

PLAYER ELIGIBILITY

Participation is limited to currently-enrolled, SUNY New Paltz students, faculty members, and full-time staff.

In order to participate in an Intramural contest each player must present their validated NP ID.

SCORING

Points are only scored by the player or team in service. Fifteen points constitutes a game.

A match victory consists of a player winning 2 out of 3 games, winning by two.

SERVING

The server can stand in any part of the service zone. He/she must bounce the ball on the floor and stroke it to the front wall first, and the ball must rebound over the service line without hitting the floor. The legal serve can be either a straight rebound from the front wall or a combination with one side wall, hitting the floor past the service line. Any other serve is illegal. There two types of illegal serves:

- "short" or "long" which allows for a second serve.
- serve that results in a side-out -- serve which hits the side wall first and serve which hits the server on its backward flight.

In doubles, the side starting each game is allowed only one hand-out (only one serve). Thereafter, in that game both players on each side are permitted to serve until a hand-out occurs. The service order established at the beginning of the game must be followed throughout the entire game. The server's partner must stand within the server's box with his back to the side wall, both feet on the ground or just outside the court by the service line, until the ball passes the short line on the serve.

RECEIVING

Receiving player or team must remain five feet behind the service line until the ball is served and he/she cannot return the ball legally until it lands on or passes over the service line.

Long serve - the receiver has the option of playing a long serve. If his partner calls the ball long, a second serve is allowed or hand-out.

Players may hit the ball on either the volley (as long as he remains 5 feet behind the short line) or on one bounce, and can return it to the front wall with any combination of walls as long as the ball does not touch the floor before hitting the front wall.

GAME PLAY

Once the ball is put into play, a rally 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. Each team is allowed a clear view and room to execute a shot on the ball on a return during a volley. Interference is considered a hinder and the point is played over.

- Service 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.
- Returns: ball that strikes the opponent.
- Rally hinder: player not given a clear view or position for return shot. Physical contact which impedes effort of player to return ball.
- Safety hinder: if player avoids returning ball because of fear of hitting his opponents with the racquet, a hinder call should be made.

If the ball is touched with a hand, arm, or any part of the body during the return, it is an out or a point, as the case may be.

In doubles, if one player swings and misses the ball, his partner may attempt to return the ball legally.

EQUIPMENT

Safety eye wear is strongly recommended, but not required, during all games.