

COURTESY SPORTS

The Future of Racquetball

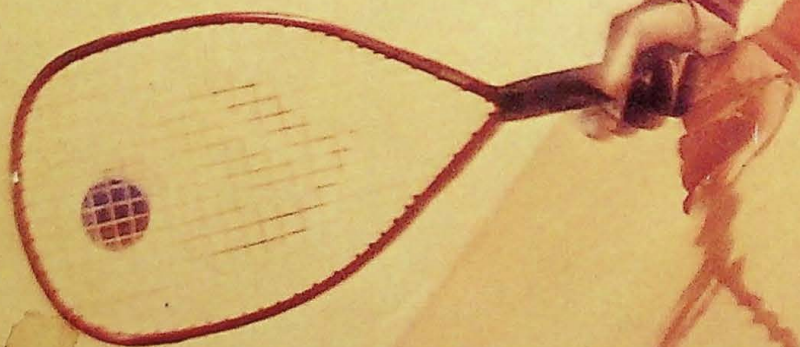
1994/95 Racquetball Catalog

all new products
for 1995

official AARA
rules

the new
style of
racquetball gear

what is a
courtesy sports
event?



elite team player profiles inside!

Courtesy Sports



*Courtesy Sports is committed to being the nation's most successful racquetball retailer and event promoter. Our customers will receive the widest selection of products at the **Guaranteed Lowest Prices**. We will achieve success by providing the industry's best customer service and through ongoing support of the game of racquetball.*

Courtesy Sports is proud to offer you the best in racquetball equipment and service. Since 1986 we have seen increasing growth and expansion to the point where we are distributing equipment to every state in the nation and six foreign countries. We are proud of our dedication and support for the game of racquetball.

We have gone to great lengths to offer a complete selection of quality products from manufacturers who are committed to racquetball and their customers. We have chosen not to represent any company in which we do not have great confidence in their ability to service their customers and their desire to stay strong in the racquetball industry. In selecting manufacturers, we look for quality products, fair prices, solid track records and stable ownership and management. We want all of our manufacturers to be available to our customers as long as we will be.

As a Courtesy Sports customer, you have access to our Demand a Demo program under which you may try out any of the racquets in our line before you buy. The **Demand a Demo Program** is explained in detail on page 3. You can also be assured that we will sell you any product in this catalog at the lowest price available in the nation. Under our exclusive **Plus 5 Guarantee**, we will beat any competitor's lower price by 5%. All it takes is a simple phone call and we do the rest! Details can be

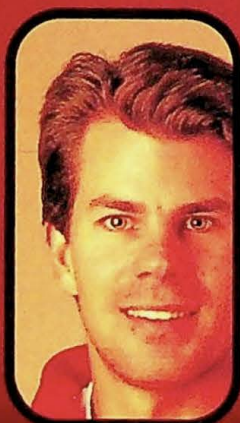
found on page 3. Our staff of trained specialists are racquetball enthusiasts with the expertise to answer or find answers to nearly any question. Whether you want to know how to install a grip or check a string tension, our staff will be happy to help. Once you place your order, it is packed and shipped within 24 hours. Your order is then shipped UPS 2-Day Air to your home or office. Next day service is also available upon request.

In addition to providing the finest equipment and service at the guaranteed lowest prices in the nation, Courtesy Sports has become known for presenting some of the country's finest tournaments. The Elite 8 Tournament (page 24) was held in Mountain View, CA, and brought some of the game's best talents to a recreational tournament and created an environment where the pros could have fun and interact with other participants and spectators. The event was a huge success and we look forward to bringing the Elite 8 to other events elsewhere in the country. We are also actively involved in promoting junior racquetball through the Killshot Kids program and juniors only tournaments, and sponsoring elite players who are active promoters of the game. Team Courtesy includes some of the nation's finest players and ambassador's. Players such as John Ellis, Michael Bronfeld, Sudsy Monchik, Eric Muller, Tim Sweeney, Todd O'Neil, Gerry Price and Marty Hogan.

Inside this product guide you will find many resources, products are arranged by type (racquets, gloves, etc.) and manufacturer. Related accessories have been placed in sections with the complimentary products. Also included are the AARA Rules of Racquetball. We are determined to see our great sport grow and prosper and we wish you all the best from all of us at Courtesy Sports - The future of racquetball.



Michael Bronfeld -
1994 National
Singles Champ



Tim Sweeney -
1994 Intercollegiate
National Champion



Sudsy Monchik -
1994 Pro
National Champion



John Ellis & Eric Muller -
1993 National Doubles Champions

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Courtesy Sports' new line in racquetball apparel

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Your Courtesy Sports order will be delivered by UPS anywhere in the continental U.S. in 2 business days for just \$5.95 per shipment; your order may include up to twelve cans of racquetballs and all other product without additional charges. Place your order by 2pm P.S.T. and we will ship it out the same day. Orders placed after 2PM on Friday will be shipped out Monday and delivered by Wednesday. If you live in Northern California, most orders are received in one business day.



Through Courtesy Sports' exclusive "Demand A Demo" program, you can try out any racquet we sell before you buy. Simply call us and we will send you any two racquets to try for two days. Demos will be shipped 2nd Day Air and you may return them any way you like. Each demo shipment will cost you \$10 and you will receive 10 "Demo Dollars" to use toward the purchase of any racquet (1 Demo Dollar = \$1 US). Demo as many racquets as you like, there is no limit on the number of Demo Dollars you may use. Your Demo Dollars are valid within 90 days of your demo. If you are near our store, you may pick up your demos and try them out absolutely FREE!

NOTE: Due to the high demand for our demos, demos which are shipped back late will be subject to a \$5 per day charge.

At Courtesy Sports, we will guarantee that you will pay the lowest price in the nation on every item we sell. Here's how it works. Find any identical item priced lower at any Authorized Dealer in the country and Courtesy Sports will beat that price by an additional 5%, up



to 30 days after your purchase. Competitor must have item in stock, including size and color, at the time of purchase. If the item is not in stock, Courtesy Sports will gladly match the competitor's price. Guarantee does not apply to close-outs and liquidations.

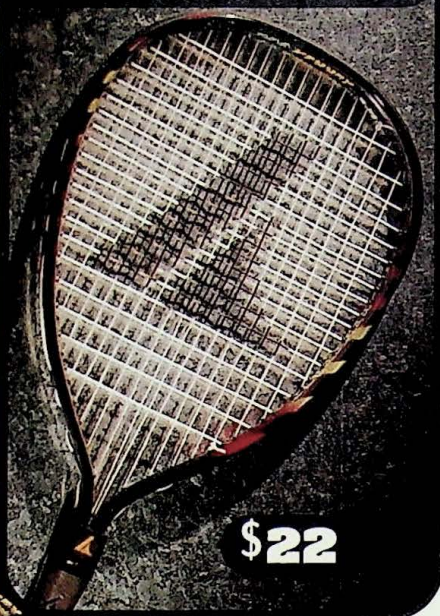


He got the ball, but not the match.

Pro Kennex

Vanguard

The superior strength of the Vanguard's Aluminum frame proves unmatched durability in an entry-level racquet while the large sweet spot will give beginner players the control and power they need to develop their confidence and improve their game.



\$22

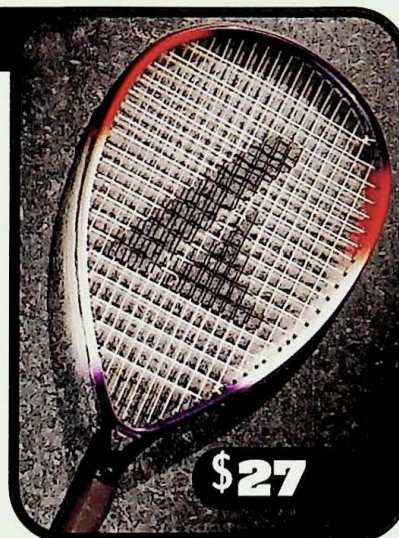
\$46

Innovator ULX

This conventionally shaped widebody racquet with a 95 square inch string area is constructed of 60% UHM graphite and 40% fiberglass to provide power for the intermediate player.

