Current USA Racquetball rules will apply with modifications or exceptions as indicated in this document. The rulebook can be accessed online at [http://usra.org/Rulebook.aspx](http://usra.org/Rulebook.aspx).

**Rule 1: Rules as Guidelines**
The playing rules presented here are the official rules, should there be any disagreement between players. However, since games are self-officiated, changes to the playing rules are legal provided all competitors agree.

**Rule 2: Location of Courts and Equipment**
A. Racquetball courts are located inside Carmichael Gym, at the end of the main hallway on the ground floor.
B. Racquetballs, racquetball racquets, and goggles are available for checkout from the Carmichael Gym equipment room. It is highly recommended that all participants wear eye protection.
C. Participants are allowed to use their own equipment.

**Rule 3: The Game**
A. The best two out of three games will determine the winner of the match.
B. The first two games will be played to 15 points, with no requirement to win by two points. The third game will be played to 11 points, with no requirement to win by two points.
C. A point is only scored if the server wins a rally.

**Rule 4: Serving Guidelines**
A. Serving
   1. The ball must be served from within the service zone, denoted by the two solid lines running parallel to the back wall of the court.
   2. The serve must strike the front wall first, then first strike the floor between the short serve line (back-line of the service zone) and the back wall.
   3. If the server commits a fault serve, the service will be canceled, and the server will get a second chance to serve the ball.
   4. If the server commits an out serve, the service will be canceled, and the server will lose the serve.
B. Fault serve – Following is a list of fault serves. For clarification on a specific fault serve, please reference the USA Racquetball rulebook.
   1. Foot faults
   2. Short serve
   3. Three-wall serve
   4. Ceiling serve
   5. Long serve
   6. Bouncing ball outside service zone as part of service motion
   7. Illegal drive serve
   8. Screen serve
C. Out serve – Following is a list of out serves. For clarification on a specific out serve, please reference the USA Racquetball rulebook.
   1. Two consecutive fault serves
   2. Failure to serve within 10 seconds
   3. Missed serve attempt
   4. Serve touched by the server or intentionally touched by the server’s partner
   5. Fake or balk serve
   6. Illegal hit (contacting the ball twice, carrying the ball, or hitting the ball with anything other than the racquet face)
   7. Non-front wall service
   8. Out-of-court service
9. Any serve hitting the crotch of the front wall and any adjacent wall
10. Out-of-order serve in doubles play
11. Safety-zone violation

**Rule 5: Return of Service**
A. The receiver must remain in the return zone; marked by the back wall and a broken line marked five feet from and parallel to the short serve line.
B. The receiver must not contact the ball until it has broken the plane of the safety zone line (broken line).
C. Failure to legally return the serve will result in a point being scored for the server.

**Rule 6: Playing Guidelines**
A. It is illegal to switch the racquet from one hand to the other during a point; however, both hands may be used to grip the racquet on contact.
B. If a dead ball hinder occurs, the ball shall be served again. Dead ball hinders include:
   1. Hitting or touching an opponent with a returned ball.
   2. Unintentional body contact with an opponent that interferes with returning the ball.
   3. Screening the ball from the opponent, preventing the returning side from seeing the ball.

**Rule 7: Doubles Modifications**
A. Doubles partners determine which player will serve first prior to each game. This order may be changed between games as long as the opponent is notified.
B. To begin each game, the first server for the first team shall serve. Once this server has committed an out, both servers from each team will serve consecutively. A side is not retired until both servers have lost service.
C. During a service, the server’s partner must stand erect with their back to a sidewall (not necessarily against, but entire body must be within three feet of the wall) within the service zone. He/she must maintain this position until the served ball passes the plane of the short line.
D. Additional fault serves include:
   1. If the server’s partner is not in the appropriate position during the service
   2. If the ball strikes the server’s partner while the server’s partner is in a legal position, a fault service has occurred (however, if the server’s partner enters the safety zone during the service, it is an out)
E. Service out-of-order
   1. If the player who should have served second for a team serves first, all points scored by that player are canceled, the out serve is charged to the player that should have served first, and play will continue with the second server (the player that illegally served) serving again.
   2. If the player who should have served first for a team serves second, a side out is declared.
F. If a player strikes his/her partner with a return, the point is lost.