



UTSA INTRAMURAL SPORTS

RACQUETBALL RULES

TEAM CAPTAINS:

- Team captains are responsible for picking up their team's schedule and notifying their teammates on upcoming games. Team schedules will be available for viewing via the web at www.utsa.edu/recreation after 5:00 p.m. on the Friday after the captain's meeting.
- Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.
- The team captain is responsible for the eligibility of the team's players.
- Only the team captain may address an official, on matters of rule interpretations or to obtain essential information.
- Team captains are responsible for their team and fans behavior before, during and after their game.
- Team captains are responsible for any equipment given to them, such as team jerseys and team balls. (**Team captains, you will be charged for the missing items**).
- In the event of bad weather, call the sports hotline at **458-PLAY**.

ELIGIBILITY:

- All UTSA students, faculty and staff are eligible to play intramural sports.
 - UTSA students must be enrolled in current semester (Example must be enrolled in the Fall to play Fall sports)
- Faculty/Staff with a current Campus Recreation membership are also eligible to play intramural sports.
- Alumni and outside visitors are not eligible to participate.
- Team may add players until the last game of the regular season.
- Players must play in at least 1 game during the regular season to be eligible for the playoffs.
- **NO ID NO PLAY!** All participants must present their UTSA Banner ID to the Intramural Staff on duty, in order to be eligible to play.

PLAYERS:

- Players may play for only **one** men's or women's team and one co-rec team.
- Switching from one team to another is not allowed (see DISCIPLINE section).
- Teams are either singles (1 player) or doubles (2 player) depending on the type of tournament.

GAME TIME/DEFAULTS/FORFEITS:

- **Game Time:** Teams must have the minimum required players checked in and ready to play at game time.
- **Defaults:** A team may default by calling the Assistant Director of Intramurals at **210-458-7566** by noon on the day of their game or for Sunday games by 5pm on Friday. Teams are allowed one default per season. A default is used when a team is unable to make

their game. A default does not count against the team or interfere with their chances of making playoffs.

- **Forfeits:** A team not ready to play at game time shall be penalized in the following manner.
 - For every minute the team is late to start, the opposing team receives 2 points.
 - **At 5 minutes after game time – the game is forfeited, 10-0, to the team ready to play.**
 - The forfeiting team will receive a “F” Sportsmanship rating for the game.
- A **forfeit** prohibits a team from making playoffs.

LEAGUE FORMAT:

- Tournament style
- Best 2 out of 3 games. First 2 games is first person to 15 points. Third game, if necessary, is first person to 11 points

EQUIPMENT:

- All game equipment is available for checkout from the service desk

THE GAME:

- Coin toss will determine service
- Eyewear is not required but strongly recommended.
- Racquets must have a wrist strapped that is to be used during play. If you do not have one, a racquet may be checked out from the equipment desk.
- It is the job of the server to announce the score before each point.
- All participants must present their UTSA Banner ID to the Intramural Staff

THE COURT:

- Short Line is midway and parallel to the front and back walls
- Service Line is parallel with, 5ft in front of, the back edge of the short line
- Service Zone is 5foot area between the short & service line
- Service boxes are located at each service zone and are designated by lines parallel with the sidewalls. Inside edges are 18” from the sidewalls
- Drive Service Lines, which form the drive, serve zone, are parallel with the side Wall and are within the service zone.
- Receiving Line is a broken line parallel to the short line.
- Safety Zone is a 5-foot area bounded by the back edges of the short line and receiving line. The zone is observed only during the serve.

THE SERVE:

- Start the serve from any place within the service zone. Neither the ball, nor part of either foot may extend beyond the boundaries of the service zone. Stepping in, but not over, the lines is permitted.
- The server must remain in the service zone from the moment the service motion begins until the served ball passes the short line.
- The ball should bounce in the zone, before it is struck by the server’s racquet.
- The ball should then hit the front wall first, then hitting the floor behind the back edge of the short line, either with or without touching the sidewall.
- A balk serve or fake swing at the ball is an out serve.
- Bouncing the ball outside the service zone is a fault serve.
- A broken ball result in a dead ball serve
- Any two successive fault serves result in an out serve.
- A short serve is any ball served that first hits the front wall and hits the floor in front of the short line.
- A three wall serve is a serve that hits the front wall and strikes both side

- walls before touching the floor.
- A ceiling serve is a serve that hits the front wall and then the ceiling.
- A long serve is a serve that hits the front wall and hits the back wall before touching the floor.

RETURN OF SERVE:

- The receiver may not enter the safety zone until the ball bounces
- After a legal serve, a player may strike the ball in the air after a first bounce and before the second bounce.

