



RULE ONE: THE GAME, COURT, PLAYERS

Section One: General Provisions

- A. Eligibility
 - a. This activity will be conducted according to standard



deemed to be unsportsmanlike or unfitting of the game. The team and spectators have many moments of questionable activity and show little respect and courtesy towards the opposition and/or all UREC staff. This is the lowest rating a team may receive if there were no unsportsmanlike penalties/fouls called. **Defaulted games will result in the Defaulting team gaining a 2 in sportsmanship for that contest.**

H. 1 (Difficult/Harassment)

- a. A sportsmanship of 1 reflects a team who had little to no control over team members and spectators. The team constantly showcased questionable activity and showed no respect for the opposition and/or all UREC staff. **The ejection of a player will result in that player's team gaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties will receive a maximum of 1 in sportsmanship for that contest.**

I. 0 (Unacceptable)

- a. A sportsmanship of 0 reflects activity that is completely unacceptable for any UREC participant(s). Teams exhibit blatant actions of disrespect towards the opposition and/or all UREC staff. **Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions will receive a 0 in sportsmanship for that contest. Forfeited (non-appearance) games will result in the offending team gaining a 0 in sportsmanship for that contest.**

Section Two: Playing Surface

A. Court

- a. All games will be played at the LSU University Recreation Racquetball courts.

B. Singles

- a. The singles court should use the narrow long lines and the out end lines.

C. Doubles



- A. The Racket and Shuttlecock
 - a. The UREC will provide a racket and shuttlecock for all players, although players may bring their own rackets or check one out at the main equipment desk.
 - b. Players can bring their own shuttlecocks
- B. Players
 - a. The Intramural Sports staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance.
 - b. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.

RULE TWO: START OF PLAY AND GENERAL RULES

Section One: Beginning the Game

- A. Choice of ends and first service is decided by a coin toss/rock, paper, scissors. The winning side can decide to serve first or receive first. The losing side has choice of ends and vice-versa.
- B. Matches will be 25 minutes in length.

Section Two: Scoring

- A. A player must be serving to score points. When the server commits a fault, his/her turn of service is over. When the receiver commits a fault, the server is given a point.
- B. A game shall consist of 21 points. First person/team to 21 points will be declared the winner for that game.
- C. A match will consist of 2 out of 3 games (should a third game become necessary, the game will be played as the first to 15 points). IF the match clock of 25 minutes expires before the conclusion of the third game, the team leading during the third game will be declared the winner. IF the match clock expires during the second game, the difference of points between the two teams will be calculated and a winner will be declared.
 - a. Players change sides after each game
 - b. The side that wins a game shall serve first in the next game

Section Three: Serves

- A. The first serve of the game is always made from the right side of the court.
- B. A player continues to serve (alternating service courts) as long as a player scores points.
- C. If the server completely missed the shuttle on the serve, the server may re-serve.
- D. A serve may not be delivered until the receiver is ready. If the receiver attempts to return the serve, the receiver is to have been considered ready.



Section Four: General Play

- A. A shuttle falling on the line is good.
- B. A shuttle which touches and passes over the net is in play (including the serve).

