

MEMORADUM FOR ALL PARTICIPANTS

January 2014

FROM: 30 FSS/FSVS

SUBJECT: Racquetball By-Laws

TO: All Participants

1. **GENERAL:** The Vandenberg AFB Fitness Center encourages participation of all assigned active military personnel in organized sports to ensure a high standard of competition.

2. **ORGANIZATION:** The number of teams entered will determine the number of leagues. League competition will be a round robin format. An organization may have more than one team in the league; however, they must be designated as teams 1, 2, etc... or by section name.

3. **RULES OF PLAY:** The league will be governed by these by-laws.

4. **ELIGIBILITY:** Participation is open to all military personnel and civilians assigned to Vandenberg AFB and personnel on TDY status for more than thirty days. Dependents participating in the intramural racquetball program must be 18 years or older.

A. TDY personnel must be on orders for thirty days or longer.

B. Individuals must be assigned or attached to the unit represented. If an individual changes squadrons during the season, he/she may choose which squadron he/she wishes to play for. He/she will establish their eligibility by playing one game with either the losing or gaining unit. All players regardless of category of personnel must go into a player's pool prior to being placed onto any team. Once the playoffs start players may not switch teams if there unit has more than one team.

C. With the approval of the Intramural Sports Coordinator, squadrons, detachments or units with insufficient personnel assigned or present for duty may combine with other units in the same situation. This authority to combine will only be for the current season. The team cannot compete for commander's trophy points.

D. If an organization does not enter a team in the program, members of that organization may be assigned to participate with another organization entered in the program by requesting their intent to the Intramural Sports Coordinator. The Intramural Sports Coordinator will place these individuals in the players' pool. Once the season has started, the team with the least amount of players on their roster will have first choice of any additional players from the players' pool. The second option will be the team with the worst win/loss record, and so on. Personnel that work for a unit but are a spouse/dependent may choose which team he/she plays for.

E. A player whose team drops from the league or forfeits out must submit their name to the Intramural Sports Coordinator to be placed in the players' pool. This includes squadrons with two or more teams.

5. **FORFEITURE:** Teams will be allowed a five minute grace period from the scheduled game time to have the required number of players present for the game. Once the grace period has expired, the team without enough players will forfeit the game. Any team that forfeits two consecutive matches or three matches during the season will be dropped from the league. In the event this occurs during a round of scheduled events or a tournament, all other teams involved will be awarded a win. Using an ineligible player, if called to the attention of the Intramural Sports Coordinator before teams play their next regularly scheduled games, will be grounds for forfeiture.

6. **SPORTSMANSHIP:** Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct can be defined as fighting, using profanity, trash talking, taunting, and basically anything that could be considered to instigate a verbal or physical altercation. Coaches are reminded that they are responsible for their conduct as well as the conduct of their players. All unsportsmanlike conduct and fights will be reported to the Fitness Center Director.

7. **ROSTER:** Rosters must be typed and turned into the Intramural Sports Coordinator before the first match of the season. If the Intramural Sports Coordinator does not have a roster on file for a team, that team will forfeit every game until the roster is received and accepted by the Intramural Sports Coordinator. Players may be added to the roster during the regular season; however, no players may be added once the playoffs begin. Organizations may have unlimited rosters. All players can only play for one team.

8. **UNIFORM REQUIREMENTS:** Shoes with non-marking soles must be worn at all times while playing. No part of the military uniform, serviceable or unserviceable, can be worn while participating in the intramural program.

9. **SAFETY:** Each player must wear authorized protective eyewear. The player's racquet must have a band that goes around the wrist of their arm to avoid the racquet from flying out of the player's hand during play. Check and inspect court and equipment prior to play.

10. **POSTPONEMENTS:** A postponement will only be granted for power failures and squadron/base alerts that are MISSION ESSENTIAL. Unit picnics are not considered mission essential.

11. **MINIMUM NOTIFICATION OF CANCELLATION TIMES:** Any organization that fails to notify the Intramural Sports Coordinator prior to 1600 hrs on the day of the scheduled contest of their inability to play due to military commitment shall forfeit the game.

12. **MAKE UP DAYS:** All make up matches will be played after the completion of all originally scheduled games for the season. The Intramural Sports Coordinator will notify the coaches and unit sports representatives of the dates and times of all make up games. If the

outcome of the make up game(s) will not allow either team to qualify for the playoffs, the games will not be played.

13. **PROTEST:** Protests will be limited to rule interpretation and player eligibility only. All protests must be registered at the time of the incident. The individual protesting the game must provide a full account of the events in writing. **This action must be completed by the next down. In addition, the protest must be submitted in writing to the Intramural Sports Coordinator NLT 1200 hours of the following day. Failure to comply with the prescribed procedure will result in automatic loss of protest.**

14. **COMPOSITION OF PROTEST COMMITTEE:** The protest committee will consist of the Fitness Center Director, Intramural Sports Coordinator. Decisions by the committee cannot be appealed. The committee will only consider protests based on rule interpretation and player eligibility.

15. **EJECTIONS and DISQUALIFICATIONS:** If a coach or player is ejected or disqualified from a game, he/she will leave the immediate area (Fitness Center) which is considered within sight and sound. A player or coach who refuses to leave the area will forfeit the game for the team he/she is playing for. All unsportsmanlike conduct will be reported to the Fitness Center Director. A player ejected during a game is not eligible to play the next scheduled game. A player ejected twice during the regular season will not be eligible to play the rest of the season or the playoffs (decision to be made at the MSG/CC level). The only way a player who has been ejected twice may come back into the league will be by a letter from his/her commander with justification why the player should be reinstated. The reinstatement request will be submitted to the Fitness Center Director and will be voted on by a judiciary board. NOTE: Players fighting within the jurisdiction of the fitness center will be suspended automatically until the facts are reviewed and determination is made. Coaches will report all fights to the Fitness Center Director. Same standards apply for fighting as for double ejection. A disqualification can occur when a player participates on two different teams.