Vision

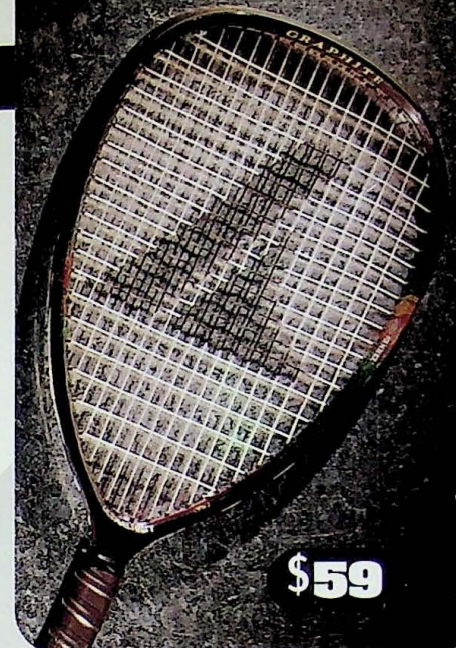
This aluminum frame utilizes the same Innerbeam frame geometry found in the Innerbeam ULX. The integrated graphite throat piece gives the intermediate player the power and feel they need to win.



\$27

Innerbeam ULX

The unique inner ridge along the inside circumference of this racquet's frame provides increased rigidity and power. The ridge also improves the racquet's aerodynamic maneuverability. A frame construction of 70% UHM graphite and with 30% fiberglass provides optimum control with good power for the advanced-intermediate and advanced player.



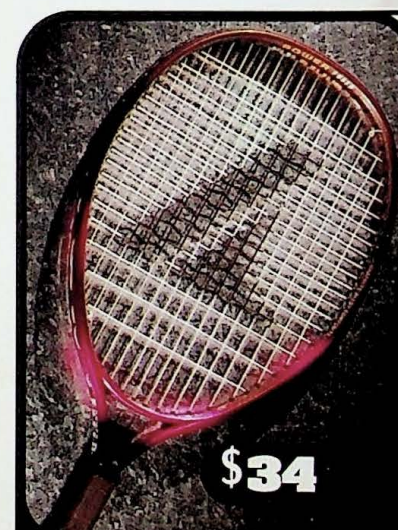
\$59



\$5.99

Pro Kool Headband

The tie in back headband stays cool while you play! Just tie it on and the unique jel cap material stays cool on your head for hours.



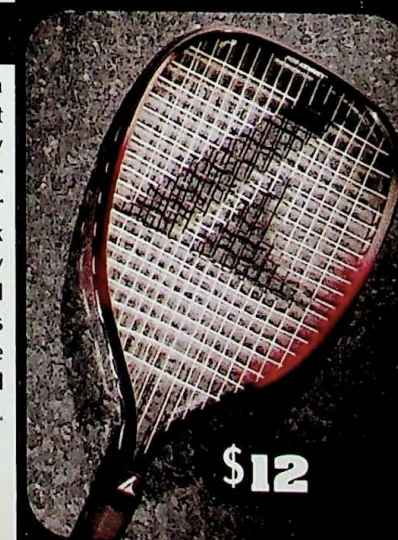
\$34

Courtesy Sports Marty Hogan Classic

A Courtesy Sports Exclusive! 100% High Modulus Graphite is hand-laid to create a powerful racquet from a traditional frame. This racquet comes from us with 17g Technifibre® strings strung to your specifications. Due to its unique multifilament construction, Technifibre string offers the greatest playability and durability available. Also included, the Python Rubber Grip which will enhance the feel of any racquet.

Blaster

This racquet has a fracture resistant Aluminum Alloy frame. Its smaller size is great for quick maneuverability and is designed for entry players who require lightness and durability.



\$12

\$126



Call Me
to Place Your Order
1-800-729-1771

Asymmetric 110

The best of the Pro Kennex line, the ASM-110 utilizes Pro Kennex's patented asymmetric frame technology to minimize vibration and maximize control. The asymmetric frame's thickness varies from one quadrant to the next creating a larger sweetspot and virtually eliminating vibration. The 110 square inch hitting surface yields tremendous power from an exceptionally stiff frame constructed of 100% Ultra High Graphite (UHM). At a mere 210 grams, this racquet is powerful yet agile for the expert player.

\$126

Power Fused

Unique Fusion technology combines a lower frame and handle built from High Modulus graphite and fiberglass with a durable aluminum upper frame for a lightweight, inexpensive racquet with enough power for an intermediate player.

Asymmetric 95

The smaller cousin of the ASM-110 is constructed with a tear drop frame for enhanced control and maneuverability. An asymmetric frame is home to 95 square inches of string power. Constructed of 80% UHM graphite and 20% fiberglass the ASM-95 provides plenty of controllable power for advanced and expert players.

#5
Guarantee

\$99



175g

The lightest racquet in our line, this 175gram racquet gives the expert player exceptional quickness and power. Double Power Wedge frame constructed from High Modulus Graphite and High Modulus Tworon yields a 103 square inch string area. ProPower Balancing puts more weight at the racquet's head to maximize power.

\$149

190g

Designed to give the advanced player power and quick hands, the 190g offers a 103 square inch Double Power Wedge frame constructed from High Modulus Graphite and High Modulus Tworon. The 190g utilizes Power Balancing developed for the 175g.

\$114

+5
Guarantee

Laserspeed 6000 Lite

The 6000 weighs in at just 200 grams and gives you exceptional quickness. Double Power Wedge frame constructed from 70% High Modulus Graphite, 10% High Modulus Tworon and 20% Graphite is stiff and lightweight. The 108 square inch string area provides the expert player with tremendous power.



\$108

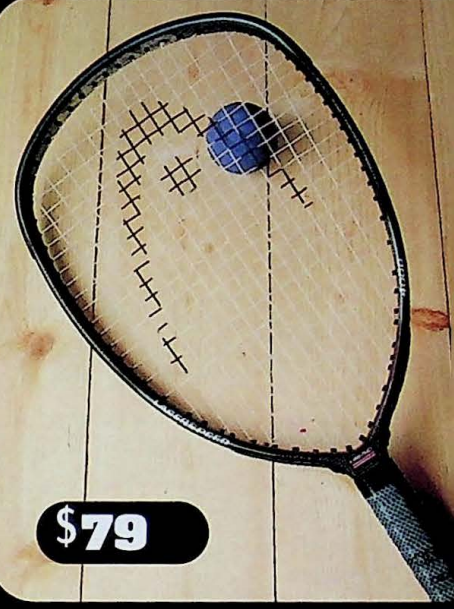


\$78

Laserspeed 4000

100% Graphite Double Power Wedge frame hold 108 square inches of string and will give you all the power you desire. Good vibration control makes this racquet comfortable when hitting the ball hard.

Head



\$79

205g

Lightweight 103 square inch frame gives the strong club player great control and quickness. Performance Balancing and Double Power Wedge generate maximum power from this mid-line racquet.

Laserspeed 1000

The Laserspeed 1000 offers the intermediate player all the benefits of the double power wedge frame and oversize power with added control derived from a graphite and fiberglass composite frame.



\$42



EKTELON'S NEW ARC₂ TECHNOLOGY

ARC₂ CREATES TWO GEOMETRIC ARCS WITHIN THE RACQUET'S PROFILE TO PROVIDE 18% MORE POWER AND 20% MORE CONTROL THAN CONVENTIONAL RACQUETS.

THE POWER ARC RUNS THE LENGTH OF THE RACQUET AND INCREASES THE WIDTH OF THE FRAME AT THE TIP OF THE RACQUET. THE FLEX ARC TAPERS AND THINS AT THE FRAME AND THE THROAT. THE ARC₂ TECHNOLOGY EFFECTIVELY SHIFTS THE RACQUETS FLEXIBILITY FROM THE RACQUET'S HEAD TO THE THROAT WHILE INCREASING TORSIONAL STRENGTH.

Fusion™ Arc₂ Graphite

The premier racquet in the Ektelon line, the Fusion delivers more power than any other racquet. Hand laid, high-modulus graphite helps the expert player out perform the competition.

The modified quadraform headshape that has made Ektelon the best selling high end racquet in the world.

\$176



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1-800-729-1771



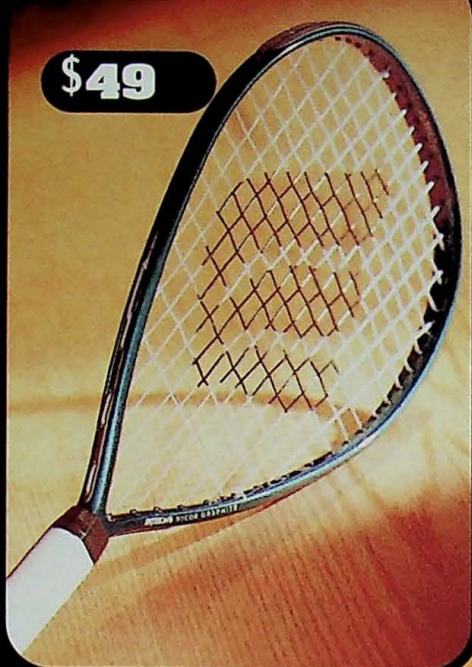
Cyber™ Arc₂ Graphite

Place your shots where you want, when you want. The Cyber provides power and control for the advanced tournament player. Hand laid graphite on a modified teardrop frame provide extra touch and feel to this power racquet.

