportsmanship rating that team cannot advance in playoffs.
• Two (2) unsportsmanlike conduct penalties against a player constitutes an automatic ejection.
• Four (4) conduct unsportsmanlike penalties against a team or four of any kind will forfeit the contest.
• Six (6) conduct unsportsmanlike penalties against a team during the season will forfeit the team’s remaining schedule.
• Game(s) may be forfeited at the discretion of the ref/official, Intramural Staff or Campus Recreation and Wellness staff.

CONDUCT (All team representatives are expected to display good sportsmanship)
• Any team representative ejected from a game for any reason shall be suspended from ALL Intramural play until they contact the Intramural Director.
• It is the responsibility of the team representative to setup an appointment with the Intramural Ejection Board by emailing the Intramural Director at neharris1@uky.edu
• If players are found to be participating before being reinstated, they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

PROTESTS
• There will be no protest involving official’s judgment in games that are officiated by the Intramural Staff.
• Protests of rule interpretation must be made before the start of the next dead ball situation.
PROTESTS  (continued)

- To protest, the protesting team must begin the process immediately following the event in question. The supervisor's decision is final.
- Protests can be made without team time-outs. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.
- In non-officiated games, any and all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.
- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.