Lamar University Intramural Sports
Challenge Ladder Rule Book (All Ladders)

Regulations published in the Lamar Intramural Sports Handbook will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications.

PLAYER ELIGIBILITY
- Participation is limited to currently-enrolled, Lamar University-Beaumont and LIT students or faculty and staff.
  - LU & LIT students must be enrolled in current semester (Example must be enrolled in the Spring to play Spring sports)
- Faculty/Staff = Employee ID (must have paid Rec Sports membership fee)
  Faculty/Staff must demonstrate positive examples of behavior and professionalism when competing with students. Not doing so will suffer game suspension and possible indefinite suspension for future Intramural events.
- Give a 10 minute grace period for your opponent to arrive. Win by forfeit if no show.

Eligibility Note: Athletic women’s and men’s tennis players are ineligible to play in the same academic year.

IMLEAGUES.COM LADDER
INSTRUCTIONS/RULES

Ladder Play:

1. You will be responsible for challenging your opponents to matches!!!
2. You schedule the date and time.
3. You may challenge 5 spots up/down
4. You may decline up to 2 challenges
5. Two players/teams can play each other up to 2 times
6. You must complete 4 matches by deadline before the semester end tournament.

If the worse seeded opponent wins then they will take the better seeded opponent’s place and the better seeded opponent will move down 1 spot, if the better seeded opponent wins then both opponents will remain in their current rankings.

At the end of the match, it is the winner’s responsibility to report the results on Imleagues.com

Locations: Tennis must respect USTA city leagues and Lamar Club and Athletic practices and matches. Find a free court/table to play your match. Check schedules at Lamar courts and in Rec Center/Intramurals before scheduling matches to ensure that the courts/table will be free.
8 BALL POOL:

GENERAL DESCRIPTION
8-Ball is played with a cue ball and normal rack of fifteen (15) object balls. The purpose of this game is for one player to pocket the solid balls numbered from 1 to 7 or the striped balls numbered from 9 to 15, and then calling and pocketing the 8-ball before their opponent. Choice of balls to be pocketed is made by the player legally pocketing the first ball of the game. Match winner is decided in a best 2 out of 3 game series.

The following rules are a summarized version of the United States Professional Poolplayers Association (UPA).

1. LAG - Method used to start a match. Players simultaneously shoot a ball from behind the head string, banking it off the foot rail and back to the head of the table. Striking the side rails or any pocket results in loss of the lag. The closest ball to the head rail wins. It is permissible to strike the head rail. If the lagged balls make contact during the lag, re-lag.

2. RACKING - All balls should be frozen (touching) as tightly as possible. Balls are racked with the front ball on the foot spot, the 8-ball in the center and a stripe and solid ball in each corner. The breaking player may request and receive a rerack before they break. See the picture below for a visual description.

3. BREAKING - To be a legal break, players must break from behind the head string. The head ball or second ball must be struck first and at least four object balls must be driven to the rails or a ball must be pocketed. The cue ball may not be shot into a rail before the rack. If the break does not qualify as legal, the balls are reracked and rebroken by the same player. If the break does not qualify as legal and results in a scratch, the balls are reracked and broken by the opposite player.

THE RACK MUST BE STRUCK BEFORE A FOUL CAN OCCUR. Breaking safe or soft is not allowed. The Intramural Staff may make judgments and issue penalties to players who are not breaking hard. Breaking just hard enough to comply with this rule is not a guarantee against penalties. Remember; break as hard as you can with control.

4. AFTER THE BREAK - Various circumstances can occur upon completion of the break. They are:
   a. A foul on a legal break results in ball-in-hand behind the head string and the incoming player may shoot any ball outside the head string
   b. No balls are pocketed and it is the other player's turn.
   c. The 8-ball is pocketed. This is a win, unless the player scratches, in which case the player loses.
   d. One ball is pocketed; it is still the breaker's turn and (s)he continues shooting the category of balls they just made.
   e. One ball of each category is pocketed. The breaker has the choice of balls. (S)He may shoot any ball, except the 8-ball (which would be a foul), and each pocketed ball counts. If (s)he makes one of each category on their second shot, (s)he still has an "open table." If they miss or...
fouls on their second shot, the opponent has an "open table." "Open table" means a player can
shoot a combination involving a stripe and a solid and whichever they make, without
committing a foul, would be their category.