\$127



\$49



Sycor™ Arc2 Graphite

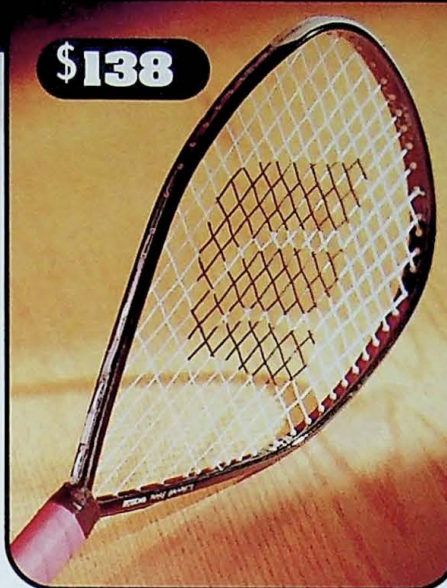
Hand laid graphite around a fiberglass core produces a racquet with superb all around playability. The Arc2 technology applied to the modified teardrop frame will give the intermediate player plenty of control and power.

Rage™ Arc2 Litening™

The premier racquet in Ektelon's ultra-light Litening™ series of racquets, the Rage's elongated quadraform frame yields 98 square inches of hitting surface and is constructed from High Modulus graphite and takes full advantage of Ektelon's Arc2 technology. At only 215 grams the Litening series is the most maneuverable of all the Ektelon racquets.

Ektelon

\$138



\$41



Tronic™ Arc2 Graphite

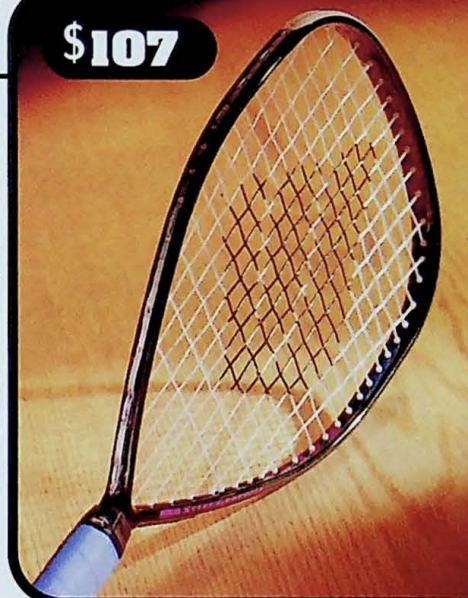
Hand laid graphite around a fiberglass core produces a racquet with superb all around playability. The Arc2 technology applied to the quadraform frame will give the intermediate player plenty of control and power.



Xcess™ Arc2 Litening™

\$107

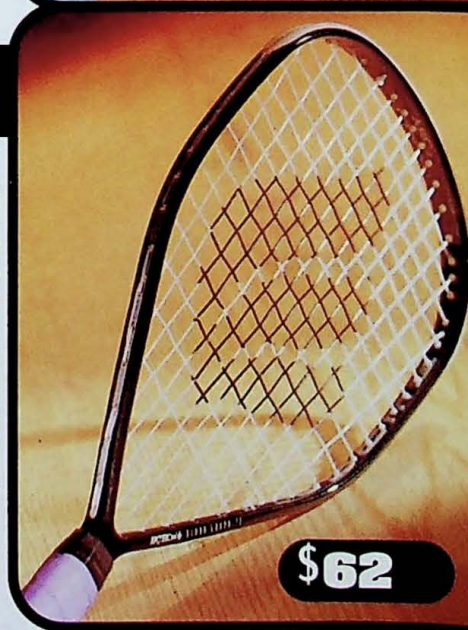
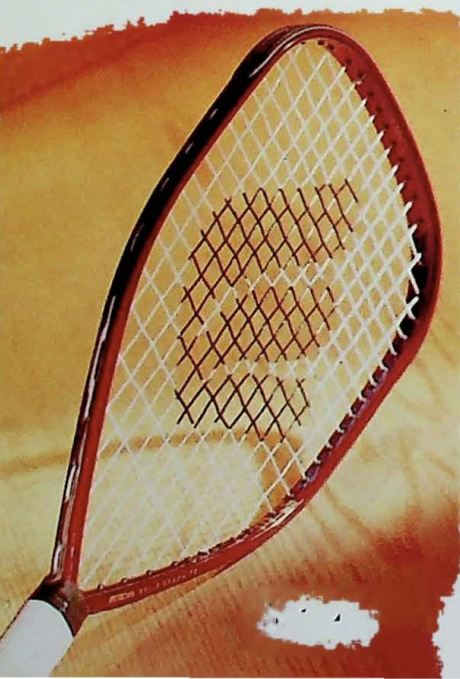
A quadraform headshape and 98 square inch stringing area provide the expert player with power and maneuverability. The Cushion Response System™ absorbs shock and gives you the solid feel identified with an Ektelon.



Neuro™ Arc2 Litening™

A modified quadraform head shape and graphite frame construction will give the advanced-intermediate tournament player all the control needed to win. With Arc2 ultra-light frame technology this racquet is a gift to the quick, control oriented player.

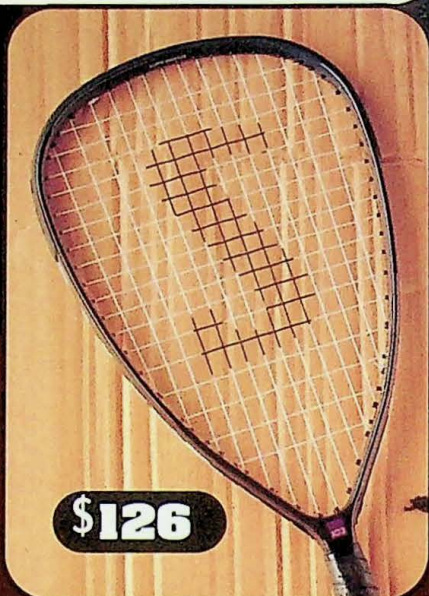
\$62



Helix™ Arc2 Graphite

Advanced players will appreciate the power generated by this racquet. The Helix shares the Arc2 technology and Quadraform head shape that gives the Fusion its power. The Cushion Response System™ built into the racquet's handle and grip system reduces vibration so the racquet stays comfortable from the first game to the last.

Spalding



\$126

Assault Light

The same shape and size as the Assault, the Assault Light is made from 100% High Modulus Graphite and weighs in at only 225 grams. Backed by Spalding's exclusive 2 year frame warranty.



\$72

Rival

60% graphite and 40% fiberglass give the advanced club player power and control to take on any opponent. Large head size and light weight make this racquet one of the most powerful racquet in its class.



\$114

Assault

An elongated tear drop shaped power racquet. The Assault is constructed from 100% High Modulus Graphite and offers a 103 square inch hitting surface. Backed by Spalding's exclusive 2 year frame warranty.



\$109

Thunderheat

The Thunderheat is Spalding's most powerful racquet. With 100% High Modulus Graphite construction, 107 square inches of string power are available from the 225 gram frame. Slightly headlight, the Spalding racquets are slim and quick and are backed by the industry's only 2 year manufacturer's frame warranty.



\$239

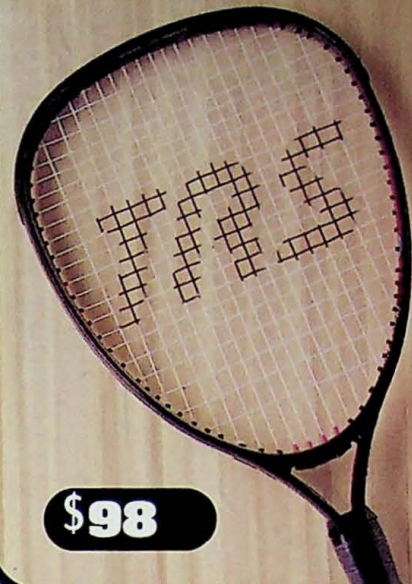
Bad Influence

Super-light 205 gram frame constructed from 100% hand layered carbon fiber yields 100 square inches of strength and power. Tecnifibre 505 17 gauge strung to your specs generates extra power and control. The Python rubber grip will help you constrict the competition.



