



INTRAMURAL SPORTS RULES

Racquetball

Last updated: 10/4/18

INTRAMURAL POLICIES AND PROCEDURES

ELIGIBILITY:

Interhall: Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he/she resides, with rector-signed approval. To play in all Intramural sports, participants must show a valid, government-issued photo ID. This includes a Notre Dame ID, state issued driver's license, U.S. and foreign government-issued passports, and/or U.S. military ID. The photo must be visible and discernible by the Intramural employee checking IDs. This helps to ensure player eligibility in accordance with the IMLeagues roster.

LOCATION:

All games will be played at Rockne Memorial Building.

FORFEITS/RESCHEDULES:

Game time is forfeit time! If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call the Intramural Coordinator (574-631-3536) before 3:00pm the day of the game, or 3:00pm on Friday for weekend events, and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 3-0 win for your opponent.

SCHEDULE:

All schedules are posted online and it is the captain's responsibility to check for updates/changes.

INCLEMENT WEATHER:

No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called and teams will be emailed via IMLeagues.

ROSTER ADDITIONS:

Players may be added to the roster at any point during the regular season. Players may not be added during playoffs. **For Interhall play, all additions must have a properly filled out Roster Addition Form that includes a rector's signature.** Roster additions must be completed on the IMLeagues website to be eligible for that evening's contest. In order to be eligible to participate in playoff contests, roster members must have checked-in for at least one regular season game/match.

INSURANCE WAIVERS:

Waivers are located on the IMLeagues website, and are completed as part of the team registration process. All players must fill out an insurance waiver, and appear on the IMLeagues roster, before playing intramural sports.

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CHECK-IN:

It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor before participating in any intramural activity will result in a forfeiture of that contest, and may result in suspension from future intramural activities.

SPORTSMANSHIP:

Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff.

ALCOHOL, TOBACCO & DRUGS:

Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.

PROTESTS:

Only protests based on questions of player eligibility and rule interpretation/misapplication will be accepted. No protests on judgment calls will be reviewed. The protest must be filed at the time of the incident in question. Once play begins after the next live play, it cannot be protested.

SPORT RULES

A. PLAYERS:

1. Teams consist of 4 players- One team of doubles, one A singles player and one B singles player.
2. The roster may have more than 4, but only 4 players will participate on game night.
3. It is assumed that A players will be the most highly skilled and B players will be the next most highly skilled.
4. Doubles players may not compete in singles on a given night, since all games will occur at the same time.
5. The nightly lineup may be determined anytime up until the game is scheduled to start.
6. Any team that does not have 4 players to start the game will forfeit the games that they do not participate in.

B. SCORING AND TIMING:

1. Scoring will be as follows:
 - i. Doubles wins = 1pt
 - ii. Singles wins = 1pt
 - iii. Matches will be won by scores of 3-0 or 2-1
2. A match is the best 2 of 3 sets.
3. Games are played to 15 points.
4. Warm-ups are limited to 5 minutes.

C. RULES:

1. MATCH RULES: Matches will be governed by USRA rules, with the exceptions, modifications, and highlights listed below.

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- i. A court hinder or ball out of play will result in a replay of the point.
- ii. A player hinder will result in either a replay or a point/loss of serve – players' judgment.

D. DOUBLES RULES:

1. Order of Serve—Teams and players will alternate serves after each side out, it is illegal for a player from the same team to serve consecutively after losing a rally.

E. OTHER:

1. A RecSports supervisor will be on site. Check in with the supervisor upon arrival so you can be directed to the proper court.
2. Players must supply their own racquets and balls.
 - i. You may check out equipment at the front desk of Rockne Memorial.