Saint Joseph's University Racquetball Rules

These rules came from the United States Racquetball Association. They are basic guidelines which will be used for our tournament. There will be no officials at these games; they will be played under the honor system. After each game, please fill in the bracket to indicate who won and who lost. The bracket will be taped to the wall outside of Court 3. If you have questions or comments, please contact Jamie at x1703 or jdrahos@sju.edu. Have fun and good luck!

The Game

• POINTS AND OUTS
Points are scored only by the serving side.

• MATCH, GAME & TIEBREAKER
A match is won by the first side winning two games. The first two games of a match are played to 15 points. If each side wins one game, a tiebreaker game is played to 11 points. You do not have to win by 2 points.

Play Regulations

• SERVE
In tournament play, the player or team winning the coin toss has the option to either serve or receive at the start of the first game. The second game will begin in reverse order of the first game. The player or team scoring the highest total of points in games one and two will have the option to serve or receive first at the start of the tiebreaker. In the event that both players or teams score an equal number of points in the first two games, another coin toss will take place and the winner of the toss will have the option to serve or receive.

• START
The serve is started from any place within the service zone, with the exception of certain drive serves. Stepping on, but not over, the lines is permitted. The server may not step over the short line until the ball passes the short line.

• MANNER
The player begins the service motion with any continuous movement which results in the ball being served. The ball must be bounced and hit before it bounces a second time.

• RETURNS
Once a "good serve" puts the ball into play, the receiver may not enter the marked safety zone until the ball bounces or crosses the plane of the dashed receiving line – particularly in making an on-the-fly return attempt. After "legal" contact with the ball (after the bounce, or behind the line), the receiver's follow-through may carry the racquet or the body past the receiving line. Failure to return a serve results in a point for the server.

• SIDEOUT
A server continues to serve until an out serve, OR two consecutive fault serves, OR one player hits partner with an attempted return (in doubles), OR a player or team loses a rally, OR a player or team commits an avoidable hinder. In singles, retiring the server is a sideout. In doubles, the side is retired when both partners have lost service.