

Intramural Racquetball Rules



@ukcampusrec



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@UK Campus Recreation and Wellness

GENERAL INFORMATION

All participants must register at <https://recwellservices.uky.edu/> to participate

To access Fusion IM, Log In with your UK Link Blue account, select Fusion IM & Register

Electronically sign the online waiver and pass a participant quiz based on Participant Handbook

Participation in ALL Intramural Events Require:

Valid UK or BCTC student, faculty or staff ID required for all contests to participate

Jewelry is NOT permitted

No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots

Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the "Recreation Fee" before access to Fusion IM or participation

Information about "Recreation Fee" <http://www.uky.edu/plusaccount/uk-estore-information>

Pay "Recreation Fee" at <https://iweb.uky.edu/ukestore/> and retain your electronic receipt

Then email the Intramural Director, Natosha Harris at neharris1@uky.edu before participation; please provide your email address you'd like to use to log into your Fusion IM account. She will create you an account within the Fusion system enabling you to register for a team and then participate

These groups must send an email neharris1@uky.edu to have an account made:

Religious Advisors

Spouses of current UK student/faculty/staff can only play on CoRec teams

Inclement Weather/Defaults/Forfeits:

Decisions on inclement weather will not be made until at least 3pm on game day and a message will be sent through Fusion IM and or social media.

Defaults vary depending on tournament design

A person undertaking the role of team captain, Greek chair or Residential chair is assuming responsibility for that team and agrees that if the team forfeits a contest, the team captain, Greek chair or Residential chair will be assessed a \$20 forfeit fee and must pay the fee before the next scheduled contest

Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating while two defaults result in a forfeit or are the same as a forfeit.

Submit Default for your game via Fusion IM by clicking the "Default" Button with your corresponding game at least three (3) hours prior to your scheduled game time. Failure to submit your default before designated time will result in a forfeit and the \$20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.

Forfeits applies to various team sports and 10 minute rule applies to various sports:

If a team is not prepared to play with the required or minimum number of players signed-in when the appointed time arrives, that team will have 10 minutes to become ready to play. To obtain a contest victory by forfeit, the required or minimum number of participants must be present, signed-in on the score sheet and ready to play. If a double forfeit occurs, both teams will receive a forfeit; in tournament play both teams will receive a forfeit and no team will advance to the next round.

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.
- 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.

CONDUCT (Retain information in document, updated & current information, erase this line when updating rules)

- It is the desire of the Campus Recreation and Wellness Unit that all participants display good sportsmanship.
- Any player 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 player to setup an appointment with the Intramural Director via email, 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.
- Fighting will not be tolerated in any form. Teams will be responsible for their players and spectators. Teams and/or individuals may be subjected to expulsion from any further Intramural Sports.
- Any team criticizing or otherwise ridiculing, or attempting to demean an official or any Intramural staff member shall be liable to expulsion and disciplinary action. In addition, the game may be forfeited at the discretion of the referee, supervisor, or tournament director.

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.
 - 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.