f. If two balls of one category and one ball of the other category are pocketed, it is the
shooter's choice just as in 'e' above.

g. Occasionally it occurs that a player mistakenly starts shooting the wrong category of balls.
Although it is sportsmanlike for the sitting player to remind the shooting player that (s)he is
about to foul by shooting the wrong category of balls, it is not a requirement for them to do
so. Once the shooter has hit the wrong category of balls, the foul has occurred whether the
ball is pocketed or not. If the ball is pocketed, it is permissible, though not recommended,
that the sitting player allow the shooting player to continue shooting their balls in until (s)he
feels inclined to call the foul. The shooting player can escape penalty by quietly realizing their
error and returning to shoot the correct category of balls and legally contacting one of them
before the opponent calls foul, or by finishing off the wrong category of balls and legally
contacting the 8-ball prior to their opponent calling a foul. In other words, the sitting player
must call the foul before the shooter returns to the correct category and legally contacts one
or before the shooter pockets the remaining balls of the wrong category and legally contacts
the 8-ball. Once a player makes legal contact with the 8-ball, the player assumes control of
that category of wrongly pocketed balls and can win the game by pocketing the 8-ball.
Before any foul has occurred, the shooter also may avoid penalty by asking the sitting player
which category of balls they have. The sitting player must tell the truth or will face penalty
of losing that game.

5. COMBINATION SHOTS - Combination shots are legal, but striking the correct ball first is required
except in an "open table" situation. The 8-ball is not neutral. A player is credited with all balls (s)he legally pockets.
When a player does not pocket one of their balls but pockets an opponent's ball, (s)he loses their turn. The opponent
gets credit for the pocketed ball. No pocketed ball is ever spotted.

6. BALLS ON THE FLOOR - If the 8-ball is knocked on the floor, it is loss of game. Object balls knocked
on the floor are spotted. If the spot is taken, the ball is placed on a line directly behind the spot as close as possible.
Knocking a ball other than the cue ball on the floor is not a foul. It might occur that a player pockets their ball while
simultaneously knocking another ball on the floor. In this situation, it is still their turn and the ball is not spotted
until (s)he misses. If the ball on the floor is one of the shooter's balls, it is spotted when the shooter has pocketed all
of their other balls or misses.

7. POCKETED BALLS - Balls must remain in a pocket to be legal. If a ball goes in a pocket, but bounces
back onto the playing surface, it is not considered pocketed. If it is the 8-ball, it is not considered either a win or
loss. If it is the cue ball, it is not considered a scratch.

   a. HANGING BALL: If an object ball hangs in a pocket, the ball is considered to be pocketed if it
drops for 5 seconds or less after coming to complete rest by the hole. If a hanging ball drops in
the pocket after being at rest for 5 seconds or more, the ball is returned to the original position on
the edge and it is the incoming player may begin his/her inning.

8. ONE FOOT ON THE FLOOR - While shooting, at least one foot must be on the floor at all times if a
bridge is available. There is no foul—simply stop the shooter and hand them the bridge. Intramural Sports cannot
guarantee the presence of bridges.

Exception: Players shooting from a wheelchair must remain seated in their wheelchair while shooting.

9. FOULS - If any of the following fouls are committed, the penalty is ball-in-hand for the incoming player. Make
certain you have ball-in-hand before you touch the cue ball by confirming with your opponent. Ball-in-hand means
you are allowed to place the cue ball anywhere on the table (with the exception of a scratch on the break which
results in ball-in-hand behind the head string) and shoot any of your balls (or the 8, if all of your category of balls
have been pocketed). Even after having addressed the cue ball, a player may, if not satisfied with the placement,
make further adjustments with the hand, cue stick or any other reasonable piece of equipment. A foul may be called
only if the player fouls while actually stroking at the cue ball, meaning a double hit of the cue ball (sometimes called
double clutching). The ball-in-hand rule penalizes a player for an error. Without this rule, a player could benefit by
accidentally or purposely scratching or otherwise fouling.

   ONLY THE PLAYER MAY OFFICIALLY CALL A FOUL although anyone may suggest to the
player that a foul should be called.