FAILURE TO RETURN:

- If the server fails to the return during a rally = SIDEOUT
- If the receiver fails to return during a rally = POINT
- The ball bounces on the floor more than once before being hit
- The ball does not reach the front wall on a fly
- Switching hands during a rally
- Touching the ball with body and/or clothing
- Carrying the ball with the racquet

SPORTSMANSHIP:

- Any disagreement will be grounds for a replay. The Intramural Staff member on-site will have the final decision. Unsportsmanlike conduct will not be tolerated.
- The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after the each game. Participating in Intramural Sports is **NOT** a right it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game..
- Any player that is ejected for any reason must come in to speak to the Assistant Director of Intramural Sports before their next game. That player is **not** eligible to play until doing so. ***Minimum 1 game suspension!***

SPORTSMANSHIP RATING SYSTEM

- UTSA Campus Recreation Department's sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events.
 - **"A" - Good Conduct and Sportsmanship**
Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.
 - **"B" - Average Conduct and Sportsmanship**
Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.
 - **"C" - Below Average Conduct and Sportsmanship**
Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that

receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "C" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

- **"D" - Poor Conduct and Sportsmanship**
Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a "D" rating.
- **"F" - Unacceptable Conduct and Sportsmanship**
Team/fans are completely uncooperative. Team Captain has no control over team, fans, and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties, or cause a game to be forfeited shall receive an "F". Any team that does not have the required number of players present at the scheduled game time will receive an "F".
- Incidents, which violate the Code of Student Conduct, will be referred to UTSA Judicial Affairs for investigation. Incidents with Faculty or Staff will be referred to UTSA Human Resources.

DISCIPLINE

- The team captain of a team that receives a "D" or "F" rating must meet with the Assistant Director of Intramural Sports prior to his/her team's next game.
- If a player is ejected from the game for any reason:
 - **Ejected Player consequences:**
 - Team will be automatically deducted two (2) sportsmanship letter grades.
 - Ejected player must leave playing area (out of sight and sound).
 - Ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Assistant Director of Intramural Sports, Megan Morris, or have been officially reinstated.
 - Must contact Megan Morris, Assistant Director of Intramurals, to set up a meeting to determine what action should be taken.
 - It is the responsibility of the ejected player to schedule the reinstatement meeting.
 - Ejected player is ineligible until meeting has taken place.
 - Ejected player will face a *minimum* one(1) game suspension from all Intramural activities.
 - If necessary, ejected player might be referred to Judicial Affairs for further disciplinary actions, and be suspended indefinitely from Intramural Sports and Campus Recreation participation.
 - If the ejected player does not think the Assistant Director of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Associate Director of Campus Recreation. Appeals must be made within 48 business hours of the Assistant Director of Intramural Sports disciplinary decision.
 - If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.
 - The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Campus Recreation or UTSA.
 - If a player is found to have played on two teams:
 - **Consequences for Playing on Two (2) Teams:**
 - Player will be permitted to play on the first team he/she signed in and played for.
 - Both teams will be notified of the player violation.
 - The second team the player participated with will be deducted one (1) sportsmanship letter grade.
 - Player will receive a *minimum* of one (1) game suspension.
- In case of an illegal player found participating on a team:

- **Illegal Player Consequences**

- Team in violation will receive a loss, and opposing team will receive an automatic win.
- Team in violation will also receive an automatic C sportsmanship rating.
- Second offense will result in the team being eliminated from the league.
- Both teams will be notified of illegal player violation.
- Illegal player is not permitted to play any Intramural sports or activities.
- An Illegal player consists of a person who is not currently enrolled at UTSA with a minimum of one (1) credit hour.

Faculty/Staff:

- Must have a Campus Recreation membership in order to participate in Intramural Sports.
 - Faculty/Staff must also present their UTSA ID at each game.
- Teams found in violation will be deducted one sportsmanship letter grade for violation

PROTEST:

- A team captain may only protest eligibility before the game begins or at the time the person whose eligibility is in question enters the game.
- The team may only protest a rule interpretation or eligibility and NOT a judgment call. A timeout must be utilized in order to protest. If the protest is upheld the time-out is not charged to the team.
- A protest must be filed with the Intramural Supervisor on duty before the ball has been put in play for the next play. Once the ball has been put in play, teams can no longer protest the previous play.
- If the protest cannot be decided, that game will continue under protest and will be decided by the Assistant Director of Intramural Sports the next working day.
- All protests during the playoffs will be decided by the Intramural Supervisor/Coordinators on duty.