

Racquetball Rules

1. Serve:

- a. Order of Server: At the beginning in each game, when the 1st serve of the 1st server team loses their serve, it is the opponents turn to serve. Thereafter, both players on each team shall serve until the receiving team gets a side-out on both servers.
- b. Partner's Position: On each serve the servers' partner shall stand against the sidewall and with both feet on the floor within the service box.
- c. Changes in Serve: In doubles, the side is retired when both partners have lost service. Exception: The team that serves first at the beginning of each game loses the serve when the 1st server is retired.

2. Fault Serve:

- a. The server's partner is not in the service box with both feet on the floor and back to the sidewall from the time the server begins the service motion until the ball passes the short line.
- b. A served ball that hits the doubles partner while in the doubles box results in a fault serve.
- c. Out-of-order serve, when either partner serves out of order, the points scored by that server will be subtracted and side-out or next server will be called.

3. Fault Resulting in One More Attempt:

- a. The served ball hits the front wall and then the ceiling.
- b. The served ball hits the front wall and then the back wall before hitting the ground. (Long serve)
- c. The served ball hits the front wall and then the ground before passing the service zone. (short serve)
- d. The served ball hits the front wall and then two sidewalls before hitting the ground. (3 walls)
- e. The served ball passes so close to the server that the receiver could not see it on the way back (Screen server).

4. Double Fault – Resulting in a Side out:

- a. The server swings and misses the ball.
- b. The served ball does not hit the front wall first.
- c. The served ball hits the server on the way back.
- d. Two consecutive single faults.

5. Scoring:

- a. Points can only be scored by the server team
- b. The first two (2) games will be played to fifteen (15), win by two (2).
- c. If a third game is needed, it will be played to eleven (11), win by two (2).

6. Rallying:

- d. Teams alternate hits (it does not matter which player from the team makes the hit).
- e. The player who hits the ball must hit the ball before it bounces twice on the ground.
- f. The ball may be played off any wall (s) as long as it hits the front wall before it hits the ground.
- g. If a player hits a player on the other team with the ball, the rally is replayed.
- h. IF a player hits his/her teammate with the ball a side-out is awarded.
- i. If a player touches the ball while it is the other players' turn to hit, the first player loses the rally.
- j. If the ball is hit out of play (over the back wall) a replay occurs no matter who hits the ball.

7. Misc.:

- a. When the balls trajectory is changed due to imperfections in the court, such as the door not fully shutting or the window in the door being indented, the ball should be replayed.
- b. If at anytime there is a disagreement between teams over a hit, the play should be replayed.