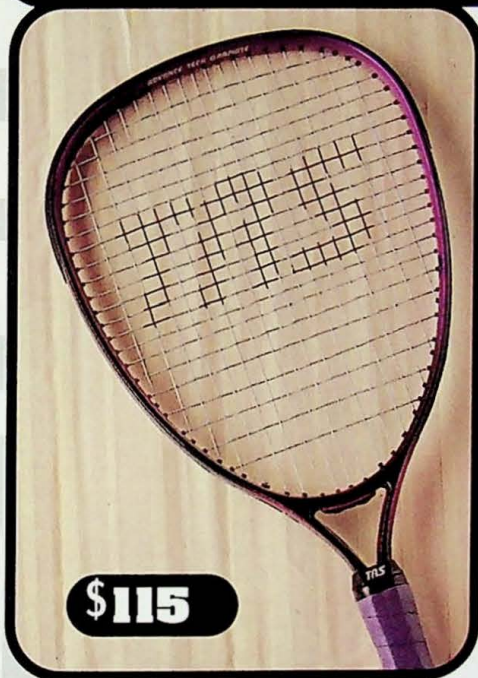
Phase I

Advance Tech Graphite and Fiberglass produce high end power with extra control and feel. 104 square inches enlarge the racquets sweet spot without adding to the racquet's 205 gram weight. Slightly shorter handle than the Bad Influence yields greater head control.



\$98

Transition



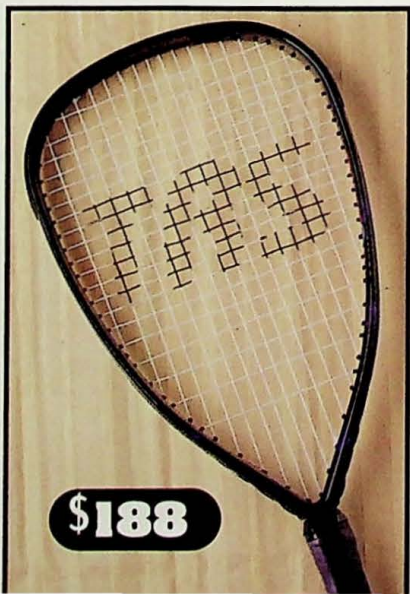
\$115

Phase I Ultra-light

This 104 square inch frame weighs in at a mere 195 grams and is constructed from cross layered carbon fibers. A great racquet for any advanced player seeking a lightweight racquet.

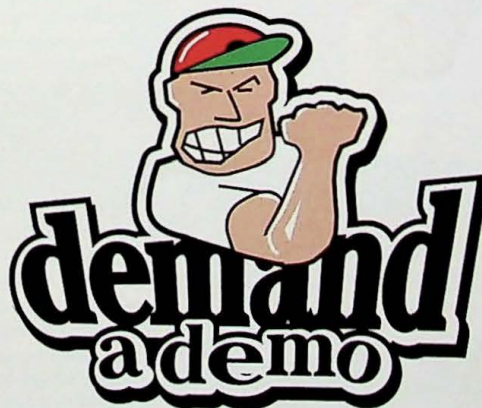
Phase II

Strong and versatile racquet for the advanced club player seeking control. 17g string and 210 gram weight give this racquet exceptional playability.

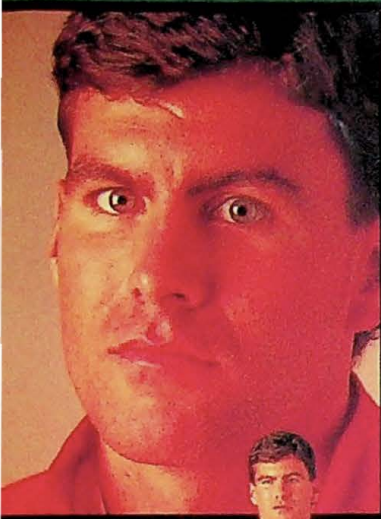


\$188

NEW ICE racket \$189



Elite Team Courtesy PLAYER PROFILES



DOB 4-29-67
Home: Dallas, TX
Swings: L
Nickname(s): Teddy & Jelly Donut.
Titles and accomplishments: 1994 Pan-Am Doubles Champion, 1993 Olympic Festival Doubles Champion, 1990 Intercollegiate Champion, 1986 World Doubles Champion, 1986 Junior National Champion.

Biggest Win: Pan-Am games in Buenos Aires, Argentina last March. "The tremendous crowd intensity really fired us all up."

Lowest Point: "National singles in Houston every year."

Most Difficult obstacle to overcome: "Lack of focus," hangin' out with the guys

(tough to be fierce in the court) and having trouble getting the fire back. Ben and Jerry's Mint and Oreo Cookie Ice Cream."

Outside Interests: Golf, In-Line Skating, Cycling, Food.

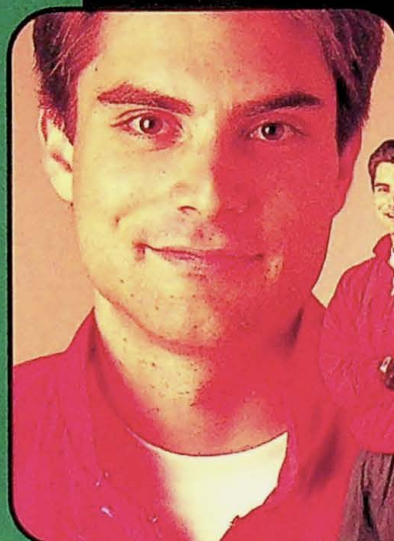
Greatest Competitive Strength: Remains cool under pressure.

What the pros say about Todd O'Neil: Silky smooth, efficient, deceptively fast, steady, some of the best angle passes in the game.



Todd O'Neil

Michael Bronfeld



DOB 4-12-67
Home: Carmel Valley, CA
Swings: R

Nickname(s): Eddie Munster & Brillo
Titles and accomplishments: 1994 AARA National Champion, 1993 World Games Champion, 1988-89 19 and over National Champion, 1988 Intercollegiate Champion

Biggest Win: 1994 National Championships. "I qualified for the Pan-Am games which had been a goal of mine for about 10 years."

Lowest Point: 1989 Intercollegiate Championships. "I lost in the second round trying to defend my title."

Most Difficult obstacle to overcome: Attitude. "I was a real screamer/yeller. I had to learn to settle down and focus. I got too down on myself."

Outside Interests: Movies, travelling, being out in nature, all sports.

Greatest Competitive Strength: Mental toughness. "I know I am never out of a game. I always believe that I can come back to win when I am behind."

What the pros say about Michael Bronfeld: Complete player, you have to play very well to beat him, great hands, controls the atmosphere on the court and can take your edge away, knows how to win, hairy legs.



DOB 8-7-72
Home: Overland Park, KS
Swings: R
Nickname(s): Meul-Heisen & School-Boy
Titles and accomplishments: 1993 & 1991 AARA National Doubles Champion, 1992 World Doubles Champion
Biggest Wins: 1993 National Doubles. "A tough draw we had to get through to win." Beat Cliff Swain in Boston during a four-man exhibition at Cliff's home club."
Lowest Point: 1993 and 1994 National Singles. "I undertrained and played poorly."
Most Difficult obstacle to overcome: "Always working on making that first step faster."

Outside Interests: Business, sales of corporate sponsorships for the IRT Pro Tour.

Eric Graduated Suma

Cum Laude from Boston University and will attend Harvard School of Law this year.

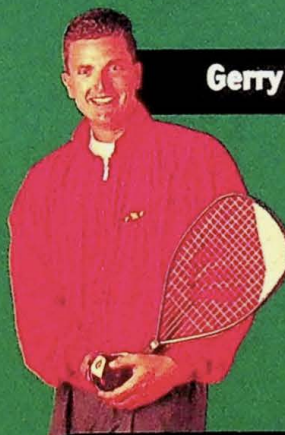
Greatest Competitive Strength: Ability to adjust to opponent. Desire and Tenacity.

What the pros say about Eric Muller: Great forehand and quick hands, Jekyll and Hyde—he is a nice guy off the court but on the court he is vicious & frustrating. Known for his forehand pinch from the right side.

Eric Muller



Gerry Price



DOB 7-17-66
Home: San Ramon, CA
Swings: R

Nickname(s): GP aka Gomer Pile

Titles and accomplishments: 6-time Junior National Champion, National Catalina Open Champion, 10-time World Firefighter Champion.

Biggest Win: Back to back wins at Wyoming Pro Stop.

Lowest Point: "When I decided to stop playing the Pro Tour full time to continue my education."