   THESE ARE THE ONLY FOULS RESULTING IN BALL-IN-HAND:

   a. Failure to hit your object ball first. (A player who is shooting stripes must hit a striped ball first.)
   The 8-ball is not neutral. The shooter has the advantage in these situations unless their opponent
   has asked an outside party to watch the hit. Protect yourself. If you think your opponent is
attempting a shot that could result in a bad hit, get someone to watch the shot before they start shooting.

c. Failure to hit a rail after contact. A sentence that should answer many questions is: "Any ball (including the cue ball) must go to a rail AFTER LEGAL contact." A pocketed ball counts as a rail.

d. The object ball is frozen to a rail and the player is contemplating playing a "safety." In order for the "frozen ball" rule to be in effect, the opponent must declare the ball frozen and the player should verify. Once it is agreed the ball is frozen the player must drive the object ball to another rail (of course, it could hit another ball, which in turn hits a rail) or drive the cue ball to a rail after it touches the object ball. If the latter method of safety is chosen the player should be sure to obviously strike the object ball first. If the cue ball strikes the rail first or appears to hit both the rail and ball simultaneously, it is a foul unless either the cue ball or object ball went to some other rail.

e. It is a foul to jump a cue ball over another ball by purposely miscuing it up in the air (scooping). Accidental miscuing is not a foul unless other rules in this section are violated.

f. Receiving illegal aid (coaching from person(s)) during your turn at the table. It is not considered illegal aid to remind a player to mark the pocket when shooting the 8-ball, or to tell a player a foul has occurred. Anyone may do so.

g. Causing movement of the cue ball, even accidentally, is a foul. It is not a foul to accidentally move any other balls (including the 8-ball) unless, during a turn at the table, a player moves a ball and it in turn strikes the cue ball. Even dropping the chalk on the cue ball is a foul. Any balls moved accidentally during a shot must be replaced by the opponent after the shot is over and all balls have stopped rolling. If it occurs before the shot, it must be replaced by the opponent before the shot is taken.

   Exception: If an accidentally moved ball comes in contact with the cue ball, creating a foul, no object ball will be replaced.

h. If, during the course of a shot, the cue ball does not touch anything.

i. Use caution when picking up or placing the cue ball in a ball-in-hand situation. The cue ball is always alive. If the cue ball, or the hand holding it or moving it, touches another ball it is a cue ball foul and your opponent has ball-in-hand. Be especially careful when picking up or placing the cue ball in a tight spot.

10. THERE ARE VARIOUS WAYS TO LOSE:

   a. Your opponent pockets their numerical group and legally pockets the 8-ball.
   b. You pocket the 8-ball out of turn or knock it on the floor.
   c. You pocket the 8-ball in the wrong pocket or fail to properly mark the pocket.
   d. You foul the cue ball and then pocket the 8-ball.
   e. When playing the 8-ball, you scratch.

Note: If you are shooting at the 8-ball and miss it altogether without scratching, you have fouled and your opponent has ball-in-hand, but you don't lose because of this foul.

f. A game is forfeited if you alter the course of the 8-ball or the cue ball in a game losing situation.

11. HOW TO WIN - A player has won the game when all the balls of their numerical group have been pocketed and (s)he has legally pocketed the 8-ball in a properly marked pocket without scratching. To properly mark the pocket, an item or some other reasonable object (to avoid confusion, we do not recommend marking the pocket with chalk), must be placed next to the pocket the 8-ball is intended to enter. Both players may use the same marker. Only one marker should be on the table. If the marker is already at the intended pocket from a previous attempt or game, it is not necessary for the shooter to touch it, pick it up or reposition it.

Note: You cannot play the 8-ball while simultaneously playing the last ball of your category. The 8-ball must be a separate shot.

12. INTERFERENCE: Non shooting players should remain away from the table to give enough space for the shooter to make a shot. Talking, making noises, moving around, causing distraction (sharking) in some way or misconduct while the shooter is at the table may also result in a tournament official calling a foul for interference.

