

Spring 2012 Intramural Racquetball



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- 1 Players will contact each other (via e-mail or phone) and set up a time that meets both player's time schedule. You must play your game during the week time frame in the schedule below.
- 2 Winners of the game will contact Stefan Young by email at youngsd@indiana.edu and provide the scores of the completed match.
- 3 Individuals failing to play during the scheduled time below will be counted as a default / loss.

Play Schedule: Players need to complete league play by March 10, 2011. We will begin the Single Elimination Tournament on Monday, March 21st (after Spring Break). The tournament will follow the same method of scheduling match time –contacting your opponent and setting up a time when the two of you are able to play during the week.

Week of 2/6-2/12	Week of 2/13 – 2/19	Week of 2/20 – 2/26	Week of 2/27-3/4	Week of 3/5-3/11	Week of 3/19 – 3/25	Week of 3/26
1 vs 2	1 vs 3	1 vs 4	1 vs 5	1 vs 6	1 vs 7	Single Elimination Tournament Brackets
3 vs 4	2 vs 7	2 vs 6	2 vs 3	2 vs 4	3 vs 5	
5 vs 6	4 vs 5	3 vs 7	6 vs 7	5 vs 7	4 vs 6	

For more information regarding the racquetball league, contact the Department of Intramural & Recreational Sports at 274-2824.

Visit our website at www.iupui.edu/~iupuirec for up to date information on rules, regulations, standings, and schedule information.

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General Information

1. It is the responsibility of each participant to contact their opponent to arrange all matches. Phone numbers and e-mail addresses are provided for this purpose. All matches must be played at the IUPUI School of Physical Education.
2. Opponents should contact each other to determine the time and day for their match.
3. One of the opponents must reserve the court time by call 274-2824 during regular office hours (9 a.m. – 5 p.m., Monday – Friday). Please note the court will be provided on a “space available” basis only.
4. **Opponents must arrive on time for their scheduled match. If either opponent is late or fails to show, the match will be declared default. If neither opponent is present at the scheduled time, the match will be declared a double default. You must play during your scheduled week. Failure to schedule a match for the week will result in a default for both players.**
5. The winner of the match is responsible for e-mailing the results to the Coordinator of Intramural Sports at youngsd@indiana.edu.
6. After division play has completed, the single elimination tournament will begin.
7. Bring your own can of balls. You may purchase a ball in the Office of Intramural and Recreational Sports during regular office hours (9 a.m. – 4 p.m., Monday – Friday).
8. Eye protection is required when playing racquetball at IUPUI. All players must wear protective eye wear (i.e. goggles). Goggles are also available for renting.
9. If you experience any problems contacting your opponents, please contact the Coordinator of Intramural Sports at 278-9939.
10. Be sure to read the rules below.

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Intramural Racquetball Rules

Points and Outs

Points are scored (only by the person) when they serve an ace or win a rally. When the person loses a rally, they lose the serve. Losing the serve is called a side out.

Game

A game is won by the first person scoring 15 points.

Match

All matches must be completed within the one-hour reservation period. All matches are won by winning two games to 15 points each game or by winning one game to 15 points or leading in the tie-breaker within the one hour period.

Tie-Breaker

In the event each side wins a game, the third game will be won by the person first scoring 11 points.

Serve – Determining who Serves:

The game begins with both players standing three (3) feet from the back wall, hitting the ball to the front wall. The player's ball that bounces closest to the "short service-line" will serve first. The other player will serve first in the second game.

Required:

- Racquetball court must be reserved by both players.
- You must have your IUPUI I.D. with you in the court.
- You must wear eye protection in the racquetball court when you play racquetball.

Serve – Faults Serve:

Any two (2) in succession resulting in a side-out:

- Short service
- Long serve
- Three (3) wall-serve: any ball served that first hits two side walls on the fly.
- Ceiling serve: any served ball that touches the ceiling after hitting the front wall either with or without touching one side wall.

Serve – Out-serve:

Any one (1) of the following serves results in a side out.

- Missed ball: missing or touching any part of the server's body other than their racquet on the first bounce.
- Non-front serve: any served ball that strikes the ceiling, floor or side wall before striking the front wall.