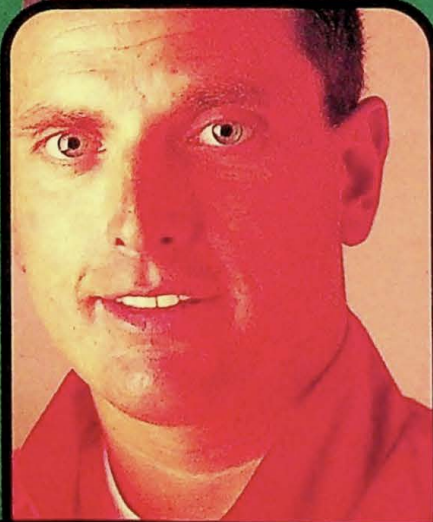
Most Difficult obstacle to overcome:

"Generating the ability to give 100% all the time and never let-up against anyone. I used to be afraid of looking like I was trying everything to win, when I still might lose. I had to learn that the only shame in losing is to not give it everything you've got."

Outside Interests: Water/Snow skiing, Softball, Kickboxing, being hysterical and sarcastic.

Greatest Competitive Strength: "Desire to win even if I have to break a part of my body."

What the pros say about Gerry Price: He has been there and done it all. Phenomenal backhand (esp. the b/h splat from deep), quick racquet, one of the most respected and popular players in the game.



John Ellis

DOB 10-4-72

Home: Stockton, CA

Swings: R

Nickname(s): Mr. TI XXX, Elli & Abu

Titles and accomplishments: 1993 AARA National Singles Champion, 1993 & 1991 AARA National Doubles Champion, 11-time AARA National Junior Champion

Biggest Win: "Semi-final match vs. Tim Sweeney at the 1993 Nationals. I was down 11-7 in the second game with Sweenys serving (Sweeney won the first game) when I took a time out. After that, I don't remember what happened." Ellis killed Sweeney's next serve with a crushing backhand and went to the service line. John served seven straight aces before Sweeney got the serve back at 14-11. Ellis got the serve back again and aced out the game. Ellis went on to win the tie-breaker and the tournament.

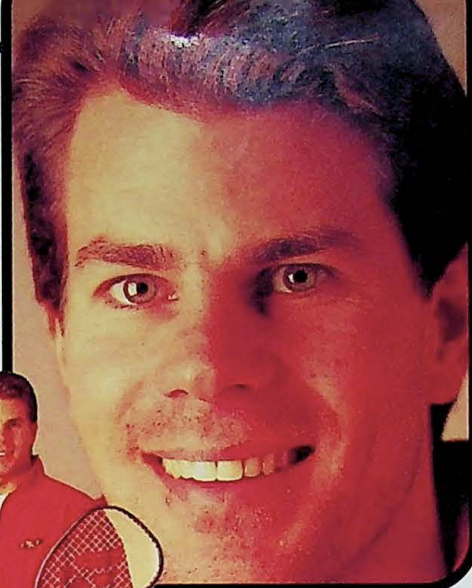
Lowest Point: 1993 VCI Pro Stop in Baltimore. "I lost in the first round of the tournament. I was burned out and needed to find myself, establish focus and begin the drive..."

Most Difficult obstacle to overcome: "Becoming a complete player rather than just a power player."

Outside Interests: Hoops, Jammin' to the Rasta Vibe, shootin' bull with others.

Greatest Competitive Strength: "I hate to Lose"

What the pros say about John Ellis: Photon Serve, could become one of the greatest ever, he hates to lose, great head for the game, short but tough.



Tim Sweeney



DOB 6-3-67

Home: Chicago, IL

Swings: R

Nickname(s):

Sweenys, Timmy

Titles and accomplishments: 4-time

Intercollegiate Champion, 1991 AARA National Champion, 6-time U.S. Team Member.

Biggest Win: "My 1991 Chicago Pro Stop win in front of my home crowd."

Lowest Point: "Losing National Doubles w/ Doug Ganim in 1993."

Most Difficult obstacle to overcome:

"Settling Down. I tend to be too jumpy and overaggressive. I have worked to keep a steady edge without getting too fired up and overhitting."

Outside Interests:

Sports, cycling, ice hockey, squash.

Greatest Competitive Strength: "Never willing to give up. I always believe in myself."

What the pros say about Tim Sweeney: Photon serve, great forehand splat from deep, great attitude, can beat anyone when he is confident, great on-court one-liners, pointy nose.

Marty Hogan

DOB 1-22-58

Home: St. Louis, Missouri

Swings: R

Nickname(s): Smokin' Hogan, (Homer)

Titles and accomplishments: 6-time National Pro Champion and in contention for the national title on last day of season for 10 straight years, All-Time Leading Money Winner, 62 straight pro finals (won 58), 2-time National Paddleball Champion (undefeated).

Biggest Win: "My first National Pro Championship when I beat Charlie Brumfield in 1979."

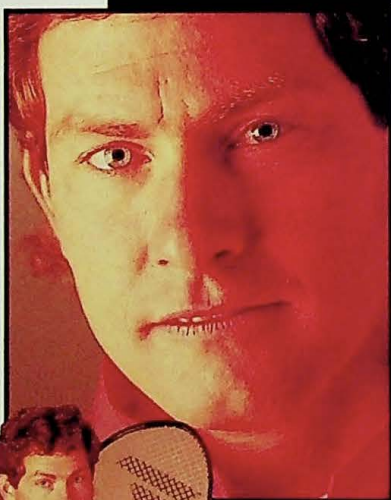
Lowest Point: "Any one of those days when you can't hit the front wall."

Most Difficult obstacle to overcome: "It was difficult for me to learn patience early in my career. I wanted to just kill the ball instead of just keeping people in the rally."

Outside Interests: Family, ranching, visiting the Cayman Islands, Squash, handball and triathalons.

Greatest Competitive Strength: "Never yielding the will to win."

What the pros say about Marty Hogan: The legend. More than anyone, the game was made for Marty, the most naturally gifted athlete the game has ever seen.



Sudsy Monchik



DOB 12-12-74

Home: Staten Island, NY

Swings: R

Nickname(s): Walter, Soapy & Capt. Hook

Titles and accomplishments: 1994 IRT Pro National Champion, 5 straight Junior World Championship titles, 1991 National High School Champion, Only player in history to collect one of every Junior National Titles Singles and Doubles.

Biggest Wins: 1994 IRT Pro Nationals. 1994 Anaheim Pro Stop: "...beat Ruben Gonzales my coach and mentor since I was 7. At the same event, I also beat Tim Doyle from a 2-0 deficit when I was down 10-9 in the third game and down 10-5 in the fifth game." **Lowest Point:** 1992 Junior Nationals in Salt Lake City, upset in quarter-finals.

Most Difficult obstacle to overcome: "Going bezerk, being a lunatic, getting mad at myself. Learned to control attitude at 1993 Junior Nationals."

Outside Interests: Hoops, Girls, Mountain Biking.

Greatest Competitive Strength: Mental Toughness, bobcat-like speed and agility, very experienced player given his age.

What the pros say about Sudsy Monchik: Super quick, diving machine, can hit any shot at any time, full of surprises, "the natural", "the game was made for Sudsy", "a forehand and an accent".



Gloves

\$13

**Ektelon
Arc2 Graphite™**

Yes, this glove is made using graphite. The addition of graphite to this leather glove gives you superb feel and additional shock absorbing capabilities. By impregnating top quality Cabretta sheepskin leather with graphite. Will dry soft and is washable. Nylon mesh gussets between the fingers improve air flow for a drier, more comfortable glove.

\$11

Classic™

The most popular high performance glove in the Ektelon line, the Classic offers thin (0.6 mm) Cabretta leather for exceptional feel and grip. The special Stay Soft treatment keeps the glove soft use after use.

\$8

Controller™

Naturally tough goatskin leather and double stitched seams provide durability for the recreational player.

\$12

Maxtack™

The Maxtack is tackified to make the glove "sticky" for the best grip available. Soft, thin Digital sheepskin leather allows optimum racquet feel. Special leather insert panels on the side of each finger improve grip and fit.

\$9

All Pro™

Cabretta sheepskin leather provides positive feel in a comfortable glove for the tournament level player.



Call Me
to Place Your Order
1-800-729-1771

Dry Grip

Keeps your gloves dry and improves your grip. A must for gloveless players.

\$4.99

**Pro Kennex
Ovation**

Crafted from premium Pittard Quartz Cabretta Leather, The Ovation is simply the most comfortable glove you can buy! The unique tanning process permanently bonds water repellant chemicals to each fiber so the glove dries soft every time. The thin, supple leather is cut on a pre-curved last so you feel the racquet, not the wrinkles in your glove. Knuckle padding and reinforcements add protection and durability to critical wear areas. The special texture of this leather provides "edges" in the print to give you a positive grip.

\$14

**Spalding
Everwear**

This cabretta leather glove is Tritan™ processed to be completely washable. The process prevents the loss of the glove's natural oils so it retains its softness and reduces shrinkage.

\$12

Spalding Proforma

High-grade cabretta leather with two-way stretch nylon mesh backing create a comfortable and breathable glove. Leather extension on the pinkie prevents excess wear.