12. TOURNAMENT DIRECTOR/REFEREES:

The decision of an Intramural Staff is final unless overturned by the Tournament Coordinator. All players are responsible to be aware of the rule, regulations and schedules of the tournament. If players cannot come to an agreement amongst themselves during a match then it will result in a double forfeit.
AIR HOCKEY:

All Air Hockey tournament rules shall be governed by the rules adopted by the US Air Hockey Association Rules (USAA)

BASIC OVERVIEW OF THE GAME
1. Games are played one-on-one
2. The challenger provides quarters for two games $1 worth, the player challenged provides the other 50 cents if needed.
3. Games are played until one player scores 7 points at which time they are declared the winner.
4. Series best 2 out of 3 games

RULES
1. Start of game: In a challenge match, paper rock scissors determines who controls the puck first. In a tournament format, a face off will be used.
2. Player may stand anywhere around the air hockey table on his/her side of the centerline. He/she may not stand past the line.
3. Only one puck can be used at a given moment.
4. The first player to score seven goals wins.
5. A “palming” foul occurs when any part of a player’s hand, arm, body, or clothes touches the puck.
6. The puck must drop and remain in the goal for the goal to count. The player’s opponent receives one point for a goal scored, unless the offensive player committed a foul during or just before making the shot.
7. The puck cannot be “topped” by raising the mallet or pusher and holding it on the top of the puck to slow or stop it while it on the table. This cannot be done at any time, whether before a serve or during play. Violation constitutes a foul. However, using the mallet to bring an airborne puck to the table or toward the opponent’s goal is not a topping violation no matter which side or edge of the puck is contacted.
8. A player may play with only one air hockey mallet on the playing surface at one time. Violation results in a foul.
9. A player has seven seconds to return a shot that crosses the centerline. The seven seconds begin as soon as the puck enters and remains on that player’s side of the centerline. Violation results in a foul.
10. When the puck is in contact with any part of the centerline, either player may strike the puck.
11. The player who is scored upon receives possession of the puck for the next serve.
12. When a player is scored upon, they have 10 seconds to remove the puck from the goal and place it in play. The 10 seconds start as soon as the puck has fallen completely through the goal and is available for the player to place into play.
13. A player may hand-serve the puck (use their hand to set the puck in front of his/her mallet) only after he/she has been scored upon. The serve may not be direct into the goal
14. After each game, players swap sides of the air hockey table.
BADMINTON:

A fault made by the player of the side that is “in” puts the server out. If made by a player whose side is "out", it counts a point for the "in" side.

I. Service faults
   A. Racket head higher than server's hand.
   B. Shuttle contacted higher than server's waist.
   C. Shuttle falls outside service court (on the line is good).
   D. Some part of BOTH feet (server's receiver) must remain in contact with the ground until the service is delivered.
   E. Shuttle falls into wrong service court.
   F. Shuttle falls short of the short service line.
   G. Shuttle falls behind the long service line.
   H. Server's feet not in the service court from which service is taken.
   I. Receiver's feet not in the service court diagonally opposite server when service is delivered.
   J. Before or during service a player makes a preliminary feint or otherwise balks his/her opponent.

II. Faults-It is a fault if:
   A. Either in SERVICE or PLAY the shuttle falls outside the All Badminton tournaments shall be governed by the rules adopted by the Badminton World Federation.
   The following rules are cited for your information and/or clarification.

NET: The height of the top of the net shall be 5 feet at the center.

TOSS: Before play begins, opponents toss a coin to decide order of service and choice of courts. The winner of the toss has the choice of service, choice of courts; and the loser has the remaining choice.

COURT: The singles court is the narrow inside lines. The doubles court is the wider outside lines. The back line is the wide outside line and is the same in singles and doubles game.

SCORING:

1. A match consists of the best of 3 games, first two to 21 and third 15 points.
2. Every time there is a serve – there is a point scored.
3. The side winning a rally adds a point to its score.
4. At 20 all, the side which gains a 2 point lead first, wins that game.
5. At 29 all, the side scoring the 30th point, wins that game.
6. Third Set first to 15, without winning by two.
7. The side winning a game serves first in the next game.

INTERVALS AND CHANGE OF ENDS:

1. When the leading score reaches 11 points, players have a 60 second interval.
2. A 2 minute interval between each game is allowed.
3. In the third game, players change ends when the leading score reaches 8 points.

