

Drury Intramurals
2005-2006
Racquetball Rules

1. All matches will be self-officiated and the participants will settle any disputes. The intramural office will not accept any protests.
2. The tournament will be single or double elimination depending on entries. The brackets will be established by a blind drawing.
3. Please limit warm-ups to 5 minutes at the beginning of each match. If you need more time, arrive earlier.
4. If an injury occurs, the injured player has 5 minutes to decide whether he/she can continue. If not, the match is defaulted and the winner will advance to the next round.
5. The winner of the match will be determined as follows:
A match will be best of three. The first two games will be played to 15 with the third game being played to 11. You only need to win by one point in each game (i.e. 15-14)
6. Each participant is responsible for contacting their opponent and setting a time to play. Make sure to sign up for the court in the Barber Fitness Center. You will have one school week (Monday-Friday) to play your game. When the game is completed, the intramural graduate assistant should be contacted as soon as possible with the results.
7. The game should start at the time the participants agreed upon. There will be a ten minute leeway for the participant to arrive. After ten minutes have passed, the game will be deemed forfeited and the present participant will be named the winner.
8. The bracket will be posted on the intramural web page, and on the bulletin board in the Barber Fitness Center. The intramural graduate assistant will also email all participants the updated bracket as soon as all the game results for that particular week are reported.
9. Each participant must give a phone number and an email address, so the other participants and the intramural office may contact you. Also in order to participate, each participant must sign a release form that is on the intramural web page.