\$9

Vision

The Vision is cut to the same pre-curved last as the Ovation and shares the reinforcements to enhance durability. Treated to stay soft, the Vision offers outstanding durability and feel from a classic Cabretta glove.

\$9

\$7

Reactor

Pro Kennex has found another winner with the Reactor. A synthetic glove offering Pro Kennex' exclusive pre-curved last and strategically placed reinforcements. The Reactor will give you superb feel from durable synthetic leather.





\$12

Penn Tournament Select

Superthin Cabretta leather provides secure grip and optimum feel. Penn's classic dive padding protects your fingers from the floor and walls. The Tournament Select is built with mesh fingers for ventilation and durability.



\$13

Tackified

Superthin Cabretta leather provides secure grip and optimum feel. Penn's classic dive padding protects your fingers from the floor and walls. The Tackified glove features Penn's tackified strip across the palm and thumb for great grip and easy grip changes.



\$12

**Transition
Bad Influence**

This tackified glove is crafted from ultra-high grade cabretta leather which is thin and treated to stay soft. The tacki strip runs across the palm and up the index finger. The nylon mesh backing keeps the glove fitting close and is breathable. All seams are double stitched for durability.



\$14

Penn Tac

Digitized leather and dive padding on two fingers combine to give you precision feel and protection. Mesh fingers offer ventilation and durability.



\$10

**Buckskin
Glove**

This synthetic leather glove fits a junior's hand and is washable. Mesh backing keeps hand cool and quality materials stay soft and wear well.

TRS Model

The TRS model glove is made with high-grade cabretta leather with four-way stretch Lycra backing. All seams are double stitched for durability.



\$10



\$11

Head Conquest

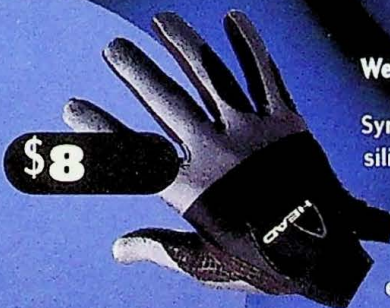
Unique, no palm seam design and premium Pittard leather provide a glove that will dry soft every time. The glove features rubber protective finger pads on the finger backs for durability. Lycra backing provides superior fit and breathing.



\$9

Maverick

Cabretta Leather glove with Lycra back offers superb feel and comfort. Leather finger pads add to this glove's durability.



\$8

Web

Synthetic leather glove with a unique silicon web provides outstanding grip. Lycra backing is comfortable and breathable. Features leather finger pads to enhance durability.



\$10

Radical

Cabretta leather glove with tackified strip across the palm provides no-slip grip while facilitating easy grip changes. Includes Head's innovative rubber protective pads for durability.

Renegade

Goat Skin glove with Lycra back offers durability at a great price.



\$7

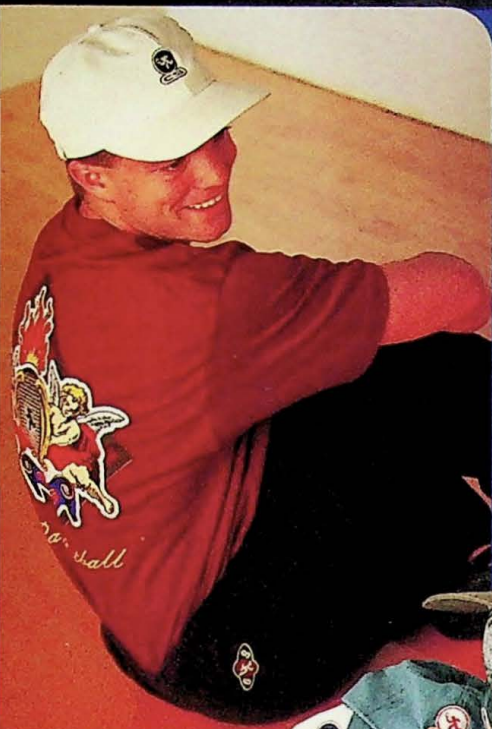
Sensation

Unique, no palm seam design and premium Pittard leather provide a glove that will dry soft every time. The glove features rubber protective finger pads for durability.



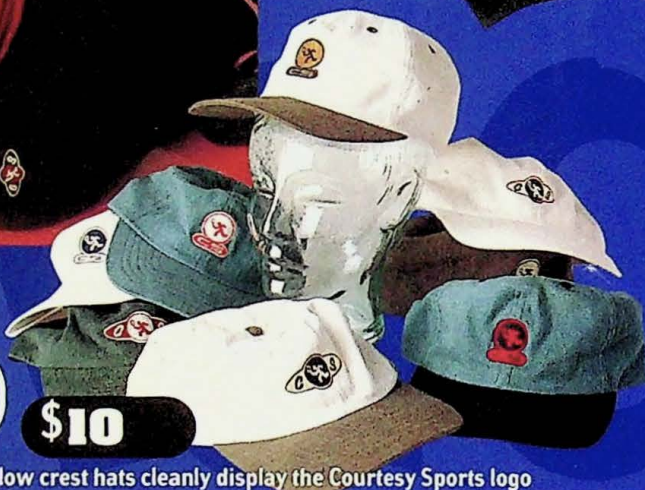
\$12

Racquetball Gear



Courtesy Sports Hats

Our brushed cotton, low crest hats cleanly display the Courtesy Sports logo and were specially selected to be worn on the court! Velcro closure means hats are comfortable forwards or backwards, plastic bill makes them easily washable. A Team Courtesy Favorite!



\$10

Warm-Up Jackets

These top quality jackets are fully lined and guaranteed to look great on and off the court. These jackets have YKK zipper pockets and are embroidered with logos both front and back. White, Brick, Royal.



\$79

\$24

Racquetball Shorts

Comfortable and quick drying, these supplex shorts are ideal on the court or off. Features elastic waistband and a three color Courtesy Sports logo embroidered on the thigh.

\$28

\$34

Authentic Racquetball

This classic design pays tribute to the past, present and future of racquetball.



\$16



Call
to Place Y
1-800-7

Polos

100% combed cotton interlock polo shirt with oversize cut and long tail. Three color Courtesy Sports logo is embroidered on chest.



\$27

Sweatpants

These super high quality, casual twill sweatpants feature 2 large cargo pockets, banded rib ankle cuffs and elastic waists. The Courtesy Sports logo is embroidered on the right hip. Available in sizes S (30), M (32), L (34), XL (36). Black, Indigo, Safari.



\$32



Gothic

If racquetball had been invented in ancient Greece, we would all be wearing this design!

Medallion

Clean and cool, Medallion is a classy design for any racquetballer.



Me
ur Order
9-1771

Twinkie

A great way to prepare yourself to dominate your opponent. Makes a great gift to that buddy you just waxed!



Ancient Chinese Secret

Confucius offered this advice to one of his students after having a vision of a game played in a box with strung paddles and a ball!



Roots, Reggae & Racquetball

The cool dreds of our logo man set you up for your match in fine rasta style.

day
Shipping

Ektelon Indoor court 3/4



\$49

Indoor Court 3/4
High-performance, 3/4 top ultra-lightweight court shoe offers superior traction and support. The unique, sleeve-like tongue design provides stability and arch support.

Power Pro Mid



\$56

These Power shoes feature the new N.E.T. forefoot cushion system acting in synergy with the Tunnel heel cushion system. The shoes also feature gum rubber soles, and lightweight leather/mesh design for quickness and traction.

Indoor Court Low

High-performance, low top ultra-lightweight court shoe offers superior traction and support. The unique, sleeve-like tongue design provides stability and arch support.



\$44

Ektelon Indoor court Low



Power Pro Low



\$51

Thorlo Socks



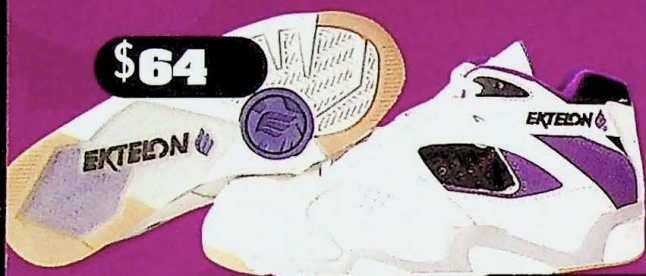
\$7

Designed for maximum comfort with unmatched wicking abilities, ThorLo socks keep your feet dry. The Pads prevent abrasions and blisters

Quadra™

Ektelon's premier court shoe, the Quadra gives you superior traction and support in a lightweight 3/4 top shoe. The special molded support bars form an exo-skeleton to frame the foot and prevent rollover.