GENERAL:

1. The server may not serve unless his opponent is ready. HOWEVER, the opponent shall be deemed ready if a return of the service is attempted.
2. Partners may take up ANY position on the courts provided they do not obstruct an opponent in any manner.
3. If in service or rally a shuttle after passing over the net is caught or on the net, it is a LET.
4. A server, in attempting to serve, misses the shuttle, it is a fault whether the racket touches the shuttle or not.
5. The shuttle is dead (out of play) as soon as it hits the net and remains suspended there, strikes the net and falls to the ground, or hits outside the boundary line. If an opponent then touches the net or shuttle with his racket or person, there is no penalty as the shuttle is not then in play.
6. During play a player may hold his racket to protect his face, but he cannot put his racket up near the net on the chance of the shuttle rebounding off it, thereby obstructing the smash of an opponent.

7. If in the course of SERVICE or RALLY the shuttle touches and passes over the net, the stroke is NOT invalidated.

8. A service (or any other shot), which hits the top of the net and continues on into the proper court is a legal hit and must be played.

9. Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals participate in intramural activities at their own risk!

SERVICE - SINGLES:

1. At the beginning of the game (0-0) and when the server’s score is even, the server serves from the right service court. When the server’s score is odd, the server serves from the left service court.

2. If the server wins a rally, the server scores a point and then serves again from the alternate service court.

3. If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.

• If players commit an error in the service court, the error is corrected when the mistake is discovered.

SERVICE - DOUBLES:

1. A side has only one ‘set’.

2. The service passes consecutively to the players as shown in the diagram.

3. At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.

4. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.

5. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.

6. The players do not change their respective service courts until they win a point when their side is serving.

• If players commit an error in the service court, the error is corrected when the mistake is discovered.

FAULTS:

• In attempting to serve, the server shall not miss the shuttle.
  - If you miss the shuttle on serving, you lose the rally. Practicing your serve is recommended.

You also will not get a second serve. This is different from tennis, where the server gets two attempts to put the ball inside the service court.

boundaries of the court or passes through or under the net or fails to pass the net or touches the roof or sidewalls or the person or dress of a player.

B. The shuttle in play being struck before it crosses to the striker's side of the net (follow through may be over the net).

C. When the shuttle is in play a PLAYER touches the net or it's supports with a racket, person, or dress.

D. More than one person hitting the shuttle before it crosses the net OR one person hitting it twice before it crosses the net.

E. The shuttle is caught or slung.

F. A player strikes the shuttle (unless he thereby makes a good return) or is struck by it whether he is standing WITHIN or OUTSIDE the boundaries of the court.

G. If the shuttle is held on the racket (i.e., caught or slung) during the execution of a stroke.

The service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played previous rally. This shall guarantee alternate server.
DOUBLES SERVICE DIAGRAM:

In a doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

<table>
<thead>
<tr>
<th>COURSE OF ACTION / EXPLANATION</th>
<th>SCORE</th>
<th>SERVICE FROM SERVICE COURT</th>
<th>SERVER &amp; RECEIVER</th>
<th>WINNER OF THE RALLY</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Love All</td>
<td>Right Service Court. Being the score of the serving side is even.</td>
<td>A serves to C, A and C are the initial server and receiver.</td>
<td>C &amp; D</td>
</tr>
<tr>
<td>A &amp; B win a point. A &amp; B will change service courts. A serves again from Left service court. C &amp; D will stay in the same service courts.</td>
<td>1-0</td>
<td>Left Service Court. Being the score of the serving side is odd</td>
<td>A serves to D</td>
<td>C &amp; D</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>C</td>
<td>A &amp; B</td>
</tr>
<tr>
<td>C &amp; D win a point and also right to serve. Nobody will change their respective service courts.</td>
<td>1-1</td>
<td>Left Service Court. Being the score of the serving side is odd</td>
<td>D serves to A</td>
<td>A &amp; B</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>A</td>
<td>C &amp; D</td>
</tr>
<tr>
<td>A &amp; B win a point and also right to serve. Nobody will change their respective service courts.</td>
<td>2-1</td>
<td>Right Service Court. Being the score of the serving side is even.</td>
<td>B serves to C</td>
<td>C &amp; D</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>C</td>
<td>A &amp; B</td>
</tr>
<tr>
<td>C &amp; D win a point and also right to serve. Nobody will change their respective service courts.</td>
<td>2-2</td>
<td>Right Service Court. Being the score of the serving side is even.</td>
<td>C serves to B</td>
<td>A &amp; B</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>A</td>
<td>C &amp; D</td>
</tr>
<tr>
<td>C &amp; D win a point. C &amp; D will change service courts. C serves from Left service court. A &amp; B will stay in the same service courts.</td>
<td>3-2</td>
<td>Left Service Court. Being the score of the serving side is odd.</td>
<td>A serves to A</td>
<td>D &amp; C</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>B</td>
<td>A &amp; B</td>
</tr>
<tr>
<td>A &amp; B win a point and also right to serve. Nobody will change their respective service courts.</td>
<td>3-3</td>
<td>Left Service Court. Being the score of the serving side is odd.</td>
<td>A serves to C</td>
<td>D &amp; C</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>C</td>
<td>A &amp; B</td>
</tr>
<tr>
<td>A &amp; B win a point. A &amp; B will change service courts. A serves again from Right service court. C &amp; D will stay in the same service courts.</td>
<td>4-3</td>
<td>Right Service Court. Being the score of the serving side is even.</td>
<td>A serves to D</td>
<td>D &amp; C</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>C</td>
<td>A &amp; B</td>
</tr>
</tbody>
</table>

