Ball State University Intramural Racquetball Rules

Eligibility

To participate in Ball State University Intramural Sports, you must:
- Be a currently enrolled student with a valid and current Ball State University ID Card.
- Be a current Ball State University faculty or staff member with a valid ID Card.
- Be a Ball State University Rec Cardholder with a valid current Rec Card.
- No Burris or Indiana Academy Student may participate in the intramural sports program.
- Participation in intramural sports may be limited due to the following constraints:
  - Medical red shirts, as designated by the NCAA, cannot participate within intramural sports at any time.
  - If you are currently participating (includes practicing/playing) with an intercollegiate athletic team, you may NOT participate in the “associated sport” (see the Intramural Sports Policies and Procedures at www.bsu.edu/recreation/intramurals) within intramural sports. Once you cease your affiliation with the intercollegiate athletic team, you may become eligible to play intramural sports in the “associated sport.” Once your eligibility ends and you have been removed from that team’s active roster, you may participate within an associated sport in intramural sports. The Athletic Department Compliance Office to the NCAA reviews all eligibility designations and remains in full contact with this office.
  - ONLY TWO registered sport club team members may participate on an intramural sports team in an “associated sport” relating to their club sport.

Forfeits and Defaults

- A forfeit will be assessed under three conditions:
  - If zero members of a team do not show up within ten (10) minutes of a scheduled event. Teams should not see this as an opportunity to be late.
  - A game that ends in result of a team’s unsportsmanlike behavior (i.e. 3 unsportsmanlike technical in a basketball game) will be scored a forfeit against the team that behaved inappropriately.
  - If a team is found to have an ineligible player on their roster.
- A team that forfeits twice in league play will not be eligible for the playoffs.

Protests

Invariably, disagreements may arise due to knowledge of rules and procedures. A system has been set aside for participants to “protest” two items within an intramural sports activity. Thus, there are only TWO times that you can file a protest:
• An eligibility concern
• A misinterpretation of a published procedure or rule.
  o A protest **CAN NEVER** be filed on the judgment call(s) of an official**

If a team feels that one or both of the following have happened, a team must do the following:
• A protest is considered valid only at the time that the discrepancy has taken place. For eligibility protests, you can only protest between the start and completion of a game. For a rule misinterpretation, a team must signify their intent to protest at the exact time. If subsequent play has started before the protest is signified, it’s too late to protest.
• If a protest is signified in time, the protesting team’s captain must make themselves available to file a protest form with the on-site intramural sports supervisor. The protest must be filed on the PARTICIPATION PROTEST FORM to be considered valid. This procedure will take a few minutes, as there is important information from participants, officials, and staff. The game will stop during this time and will resume when the proper paperwork is complete.
• The intramural sports supervisor will document all necessary information about the protest and game conditions.
• The game will continue when all paperwork is completed.

Players

Each team may have a maximum of two (2) players on the court at one (1) time.
• All players must check in using a valid Ball State University issued ID.

Equipment

• Recreation Services will provide balls and racquets for all teams.
• All equipment is subject to the approval of the Intramural Staff on duty.
  o Players must wear shoes. Tennis or basketball shoes are legal.
  o Players may NOT wear pads/braces above the waist, casts/splints at any time, or bandanas with knots.
  o Players MAY wear kneepads, gloves, covered knee braces, and headbands
  o **Players MUST wear athletic apparel with NO exposed metal.**
  o Players may not wear any exposed jewelry of any type. Medical alert bracelets and necklaces are allowed only when covered and held down

Playing the Game

• **Start of Game**
  o A coin toss will determine who serves or receives first. In addition, players are expected to call their own games.
• **Serving**
  o The server must stand in the service zone to serve. The partner of the server must also stand in the service zone against either wall. In order to make a legal serve, the ball must be bounced once, and then be served. The ball **MUST** hit the front wall first in order to constitute a legal serve. After the serve hits the front wall, the ball may hit only one side wall and not the back wall or ceiling.
  o Service Order
    ▪ The service order will be as follows: A1, B1, B2, A2, A1, B1, B2, A2, A1, etc.
Explanation: At the beginning of each game, when the first server of the first team to serve is out, the team is out. Thereafter, both players on each team shall serve until the team receives a handout and a sideout.

- **Illegal Serve**
  - If the ball hits the front wall and then the ceiling, it is an illegal serve. In addition, if the ball hits the front wall and, on the rebound, the ball strikes both side walls before touching the floor, it is an illegal serve. If the ball hits the front wall and then hits the back wall, it is considered a long serve, and the server may serve again. If the ball lands in front of or in the service area on a serve, it is considered a short serve, and the server may serve again. The server is allowed one extra serve in all of these cases. If there are two illegal serves in a row, the server will lose their turn.

- **The Game Shot**
  - In doubles racquetball, teams MUST alternate when returning the ball. When an opponent is hit by a **return shot** in flight, it is a dead-ball hinder and the serve will be a replay. When an opponent gets in the way of the ball, it is considered a hinder. If the other player could have gotten to the ball and played it, the rally will be replayed. If the other player could not have gotten to the ball, it will constitute a legal play and a side out or point would be awarded. If a player refuses to get out of the way of the ball or the opponent, it is illegal, and results in a side-out or point.

- **Scoring**
  - Points will be awarded to the team who has the serve. Matches will consist of best out of 3 games. The first two games will be played to 21, win by one point. If necessary, a third game will be played to 15, win by one point. Upon the completion of the game, report the score to the Intramural Supervisor.

**Sportsmanship Policies**

This portion of the document is designed to be a summary of the Sportsmanship Policy for Intramural Sports. Please refer to the Intramural Policies and Procedures Manual for a complete version of this policy.

- **No Player, Coach, or Team Follower Shall:**
  - Use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during, or after the game. This includes trash talk.
  - Participate in a game for which he/she is ineligible.
  - Argue or talk back to the game official.
  - Intentionally strike, push, or trip another person. Fighting is prohibited.
  - Mistreat the facility, equipment, or supplies of Ball State University.

- **Warning/Ejection**
  - A warning/ejection system will be used to enforce the sportsmanship policy. Individuals will be issued a warning for unsporting behavior. A second penalty will result in an ejection. Ejections may be issued without warnings in specific situations, including all those that involve fighting.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Warning</th>
<th>Ejection</th>
<th>Game Forfeit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Racquetball</td>
<td>1st Verbal Warning</td>
<td>2nd Verbal Warning</td>
<td>3rd Verbal Warning on Team</td>
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</tbody>
</table>

- Team captains are responsible for the conduct of their players, sidelines and spectators.
Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling or committing any other malicious act toward any other person. Fighting is never permitted during Intramural contests. Participants who fight will be ejected immediately and suspended from all further participation until the outcome of a disciplinary action meeting with the Office of Recreation Services Staff.

These rules are not meant to be all-inclusive. It is the team captain’s responsibility to consult the Office of Recreation services for clarification on any of these rules.