Ektelon Quadra



\$64

Head Sonic Mid



\$54

These leather and mesh shoes feature a gum-rubber sole, external heel stabilizer, Anatom in sole and double toe-facings.

Head Sonic Low



\$51

Head Renegade

A breathable, synthetic, mid-top shoe featuring Head's Anatom technology. The Renegade offers superb stability and is exceptionally light weight. Lycra sock for perfect fit.



\$59

Shoes

Bags

Pro Kennex Sports Pro

The Sports Pro features great style along with a top-load main compartment (dual zippers), six exterior pockets and an exterior ball/water bottle holder. 39"L x 12.25"W x 14"H

\$58

Pro Kennex Sports Weekender

The ideal bag for the serious tournament player. Holds up to six raquets with room to spare for that dry shirt and glove.

Fully equipped with a vented wet shoe compartment and a mesh side pocket, this bag is ideal for the avid league player or tournament goer. The main compartment is flanked by a zippered front racquet pouch plus a separate ball or water bottle holder.

22.5"L x 10.5"W x 13.5"H

\$49

Pro Kennex Heritage

Enormous capacity with innovative compartments, this jet black nylon bag features dual top zippers, a mesh-vented wet shoe compartment, two side pockets and one end cargo pocket. 33"L x 12.5"W x 14.5"H

\$48

Pro Kennex Thermal



\$46

Ektelon Tournament

\$39



Roomy and convenient, this bag features a removeable shower pocket on one end and

a U-shaped shoe pocket on the other. An expandable outside pocket, interior wet pocket and removable glove cord make this the bag of choice for the frequent tournament player. 28"L x 12"W x 13"H

Ektelon Cross Sport

Ideal for the weekend warrior or the avid league player, the Cross Sport features a U-shaped shoe compartment, water bottle/ball pocket and an internal wet pocket for convenience.

26"L x 11"W x 12"H



\$27

Ektelon ARC₂ Express

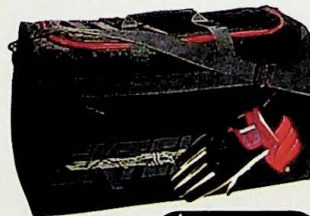
\$31



Equipped with a removeable racquet bag (large enough for two racquets) and a large internal pocket with an expandable zippered pocket and an internal wet pocket. 24"L x 10"W x 12"H - Racquet bag 24"L x 3"W

Ektelon Racquetballer

A basic bag for the club player. Small enough to be easy to handle. This bag includes an interior wet pocket. 22"L x 9"W x 12"H



\$21

Head Club

This large capacity bag features a horseshoe opening for easy access, separate shoe and wet pockets and a full length racquet compartment for two racquets. 30"L x 12"W x 14"H



\$31

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\$49



TRS Looks Can Kill

These large capacity bags have every compartment a tournament pro needs. Great graphics and colors make the statement that looks can kill. 33"L x 12.5"W x 14.5"H

\$26



Head Sport

Large interior pocket makes all your gear accessible while wet pockets keep your wet clothes separate. Interior shoe pocket keeps your shoes away from your other gear. 22"L x 9"W x 12"H

\$49



TRS Bad Influence

Eyewear



\$24

Olympus™

A classic, hinged eyeguard with conventional temples. The Olympus provides distortion free vision with great looks and superior fog resistance. Includes Croakies® neoprene retainer. Clear only.

Vizion 2

Over glasses design offers full protection to players who wear corrective lenses. Provides full peripheral vision. The special Leader headband distributes impact energy across the forehead. High performance anti-fog and anti-scratch coatings keep your vision clear.

\$28



New Yorker

Popular wrap-around goggle gives you full protection and peripheral vision from lightweight eyewear. The

tension strap holds these goggles secure without ear pieces.



\$18

Hogan Pro

With its lightweight frame and superior clarity, the Hogan Pro is one of our most popular models. Adjustable wrap-around earpieces provide a secure fit. Grey, Blue & White.

\$22



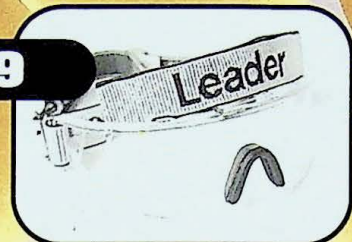
\$15



Dallas

Offers 180° of unobstructed vision through wrap-around shield. The special Leader headband distributes impact energy across the forehead. High performance anti-fog and anti-scratch coatings keep your vision clear.

\$19



Odyssey™

This lightweight, conventional lens model comes with wrap-around cable temples for a secure fit. Flexible, double bridge frame design provides durability. Charcoal only.

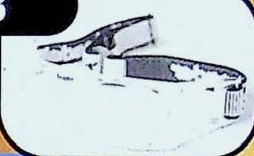
\$18



Ektelon Scopa™

Wrap-around polycarbonate lens and adjustable temples offer complete vision, protection and a snug fit. Padded brow bar provides comfort and encourages airflow. Adjustable temple length. Navy/grey only.

\$13



Essex

This eyewear provides protection at an affordable price for small faces and junior players. Fog and scratch resistant lenses.

\$1.49

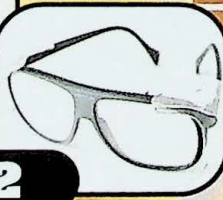


Kleer-Vu

Applied to your eyewear, this compound virtually eliminates annoying fogging.

KleerShot

Indestructible eyewear. Twist them or sit on them, these frames just won't



\$22

break or deform! Simply pop the lenses back in and put them on your face. Optimal lens clarity and protection make these the best value in eyewear. Black, Grey, Red, White & Blue.

Saber

\$14

This wrap around eyewear offers 180° of distortion free vision.

The sculpted silicone nose piece rests comfortably and protects your nose upon impact.



Croakies

Neoprene strap holds your eyewear comfortably on your face. Completely washable.



\$3.99

Action Eyes

The classic design of Action Eyes never goes out of style. 3mm thick polycarbonate lenses

Regular



\$24

provide solid protection. Anti-scratch and fog resistant lenses ensure visual clarity. Available in 16 colors and lens combinations. The amber Hi-con lens improves contrast to

give you sharper vision and makes it easier to follow the ball. Assorted colors.

\$27

High Contrast



Action Eyes Jr.

\$22



\$8.99

Eyewear Protector



Pro Kennex Pro Kleer

Indestructible eyewear. Twist them or sit on them, these frames just won't break or deform! Simply pop the lenses back in and put them on your face. Optimal lens clarity and protection make these the best value in eyewear. Black, White & Purple.



Hard plastic case with a smooth velvet inner lining to protect your lenses from getting scratched. Assorted colors



\$22

- Computerized Stringing
- Stenciling
- 24-Hour Turnaround
- 2nd Day Air Shipping
- Grommets
- Bumper Guards
- Regripping
- Grip Resizing or Reshaping



Hex

Pro Kennex



Gosen



Strings

2 day shipping



Forten



Head



Velociti



Technifibre

Ektelon Rubbergrip

Great grip with a glove and optional flare to allow you to customize your grip.

\$5⁹⁹



Gexco Rubbergrip

The Gexco rubbergrip offers positive grip under a glove. Optional flare for the handle allows you to customize your grip. Great price on this top-quality grip.

\$4⁹⁹



Grips

Gripper

A rubbergrip delivers consistency, positive grip with a glove, and easy grip changes during the rally. The Gripper offers a hexagon pattern which will not change the circumference of your grip. The Gripper is the best value in rubbergrips.

\$2⁴⁹



\$4⁹⁹

Tacki-Mac Rubbergrip

With its tiny ridges, the Tacki-Mac grip is famous for its solid grip and outstanding durability. Increases grip size slightly.



Python Rubbergrip

The highest quality rubbergrip available, the Python features a heringbone grip pattern which prevents slippage in every direction.

\$4⁹⁹



Comfort Grips

Superior absorbency, durability and comfort, these grips are easy to install and are perfect for the player who prefers a wrapped grip or plays without a glove.

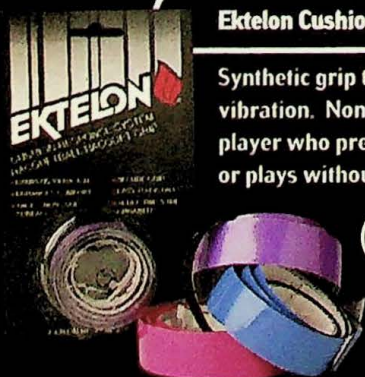
\$4⁹⁹



Ektelon Cushion Grips

Synthetic grip that helps reduce vibration. Non slip grip for the player who prefers a wrapped grip or plays without a glove.