Note that this means:
The order of server depends on the score odd or even same as in singles.

- The service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played previous rally. This shall guarantee alternate server.
THE GAME RULES:

**Objective** -- The objective is to win each rally by serving or returning the ball so the opponent is unable to keep the ball in play. A rally is over when a side makes and error, or is unable to return the ball before it touches the floor twice.

**Points and Outs** -- Points are scored only by the serving side, when it serves and ace or wins a rally. When the serving side loses a rally, it loses the serve. Losing the serve is called an *out* in singles.

**Match** -- All scheduled matches will be played in the racquetball courts inside the Sheila Umphrey Recreational Center and will be scheduled for 45 minutes. A match consists of 2 out of 3 games. In the first 2 games, a game will be 15 points. If a third game is necessary, it will be 11 points. You do not have to win by 2 in any of the games except the championship match.

**Service** -- The serve for the first game will be determined by a lag where each play will stand on the front service line and hit the ball making it bounce on the floor, then the front wall and closest to back service line will serve first. The person who lost the toss will serve first in the second game. The person who serves first in the tiebreaker game will be the one who accumulated the most points in the game that they lost.

**Disputes** -- You may not protest judgment calls. You may protest the eligibility of a player. A protest must be made before a match starts.

**Self Officiating** -- Since there is no referee or scorekeeper, it is important to see that there is no misunderstanding in this area: THE SERVER IS REQUIRED to announce both the server’s and receiver’s score before EVERY first serve. During rallies, it is generally the hitter’s responsibility to make the call – if there is a possibility of a skip ball, double-bounce or illegal hit, play should continue until the hitter makes the call against himself. Disputes must be resolved between the players within one minute or the supervisor will call a double forfeit.

EQUIPMENT:

You will be responsible for furnishing your own equipment. All participants must wear proper eye protection furnished by themselves. Recreational sports will have equipment, but it may be limited.

**How to Play Racquetball:**

**Racquetball is Easy, Safe and Fun**Racquetball can be played immediately, although it may take a few games to teach new players all the basic rules. Singles racquetball is safe enough for beginner children to play, although doubles is not recommended for non-experienced players. Racquetball is fun to play, especially for beginner adults and children.
Racquetball can be played on 1-Wall, 3-Walls or 4-Walls.
The most popular is 4-Wall racquetball, and includes the ceiling.

Many Park Districts, YMCA’s, JCC’s, Private Clubs, Colleges and Military Bases have racquetball facilities. Open court time, classes, leagues, mixers and tournaments are offered. Contact your local facility, or state racquetball organization for the nearest facility.

What is Racquetball?
Racquetball can be played by 2, 3 or 4 players. Teams alternate turns hitting the ball to the front wall. A racquetball court can have one-wall, three-walls, or four walls.

1 - Wall is played inside or outdoors, and is played in many gym classes.

3 - Wall has no back wall and is played outdoors.

4 - Wall is the most popular, played indoors, with the ceiling in play.

See Court Markings for pictures and rules of all the Lines, Zones and Court Specifications.

Equipment Required

Racquets a shortened version of a tennis racquet, includes a wrist safety thong to prevent the racquet from slipping off during play and possibly hitting a player or damaging the court. Prices range from $15-$300.

Racquet Balls are smooth light weight hollow rubber balls, slightly smaller than a tennis ball and non-pressurized. Racquetballs cost about $1 each.

