SUBJECT | RULE
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1). Official Rules | UWM Intramural rules are adapted from the USA Racquetball rules.

3). Players | A singles team consists of one player, while a doubles team will consist of two players. Racquetball is an “Open” sport, so doubles teams may consist of members of either gender.

4). Pre-game | Players must have their UWM issued ID or hand scan set up in order to enter the Klotsche Center and Pavilion. Players should arrive on time for their agreed upon match. Players who show up more than 10 minutes late for their match may be subject to forfeit.

5). Equipment | All players must wear lensed eyewear and keep their wrist tether on at all times for their safety and the safety of their opponent. No matter how careful you are, you never know when you may be hit by an errant shot. Wearing eye guards also allows you to watch the ball at all times, which will keep you from being hit by your opponent and will let you anticipate better where they are hitting the ball to. ALWAYS WEAR EYE GUARDS WHEN YOU PLAY AND USE THE WRIST TETHER ON YOUR RACQUET!

6). 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 hinder is called or when a player (or team in doubles): 1) is unable to hit the ball before it bounces twice, or 2) is unable to return the ball in such a way that it touches the front wall before it touches the floor.

7). Points and Outs | Points are scored only by the serving side when it serves an irretrievable server (an ace) or wins a rally. In doubles, when the first server loses the serve, the second server then serves. After the second server loses the serve, it is a side out.

8). Match and Games | A match is won by the first side winning two games. The first two games of a match are played to 15 points (win by one point). If each side wins one game, a tiebreaker game is played to 11 points (win by one point).

9). Winning a Rally | A player wins the rally when their opponent does not make a good return by either:
   1. Two Bounce. Opponent could not return the ball before the second bounce on the floor.
   2. Skip Ball. Opponent’s return hit the floor before touching the front wall.

10). Serving | To start playing, you have to decide who will serve first. You can do this by lagging, coin toss, or any other method you choose. To serve, the server must drop the ball in the service zone and hit it after it takes one bounce. The server gets two chances to put the ball into play. A good serve means that the ball hits the front wall first and did not hit more than one other wall before hitting the floor beyond the short line. Bad serves are called either fault serves or out serves. If a server commits two fault serves, they lose the serve, or if they commit one out serve, they lose the serve.

11). Self – Officiated | All calls will be made through a self-officiated system. If teams cannot come to a decision regarding a particular play, the point can be replayed.

12). Definitions | Short line - midway between and is parallel with the front and back walls dividing the court into equal front and back courts.
Service line - parallel with and located 5 feet in front of the short line.
Service zone - the space between the outer edges of the short and service lines.
Service boxes - located at each end of the service zone by lines 18 inches from and parallel with each sidewall.
Receiving lines - 5 feet back of the short line, vertical lines shall be marked on each side wall extending 3 inches from the floor.

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