



Bloomsburg University Intramural Sports Program

IM Sports – RACQUETBALL LADDER RULES

Conduct and Disqualification: Good sportsmanship is essential in Intramural Sports contests. If there is a sportsmanship problem during a match please report it to the Intramural Sports Office. Players may be suspended if the conduct is verified and determined to be unacceptable within Intramural Sportsmanship standards. While on suspension, the participant is not allowed to participate in any Intramural Sports-sponsored sport, special event, or activity.

Rules of the Ladder:

The ladder is intended to give players the opportunity to play with a variety of players in a competitive, but friendly atmosphere.

1. **Equipment:** Intramural Sports does not provide any racquetball equipment, but players can borrow equipment from the Student Recreation Center (SRC).
2. **Field of Play:** After challenging another player who accepts, both players must find a time that works best for both of them. The time must be mutually agreeable with both players. All games must be played at the SRC. The SRC is open 6am-11pm Monday-Thursday, 6am-10pm Fridays and 11am-10pm on Saturday-Sunday.
3. **Duration of the Season:** The Racquetball Ladder Tournament will be open to challenges from Monday, November, 2010 through Thursday, December 2nd, 2010.
4. **Ranking:** To determine starting positions on the ladder, players will be drawn at random. The initial rankings will be made available after the Captain's Meeting. This ranking will be sent out to all players and will be updated and sent weekly on Fridays. Any players who add after the first week will be added to the bottom of the ladder.
5. **All players must play the first week of competition as follows:** Position 1 vs. 2, 3 vs. 4, 5 vs. 6 and on through each ladder. After this first match you can challenge someone who is one or two steps above you on the ladder. If there are an odd number of participants in a ladder, the bottom player can challenge either of the top two players above him/her.
6. **Challenging:** *You may only challenge two players per week and accept two challenges per week.* First, the challenger obtains the name and telephone number and email address of the player (one or two steps above) they wish to challenge. Then call or email and agree upon a match time within three days.
 - A list of all participants' names, phone numbers, and e-mail addresses will be emailed out to all participants.
 - The match must be played within three (3) days of the challenge or the challenger takes the position of the challenged.
 - Please respond to challenges as soon as possible to allow for more matches to be played. When challenging, you may only challenge within two positions above or below yourself on the ladder. For example, if you are 8th on the ladder, you may only challenge the 6th, 7th, 9th, and 10th, place players. Invalid challenges may be played, but are not used in adjustment of ladder position.
 - You may decline a challenge if a) you've already challenged and/or been challenged twice that week; or b) you have defeated the challenger within 13 days. You cannot challenge the same person in the same week; or c) you have played the challenger 3 times already. If a player fails to respond to a challenge or declines a challenge due to reasons not outlined above, they will lose by default.
 - If a player does not challenge or accept challenges within a 2 week period, they will be placed at the bottom of the ladder.
7. **Moving up the ladder:** When a higher seed loses the winner will replace that individual, and the loser moves down one spot. Everyone in between the players will also move down one spot. For example, if player #3 challenges player #1 and wins, then player #3 will take the #1 seed, player #1 will move down to the #2 seed and player #2 be bumped to the #3 seed. If you challenge and lose, no one moves.

8. **Ladder Updates:** The ladder will be updated weekly and sent out every Friday afternoon. If there are any disputes to scores reported, please e-mail or call the Intramural Sports Office as soon as possible. All defaults and disputes will be approved by the Intramural Sports Office.
9. **Winners:** are determined by winning two (2) of three (3) games. Games one and two will be played to 15 points. The third game (a tiebreaker), if necessary, will be the first player to score 11 points.
10. Please announce the score before every serve.
11. Replay any disputed call or play.
12. **Score Sheets:** Before each match, pick up at the IM Office a racquetball scoring slip. The match score must be reported by the winner to the IM Office before positions on the ladder are changed.
13. Players are encouraged to play at least once per week.
14. **Season Length:** Ladder play will last approximately four weeks. The top four players (this may vary depending on how many in the ladder) in the ladder will then play a single elimination tournament to determine the championships.

Any problems or questions should be referred to the Intramural Director, Tony Dreckman adreckma@bloomu.edu 570-389-5289.

Tips for Greater Enjoyment: A new member on a challenge ladder may find that the first one or two matches played on the ladder appear to be mismatches (in terms of skill levels). Don't be discouraged -- as the season progresses, the ladder sorts itself into order. You will soon discover other members with whom you can play comfortably. In addition to the relative rankings, you may find it useful to look at the results of specific matches. This can give you a further clue to the levels of other players, and gives some indication of players that you may want to challenge. So don't just sit there - join the ladder! Like you, the other members of your challenge ladder are eager to play. And, regardless of your frequency or level of play, there are racquetball matches waiting for you!

You can contact the Intramural Office at 570-389-4885 or email adreckma@bloomu.edu