Eyeguards recommended for all players, are mandatory in official tournaments, by Certified Instructors and required for all participants in many facilities. Only use eyeguards designed for racquetball. Prices range from $8 to $40.

Racquetball is a Inexpensive Sport
All equipment can be purchased for about $25.
Serve Rules
A served ball must hit the front wall first, then with or without hitting a side wall, hit the floor between the Short Line and back wall.

The server gets two tries (Fault Serves) to hit a good serve. The server can lose the serve (Out Serve) without getting a second try.

Also see Drive Serve Line Rule for pictures and explanation of the newest service rules.

Serve Rules
The server must start the service motion inside the Service Zone.

The server must first bounce the ball inside the Service Zone and strike it with the racquet before the ball bounces a second time.

The served ball must hit the front wall first.

Good Serves
1) Front Wall to Floor.
2) Front Wall, Left Side Wall, to Floor.
3) Front Wall, Right Side Wall, to Floor.

Good serves must land between the Short Line and back wall (orange area), with or without hitting a side wall.

The serving team keeps serving until they lose a rally (Side-Out). When the serving team loses the rally, both teams switch positions for the next serve.

See Position Strategy after Serve for pictures and explanations.
Rally Rules
The court floor lines are no longer observed, and players may go anywhere on the court.

The ball may be hit in any direction, at any wall, side, ceiling, front or back, in any combination, to and from the front wall, as long as the ball hits the front wall before touching the floor.

The non-hitting team must yield the right of way to the hitter, including moving to a worse court position if required.

The hitter should stop play whenever they believe they may injure another player with the ball, racquet or body. Play stoppage is part of the game and results in a Replay Hinder or Penalty Hinder.

See Basic Racquetball Shots for pictures and explanation of the most common racquetball shots.

Rally Rules
Opponents take turns hitting the ball to the front wall.

The ball can be hit in the air, or after one bounce on the floor.

Players may hit the ball directly to the front wall, or use any combinations of the side wall, back wall or ceiling, as long as the ball hits the front wall before touching the floor.

 Winning a Rally

A player wins the rally when the opponent did not make a good return.

1) Two Bounce. Opponent could not return ball before second bounce on the floor.

2) Skip Ball. Opponents return hit the floor before touching the front wall.

Penalty Hinder. The non-hitting team loses the rally if they prevented the hitting team from making a return by not moving out of the way, or preventing an “offensive setup” return. Some situations may only be a Replay Hinder.

Replay Hinders. The last rally is replayed if the hitting team is prevented from making a possible return by the non-hitting team. This occurs when the non-hitting team tries to move out of the way or is in the way during a non-offensive setup by the hitter.
All table tennis tournaments shall be governed by the rules adopted by the United States Table Tennis Association. The following rules are cited for your information and/or clarification.

RULES

1. A Game. A game shall be won by the player who first wins 21 points unless both players shall have scored 20 points. The winner of the game shall then be the player who first wins two points more than their opponent.

1.1. A Match. A match is the best two out of three games.

2. The Racket. May be of any size, shape, or weight. The blade may not be covered with sandpaper material.

3. Service. The ball shall be placed on the palm of the free hand, which must be stationary and above the level of the playing surface. Service shall commence by the server projecting the ball by hand only, without imparting spin and nearly vertically upward about six inches in the air. As the ball is descending, it shall be struck so that it touches first the server's court and then passes directly over or around the net and touches the receiver's court. If, in attempting to serve, the server misses the ball altogether it is a lost point.

4. The Return. The ball, having been served or returned, shall be struck so that it passes over or around the net assembly and touches the opponent's court, either directly or after touching the net assembly.

5. Ball in Play. The ball is in play from the moment at which it is projected from the hand in service until:

5.1 it has touched one court twice consecutively,

5.2 it has, except in service, touched each court alternately without having been struck by the racket intermediately;

5.3 it has been struck by any player more than once consecutively;

5.4 it has touched any player or anything that is worn or carried except the racket or racket hand below the wrist.

5.5 on the volley it comes in contact with the racket or racket hand below the wrist.

5.6 it touches any object other than the net or supports (including ceiling).

6. Choice of the Order of Play. The choice of ends and the right to be server or receiver in every match shall be decided by coin toss. The winner of the toss shall have the choice of either being server or receiver, or the choice of ends. The other player will then take the remaining choice.

