**Team Requirements**

- Games will be played 1 on 1 or 2 on 2.
- All players must show their KSU ID to the Intramural Sports Staff to sign-in for each game. Players without their KSU ID will not be permitted to play.
- If one or both teams do not have the minimum number of players ready to play, the grace period will begin at game time, please see the grace period table in the IM Handbook.
  - If a team does not have the minimum number of players at the end of the grace period, that team will forfeit the match. If neither team has the minimum number of players, the game will be ruled a double forfeit.
- If a player or team knows that they will not be able to play their upcoming match, they must complete the default form at www.ksuimsports.com by **noon on the day of their game** to report a default. The team will still be given a loss, but will not lose their forfeit deposit. A team can only default once per season.
- Intramural Sports Participant must complete the Spectator Request form by 5pm to receive a Spectator Pass for their Guest at the Rec Center.

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**Player Equipment and Behavior**

**Player Equipment**
- Players must have a racket that is less than 22 inches in length.
- The ball will be provided.
- All players must wear appropriate athletic uniform consisting of athletic shorts or pants, sweatpants or jogging pants, a t-shirt or tank top.
- Players must wear athletic shoes
  - Cleats are not allowed to be worn
- All jewelry must be removed.
  - Medical alert jewelry is the only jewelry allowed and it must be taped down
  - If jewelry is seen by a staff member, it must be removed. It cannot be taped over.
- Players on the same team must wear like colors
- Players may wear gloves as long as they do not endanger the safety of another player.
- Intramural Sports staff reserve the right to not allow an injured player to play or continue playing in a match
  - A player who is in obvious pain or discomfort by performing basic sport-specific skills will not be allowed to continue

**Player Behavior**
- Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a technical foul:
  - Refusal to comply with or abide by a request or decision of an official
  - Intentionally kicking, spiking, or throwing the ball aside from game play
  - Attempting to influence the decision of an official
  - Disrespectfully addressing an official or an opponent
  - Playing or attempting to play without signing in with their KSU ID
  - Participating in a fight (AUTOMATIC EJECTION)
  - Any act deemed by an official to be unsportsmanlike
• Officials should not be pursued off the court to discuss game issues. Harassment of an official or Intramural Staff member will result in suspension from play.
• If a team accumulates 3 unsportsmanlike penalties in a tournament, they will be removed from the tournament.
• The team captain is responsible for the conduct of his/her spectators. A team can be penalized for the actions of their spectators, including influencing the sportsmanship rating for the game.

Game Length and Timing

Play Periods
• Matches will be played as best two out of three games
• The first two games are played to 15 points, and the third game, if need be, will be played to 11 points.
• There will be a short break between each game.

Overtime
• There will be no overtime.

Timeouts
• There are no timeouts.

Mercy Rule
• There is no mercy rule.

Facility Specifications
• The racquetball courts at both the Kennesaw Student Recreation and Activity Center and the Marietta Recreation & Wellness Center shall be used.

Rules of Play

Starting the Game
• A coin will be flipped to determine who will serve first and who will receive first, the winner will decide.
  o In the second game, the players/teams will switch.
  o If a third game is played, the player/team that scored the most points will decide who serves and who receives.

Serving
• The server can serve the ball from anywhere inside the service zone.
• The ball must bounce once before being hit, strike the front wall first, then strike the floor on its first bounce beyond the back edge of the short line.
  o A serve can hit one of the side walls and may not hit the back wall before hitting the floor.
• Players who are receiving the ball must stand behind the dashed receiving line until the ball strikes the floor.

Rallies
• After the serve, a player may hit the ball only once per return.
• Once hit, the ball must touch the front all before touching anything else.
• The ball remains live until it touches the floor a second time, no matter how many walls it hits.
  o A player may swing at the ball and miss as long as they hit the ball before it bounces twice.
• Other losses of rally result when a player:
  o Touches the ball more than once on a return.
  o Carries the ball.
  o Fails to return the ball before it bounces twice.
Hinders
• Dead-ball Hinders result in a replay with no penalty, they include but are not limited to:
  o When the ball bounces irregularly off a rough surface
  o When the ball hits an opponent
  o When body contact occurs
  o When a player is screened from the ball passing close to an opponent
• A penalty hinder results in a loss of the rally, they include but are not limited to:
  o When an opponent does not move to allow for a straight or cross-court shot at the front wall
  o When a player’s movement or lock of movement impedes on an opponent’s swing
  o When a players position blocks the opponent from reaching or returning the ball
  o When a player moves into the path of, and is struck by, a ball just hit by an opponent

Scoring
• One point is awarded to the serving player/team when the opposing player/team is unable to return the ball properly or before the second bounce
• If the serving player/team is unable to return the ball properly or before the second bounce, then the receiving player/team will then serve

Doubles Modifications

Serving
• Teams must alternate servers each new service
• The player who is not serving must stand inside the service zone opposite the server
• Alternating returns is not necessary

Corec Modifications

Teams
• One male and one female are required to play

Scoring
• Scoring will be the same for both males and females