

## Administrative Rules and Information

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants MUST have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check [imleagues.com/utdallas](http://imleagues.com/utdallas) for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. NO ALCOHOL, TOBACCO, OR FOOD allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.

- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

## **Rules of Play**

- I. All matches will be played at the UT Dallas racquetball courts in the Activity Center.
- II. University Recreation will provide **game balls** only. Participants may bring their own balls to practice with. UREC will NOT provide any rackets, but participants can check-out one inside the Activity Center.
- III. No jewelry is allowed to be worn during play.
  - a. The only exceptions are for any Medical Alert or religious jewelry. Please contact the UREC Competitive Sports office (972.883.7457) to learn how to properly wear such jewelry for safe play.
- IV. **Game time is forfeit time**
  - a. After one forfeit, teams become ineligible for bracket play. Teams are dropped from competition after two forfeits.
- V. **Each game will last no longer than thirty minutes.**
- VI. A match will be determined on a best two out of three game basis.
- VII. Games will be played to 15 points, rally scoring.
- VIII. The player or side winning the toss becomes the first server and starts the first game. The receiving player or side in the first game will serve first in the second game. In a tie breaker, the player that accumulated the most points in the first two games will serve first.
- IX. The server may serve from any place in the service zone. Stepping on the line, but not beyond it is legal. The server must remain in the service zone until the served ball passes the short line.
- X. A serve begins when the ball leaves the server's hand. The ball must bounce on the floor in their service zone and on the first bounce be struck by the server's racquet so that it hits the front wall and on the rebound hits the floor back of the short line (either with or

without touching one of the side walls. A balk serve, or fake swing shall be deemed an infraction and be judged a handout.

- XI. A dead ball serve results in no penalty and the server is given another serve without canceling a prior illegal serve. A crotch serve into the back wall or a served ball hitting the side wall crotch beyond the short line is good and in play.
- XII. The receiver must stand at least 5 feet back of the short line and cannot enter into this safety zone until the ball has been served passed the short line. But, if the ball bounces before crossing the 5 foot short line, the receiver may cross the line and hit the ball after it has bounced. A violation of this results in a point for the server.
- XIII. Only the head of the racquet may be used at any time to return the ball. The ball must be hit with the racquet in one or both hands, switching hands to hit the ball is an out.
- XIV. In attempting returns, the ball may be touched or struck only once by one player on the returning side. A carried ball will be ruled a point or a handout as is applicable.
- XV. In singles, if a player swings at but misses the ball in play, the player may repeat their attempt to return the ball until it touches the floor for the second time. If there is an unintentional interference by the opponent during the second attempt to return the ball, it shall be a hinder.