

Gonzaga University Intramural Department Racquetball Tournament Rules

Every player must present a GU ID card before each contest to be eligible to participate. No exceptions.

Serving rules:

1. During the first two games, the opponents will alternate serving first.
2. When serving, the server must be in the service zone. Service faults occur when: a) the ball hits the front wall and lands in front of the long line (back court boundary); b) the ball hits three or more walls, or if c) the ball hits the ceiling or back wall without landing in the returning zone first. One foot fault is allowed. The serve is lost if a second foot fault occurs.
3. Points are awarded only when serving.
4. On a serve, the ball can not be returned on the fly in front of the dotted line which is behind the service area.
5. On the serve, if the ball hits the floor or one of the side walls before hitting the front wall, it is an automatic forfeit of serve.
6. If the match goes to a third game, the player totaling the greater number of points in the first 2 games serves first.

General rules:

1. In returning the ball (excluding a serve), it is legal to hit it on the fly or one bounce, but after it is hit, it can not hit the floor before it hits the front wall. The ball can, however, hit any combination of other walls.
2. You must give your opponent a clear, unobstructed view of the ball. Interference may be called and the serve repeated if a clear path is not present.
3. General National Racquetball Association rules apply.
4. Protective eye wear is required.
5. Matches will be determined by winning the best 2 out of 3 games up to 15 points. You must win by 2 points. The matches are limited to forty-five (45) minutes in length.

Blood Rule

Any player who is bleeding must be substituted for until the bleeding stops. An intramural supervisor or game official has the authority to remove the player from the game. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (5), the following will apply: The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to re-enter. If the bleeding is not stopped within the allotted five (5) minutes the team will forfeit the game. **THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.**

Player/Team Conduct

The officiating will be done by an official who is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in ejection or forfeiture of the game. Spectators must also remain in the designated area. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. Only a protest of player eligibility or rules interpretation will be accepted. Official's judgment is not protestable.

Individual and team sportsmanship is of the utmost importance to the Intramural program and all of its participants. Certain behaviors will not be tolerated before, during, or after intramural activities (examples, but not limited too):

- a) Actions meant to cause harm to any person.
- b) Verbally abusive or threatening language towards players, spectators, or officials.
- c) Lack of control by individuals or the team.
- d) Alcohol and/or drug use (Refer to Intramural Alcohol and Drug Policy online at <http://www.gonzaga.edu/Athletics/Intramurals/team-information/player-and-team-conduct.asp>)

This is a no-tolerance policy and is under the discretion of the Officials, Supervisors and/or Director to remove players at any point and time before, during or after a game.

Please refer to Team Information at:

<http://www.gonzaga.edu/Athletics/Intramurals/Team-Information/default.asp> for Player and Team Conduct, Unsportsmanlike Consequences, and Disciplinary Actions.