

For More Information
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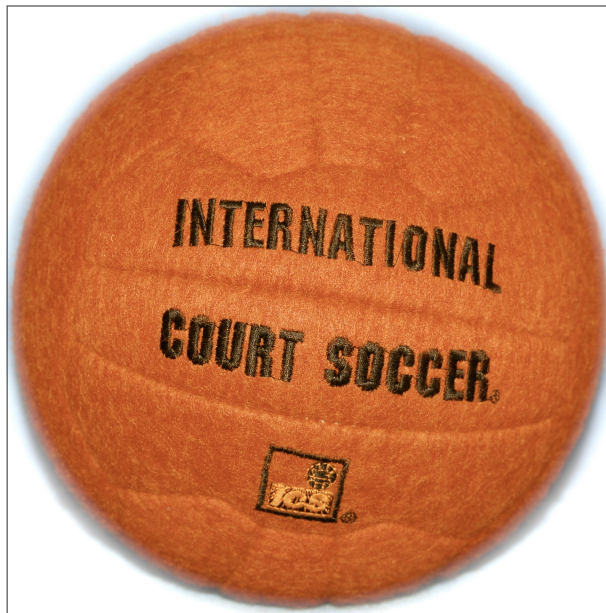
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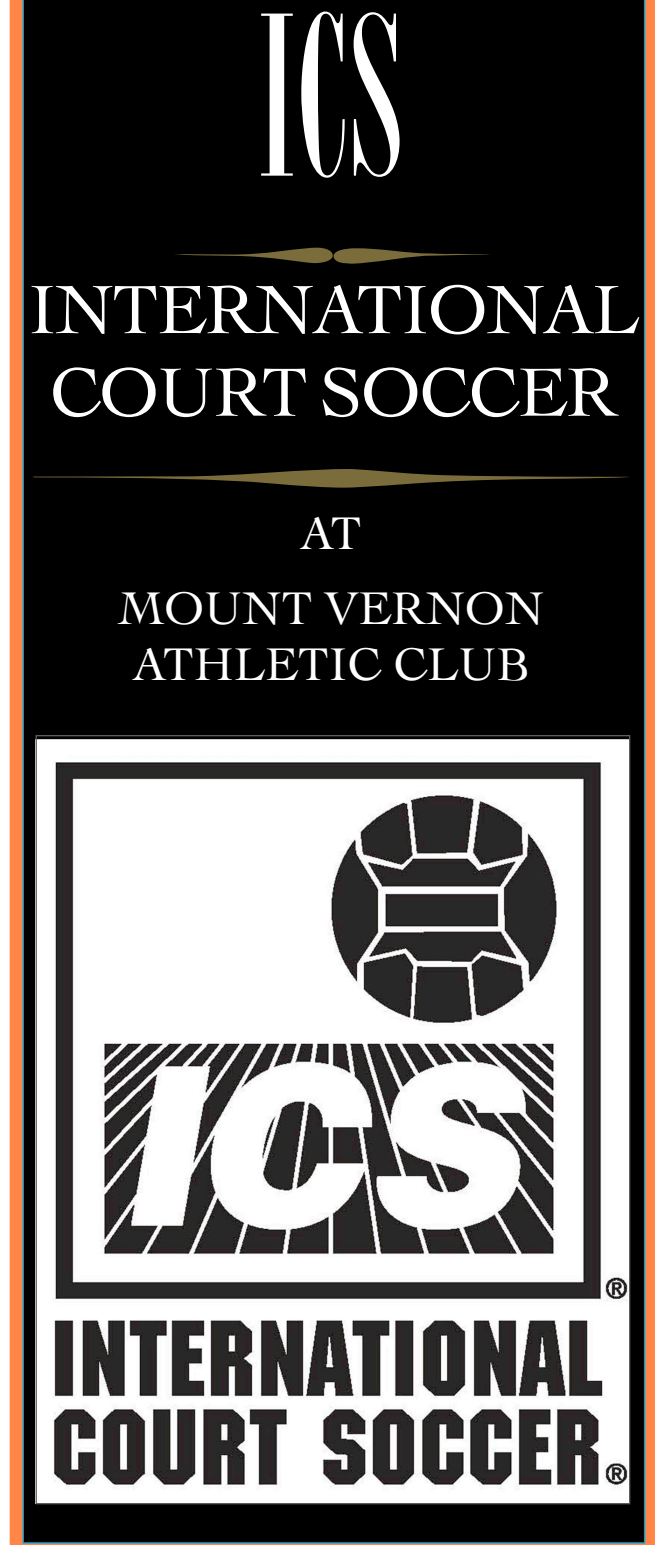
Mount Vernon
Athletic Club

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International Court Soccer (ICS)

at Mount Vernon Athletic Club

Rules of the Game

The game is played on a regulation Racquetball Court.

Ball must be approved by International Court Soccer.

Coin flip determines server. Loser of game serves first next game. Match is best out of three games.

Serve is initiated inside the “servers box”. Server must start with both feet in the servers box and kicked against front wall. Ball may strike either sidewall or ceiling after striking front wall. Ball must return past back line of servers box before striking the floor (if not serve is repeated). Ball must bounce once before striking back wall. Server is given two chances to serve correctly. Serve is then turned over to opposing player.

A service bounce is when the ball is bounced and kicked after it has reached its maximum height and is on its decent to the floor. A drop kick is NOT permitted.

Ball must be returned before or after one bounce on floor. Ball may not strike twice before being returned. Receiving player is allowed three touches of ball with any part of body except hands or arms. Ball may be played off back and/or side wall, and/or ceiling to oneself with wall or ceiling not counting as a touch. Once return play is initiated ball may not strike floor before striking front wall.

Only server can score points. Point is scored when serve is not returned to front wall in accordance with rules. After playing ball, player must make effort not obstruct or block ball from opponent. Obstruction results in replay of point.

If ball is returned and strikes opposing player before striking front wall point will be replayed if ball had chance of reaching front wall.

Game will be played in a sportsman-like way.

Any questionable point should be replayed.

Ball may not be trapped against wall(s) by players.

Non-marking shoes must be worn.

Game is played to ten points. Game must be won by two points.

Players accept responsibility for any injuries that may occur in playing the game.

Club accepts responsibility for keeping courts in safe and playable condition.

Rules for 2v2 Play

All of the above rules apply.

Serve is rotated between teams and rotated between players on each team. As in Team A player #1 serves until serve is lost. Team B player #1 then serves until serve is lost. Same for player # 2.

Returning team is allowed three touches total between the two players.

Only the server is allowed in the servers box.

The three other players must be behind back line of servers box.