7. The Order of Service. After five points the receiver shall become the server, and the server the receiver, and so on after each five points until the end of the game or the score 20-all. From the score 20-all the service shall change after each point until the end of the game. The player who served first in a game shall be receiver first in the subsequent game and so on until the end of the match.

7.1 After each 5 points have been scored the receiving player or pair shall become the serving player or pair and so on until the end of the game.

7.2 In each game of a doubles match, the pair having the right to serve first shall choose which of them will do so and in the first game of a match the receiving pair shall decide which of them will receive first; in subsequent games of the match, the first server having been chosen, the first receiver shall be the player who served to him in the preceding game.

7.3 In doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.
7.4 The player or pair serving first in a game shall receive first in the next game of the match and in the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first one pair scores 5 points.

7.5 The player or pair starting at one end in a game shall start at the other end in the next game of the match and in the last possible game of a match the players or pairs shall change ends when first one player or pair scores 5 points.

8. The Order of Play.

8.1 In singles, the server shall first make a service, the receiver shall then make a return and thereafter server and receiver alternately shall each make a return.

8.2 In doubles, the server shall first make a service, the receiver shall then make a return, the partner of the server shall then make a return, the partner of the receiver shall then make a return and thereafter each player in turn in that sequence shall make a return.

8.3 When two players who are in wheelchairs due to a physical disability are a pair playing doubles, the server shall first make a service, the receiver shall then make a return but thereafter either player of the disabled pair may make returns. However, no part of a player’s wheelchair shall protrude beyond the imaginary extension of the centre line of the table. If it does, the umpire shall award the point to the opposing pair.


9.1 If in service the ball, in passing over or around the net assembly, touches it, provided the service is otherwise good or the ball is obstructed by the receiver.

9.2 A let is declared if the receiver is not ready to return the service and makes no attempt to strike at the ball.

9.3 The rally is a let if the ball becomes split or otherwise fractured in play.

10. A point is scored by the opponents if.

10.1 A server fails to make a good service, which includes an illegal toss.

10.2 A player fails to make a good return when it is his (her) turn to do so.

10.3 A player, his racket, or anything he wears or carries, touches the net or its supports or moves the playing surface.

10.4 A player’s freehand INTENTIONALLY touches the playing surface while the ball is in play.

10.5 Before the ball in play passes over the end lines or sidelines not having yet touched the playing surface on his side of the table, it comes in contact with the player or anything he wears or carries.

10.6 At anytime either player volleys ball before it hits their side. (ball must not be hit before own end line if it has not touched the table first)

10.7 When the ball touches any walls or ceiling
**RULES**

1. First Service and side of court will be determined by racket spin.

2. Ladder Match scoring: All USTA rules will apply for all matches. Matches will be the best 2 of 3 sets with regular scoring, and a seven (7) point tie breaker played at six (6) all in any set. If a third (3rd) set is required it will be played as a KOMAN ten (10) point tie breaker winning by two.

3. Tournament Scoring: No-ad scoring will be used for tournaments. Score games 15-30-40-Game (When a game becomes tied at deuce, next point wins the game. No advantage scoring.)

4. In Doubles, One player cannot play alone against another doubles team.

5. Switch court sides after every odd numbered game.

6. Serving: A player must serve the ball from behind the baseline, standing between the center and side line. The serve execution in the first game of a set should always be executed from the right side of the court. The service must land in the cross court of diagonally opposite service box (area between the net and server line). If the serve happens to land outside the service box or hits the net, the player is allowed to serve again. If the server is faulted twice, the server’s opponent gains a point. The Service is alternated between opponents in every game played.

7. Doubles Serving: Both teams and players on same team will alternate serving. Therefore, each player will serve 1 out of every 4 games.

8. Losing a point - Here are conditions under which a point may be lost.

   - The player errs consecutively while serving, causing a double fault.
   - The player is unable to return the ball in the opponents court before it bounces twice.
   - The player hits the ball outside the court or hits a permanent fixture like the net poles.
   - A player returns a serve, before it hits the ground or before it crosses the net.
   - A double racket touch or carrying of the ball by a player.
   - A player touches the net or comes in bodily contact with the net or any part of the opponent’s court or ball hits the player’s body.