

**RULE ONE: THE GAME, COURT, PLAYERS**

**Section One: General Provisions**

- A. Eligibility
  - a. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation's Intramural Sports Participant's Handbook.
  - b. Participants must be listed on their respective team's rosters prior to participating, sign risk and liability waiver, and must show their LSU Tiger Card prior to entering a contest.
  - c. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and the possibility of the team being removed from the league.
- B. Players
  - a. The game shall be played between one person or two individuals as posted on the IMLeagues website.
  - b. Team representatives (players, substitutes, coaches, trainers, and other persons affiliated with the team) are subject to the rules of the game and shall be governed by decisions of officials assigned to the game. All patrons are under the jurisdiction of the Intramural Sports staff from their moment of arrival to their time of departure.
- C. Inclement Weather
  - a. The decision to play scheduled games threatened by bad weather or wet playing areas will be made at 3:00pm on that day, if applicable.
  - b. Players and officials should call the Intramural Rain Hotline (225)-578-7246 to obtain information regarding the status of the games for that day.
  - c. If games are canceled due to inclement weather or poor court conditions, then the game will be attempted to be rescheduled at the earliest possible date. Rescheduled games will be based upon court, not on team preferences.
- D. Sportsmanship Rating
  - a. The Intramural Sports Program expects all participants to conduct themselves in a sportsmanlike manner. In order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 over the regular season. During playoffs, a sportsmanship score of at least three (3) each game will guarantee advancement for the winning team. A winning team with sportsmanship of 0-2 will be reviewed by the staff to determine if they advance. Following the game, Sport Programs staff evaluate and issue sportsmanship points to teams. The breakdown of points is as follows:
- E. **4 (Exceptional)**
  - a. A sportsmanship of 4 will be given for an Exceptional contest. Teams, spectators, and affiliates were all overly respectful and courteous towards the opposition and/or all UREC staff.
- F. **3 (Normal)**
  - a. A sportsmanship of 3 will be given for a contest that runs normally. In this instance, players and spectators were respectful and courteous towards the opposition and/or all UREC staff.
- G. **2 (Some Static)**
  - a. A sportsmanship of 2 reflects a situation where a team explicitly displays actions that are

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 doubles court should use outside lines all the way around, except for serves where you use the shorter black line.

**Section Three: Equipment**

- 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.
- E. During the serve, it is a fault if:
  - a. The shuttle is contacted above the server's waist or the racket head is above any part of the hand.
  - b. The shuttle does not fall into the diagonally opposite service court.
  - c. Some part of both feet of the server and receiver are not in contact with the appropriate court until the shuttle is contacted by the server.
- F. Doubles:
  - a. The player on the right side of the half court always starts the service.
  - b. The team that starts the service only gets one service the first time.

**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).

**Section Five: Faults**

- A. It is considered a fault if:
  - a. The shuttle fails to pass over the net or lands outside the boundary line.
  - b. The shuttle contacts the walls, ceiling, player or player's clothes.
  - c. The shuttle passes through or under the net.
  - d. The player touches the net.
  - e. The player reaches across the net to contact the shuttle (following through across the net is allowed).
  - f. The shuttle is hit more than once or is momentarily caught and thrown.
  - g. The player obstructs an opponent or invades the opponent's court.
  - h. A player is hit by the shuttle whether the player is standing inside or outside the court boundaries.

**RULE SIX: PROTESTS**

**Section One: Protests**

- A. Types
  - a. Misinterpretation of a rule. The protest must be made before the next live ball or before the officials leave the playing field.
  - b. Illegal player or players. The protest must be made while the players are still in the game and before the officials leave the playing field.
  - c. Ineligible player. The protest must be made within 24 hours of the end of the game. The Intramural Sports staff will rule on the protest.
- B. Procedures
  - a. Protests based on decisions involving accuracy of an official's judgment will not be considered.
  - b. Team captains must initiate protests. The Intramural Sports staff on site, including officials and supervisors will determine the next action to take place.