16. **OFFICIALS:** The players on the teams will be responsible for scorekeeping and officiating the games. Integrity is a must!

17. **EQUIPMENT:** All players are required to wear protective eye wear. Players can sign out protective eye wear, racquets, and racquetballs from the Fitness Center Staff.

18. **LEAGUE CHAMPIONSHIP:** The team(s) acquiring the best win/loss record at the end of league play will be declared league champions. All three way ties will be decided by a head to head competition, unless one team beat the other two teams during the regular season.

19. **PLAYOFFS:** If two leagues are formed, the top four teams from each league will be eligible for post season play. If only one league is formed, the top eight teams in that league will compete for the base championship. Competition will consist of a double elimination tournament. All players must have played in two regular season games to be eligible for playoffs.

20. PLAYING RULE SUPPLEMENT: The following rule supplement governs the league and tournament play.

A. **TEAMS:** Squadrons may have a roster of players; each team captain will be responsible to field an “A” and “B” player for competition. The “A” players from each team will play each other and the “B” players from each team will play each other. In the event of a tie, the “A” and “B” players will play a doubles match against their opponents “A” and “B” players.

B. A warm-up period, five (5) minutes is optional during match time, before the start of the game.

C. **SCORING:** Players will keep score of their games and inform the Intramural Sports Coordinator of the results. Scorecards will be passed out at the Fitness Center front counter. The scorecards must be completely filled out and turned in to the Fitness Center Staff immediately after the game.

D. Matches will be played best of three games to fifteen (15) points. The tiebreaker game will be played to eleven.

E. In singles matches, the server can stand in any part of the service zone. The server must bounce the ball on the floor and stroke into the front wall first and the ball must rebound over the short line without hitting the floor.

F. A legal serve can be either a straight rebound from the front wall or a combination with one side wall, hitting the floor past the short line. Any other type of serve is considered illegal.

G. There are three types of illegal serves:

(1) Short serve: a serve that does not rebound over the short line, or hits two (2) or more walls after being served.

(2) Foot fault serve: the server extends foot out of the service zone while serving.

(3) Player/side out serve: a serve that is hit into the floor, ceiling, side-wall before reaching front wall or rebounds back and hits server.

H. Serving in doubles: the teams that serve first get one serve only, and either player can take this serve. From this point on each team gets two serves with the same order each time up.

I. Receiving player or team must remain five feet behind short line until ball is served and cannot return the ball legally until it passes the short line. Any infraction results in player or side out. Two short serves result in side out.

J. Return of service: Receiving Position

- 1. The receiver may not enter the safety zone until the ball bounces or crosses the receiving line.

- 2. In making an "on the fly" return attempt; the receiver may not strike the ball until the ball breaks the plane of the receiving line. However, the receiver's follow-through may carry the receiver or the racquet past the receiving line.
- 3. Neither the receiver nor the racquet may break the plane of the short line, except if the ball is struck after rebounding off the back wall.
- 4. Any violation by the receiver results in a point for the server

K. Volley Play: Once ball is put into play, a volley continues until the player or side serving or receiving has returned the ball to the front wall and no return is made by the opposition. Player or team is allowed a clear view to execute a shot of the ball on all returns during a volley. If such a view or position is not given, a hinder should be called.

L. There are six types of hinders:

(1) Serving Hinder: shadow serves in which the served ball passes so close to the server's body that it impedes the view of the ball by the receiver. Serve that hits partner while he is in zone position against sidewall in the box.

(2) Return Hinder: balls that strike opponent.

(3) Volley Hinder: player is not given clear view or position for return shot, physical contact which impedes effort of player to return the ball.

(4) Avoidable Hinder: if a player has not given an opponent a clear view or position for return when he could have done so, he can call an avoidable hinder.

(5) Safety Hinder: if a player avoids returning the ball because of fear of hitting his opponent a hinder should be called. All hinders will be judgment calls, the outcome will be decided by both players.

(6) A court hinder happens when the ball bounces in the window located in the court, if this happens the play needs to be played over. If the ball hits the grate, which is located on the ceiling, and it bounces in a different direction, it is out of play.

M. Racquet control: if a player loses control of his racquet, time should be called after point has been decided, providing the racquet does not hit or interfere with ensuing play.

N. Ball play: if a ball breaks during volley, play is immediately dead. Ball is to be hit with racquet in one or both hands. As a safety factor, the thong must be around the wrist at all times of play. If a ball is touched with hand, arm or any part of the body during play it is side out or point. In doubles if a player swings and misses the ball his partner may attempt to return the ball legally.

O. Conduct of the Game: Deliberate delays exceeding ten seconds by the server or receiver shall result in an out or point against the offender. During a game, each player in singles or each team in doubles, while serving or receiving may request a time out for a towel, wiping glasses,

change or adjust equipment. Each time out shall not exceed thirty (30) seconds. No more than three time outs shall be allowed.

P. Injuries: no time out shall be charged to a player or team who is injured during play. If an injured player is not able to resume play after his rest of fifteen minutes, the match shall be awarded to the opponent.

Q. Rest: a two minute rest period is allowed between the first and second games, at which time the players should not leave the playing area. A five minute rest period is allowed between the second and third game.

21. **AWARDS:** A trophy and T-shirts indicating the team's accomplishment will be awarded to the first place team. A maximum of 15 t-shirts will be awarded to the team. The second place team will be presented with a trophy.


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