\$4⁹⁹



Comfort Grips

Superior absorbency, durability and comfort, these grips are easy to install and are perfect for the player who prefers a wrapped grip or plays without a glove.

\$4⁹⁹



Racquetball Accessories

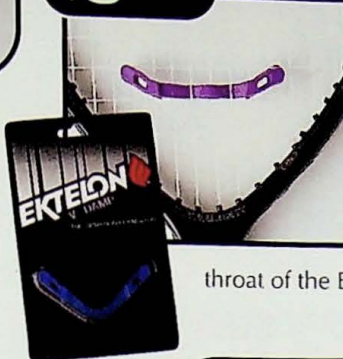


\$3⁶⁹

Gamma Shockbuster

Woven through your strings, a Shockbuster will virtually eliminate vibration.

\$3⁹⁹



V-Damp

V-shaped dampener designed to fit the deep throat of the Ektelon racquets.

\$4⁹⁹

Gexco Head Tape

Protects your bumper guards and strings from walls. Extends the life of your bumper.



\$4⁹⁹



Forten Worm

Our best selling vibration dampener. The worm weaves through your strings and has ridges to hold it in position. Two per package.



Wristlacer

\$1⁹⁹

This comfortable slip loop tether adds convenience by eliminating the need for twisting your tether. Available in many colors and patterns.



Gexco Wrist Tether

Wide velcro strap attaches to your arm and to the tether without the need for twisting.

\$3⁹⁹

Gexco Tennis Elbow Guard

Straps below your elbow to provide protection from tennis elbow pain. Velcro closure makes this easy to use.



\$3⁹⁹



Headbands/Wristbands

These absorbant and durable cotton-terry bands are made with Lycra to retain their shape. By keeping your face and glasses dry, a **headband** is the best weapon against lens fogging. A **wristband** helps keep gloves dry and provides easy wiping to help keep you and the court dry. The **double wristband** offers greater absorbancy and comfort while keeping muscles warm.

\$3⁹⁹

Wide Bands

\$2⁹⁹

Head Bands & Wrist bands

\$1⁹⁹

Ektelon Racquetballs

Highly responsive Ektelon balls are AARA approved. If one of these balls should break before the label wears off, we'll replace it with a new can.



\$2⁸⁹

Pro Penn Ball

The official ball of the International Racquetball Tour (IRT). The green ball is formulated for crisper feel and faster play.

Penn Balls

Penn sets the standard for consistency with their AARA approved racquetballs. These are the most popular and depended on balls in the world. If one of these balls should break before the label wears off, we'll replace it with a new can.



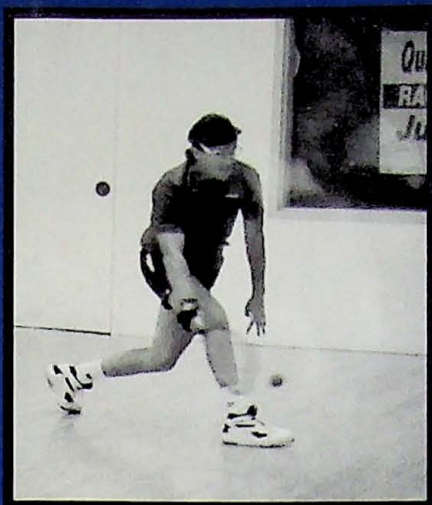
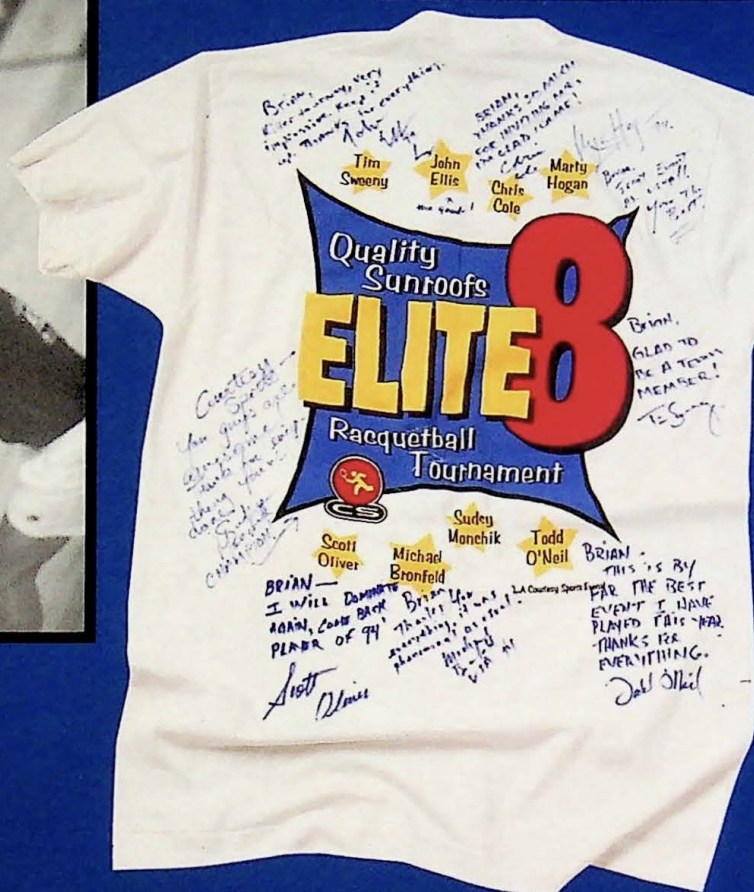
\$1⁸⁷

Blaster Racquetballs

Our bestselling ball! Lively and consistent, these American made balls offer the best in playability. If one of these balls should break before the label wears off, we'll replace it with a new can. AARA approved.



\$1⁷⁹



Singles Semi's
Cole def. Ellis
Monchik def. Hogan

Singles Final
Monchik def. Cole



Doubles Semi's
O'Neil/Bronfeld def. Hogan/Oliver
Sweeney/Cole def. Monchik/Ellis



Doubles Final
Sweeney/Cole def. O'Neil/Bronfeld

In June of 1994, Courtesy Sports launched the first ever Elite 8 Pro-Am Racquetball Tournament in Mountain View, CA. The unique format brought eight of the nations elite players to California for a showdown designed to ignite the fans.

The event was a huge success as the fans and elite players partied together on and off the court as they traded jokes in the most entertaining Pro-Am of the year. Courtesy Sports would like to send our deepest thanks to Jim and Ilona Karp of Quality Sunroofs who believed that this event could work and were willing to take a chance to support the effort. Thanks to their generosity and confidence, this unique event was the most successful promotion for the sport of Racquetball that Courtesy Sports has had to date. The Karp's are great supporters of Racquetball and deserve all of our gratitude. Look for an Elite 8 event in your area next year!

Returning stuff...

Your Courtesy Sports order will be delivered by UPS anywhere in the continental U.S. in 2 business days for just \$5.95 per shipment; your order may include up to twelve cans of racquetballs and



all other product without additional charges. Place your order by 2pm P.S.T. and we will ship it out the same day. Orders placed after

2pm on Friday will be shipped out Monday and delivered by Wednesday. If you live in Northern California, most orders are received in one business day. More than 12 cans of balls will be shipped at current UPS rates. You may have them shipped 2nd Day Air or Next Day if you choose. Current rates will apply. COD orders please add \$5.00.

Shipping Outside Continental U.S.

Alaska, Hawaii, Puerto Rico	UPS 2 day Air, Add extra	\$14.95
APO, FPO, Guam, Virgin Is.	1st Class U.S.P.S., Add extra	\$10.00
Canada	1st Class U.S.P.S., Add extra	\$12.00
International*	1st Class U.S.P.S., Add extra	Current Rates

* International orders shipped 1st Class unless other method is requested.

Sales Tax

California residents please add 8.25% sales tax.

Checks & Money Orders

Please make all checks and money orders payable to Courtesy Sports. There will be a 14-day hold on all personal checks. Checks must be imprinted with name, Street Address, and telephone number.



4856 El Camino Real
Los Altos, CA 94022
415-968-7970

Exchanges & Returns

We will happily exchange, credit, or refund your merchandise if you are not completely satisfied with it. Items returned must be returned to Courtesy Sports within 30 days of purchase, in new and unused condition, with the original packaging and accompanied by a copy of your invoice. All transactions will be handled promptly. We cannot credit or refund the freight costs of any returned items.

Defective Merchandise

If you feel an item has torn, worn out, or broken prematurely, you may return it to Courtesy Sports for our inspection. In some cases it may be necessary for us to send it to the manufacturers for their inspection. If a replacement is authorized, it will be shipped to you at no charge, or the defective item will be returned to you.

Racquet Warranty Claims

If you feel the racquet you purchased broke due to a manufacturers defect, you can do one of the following:

a. If racquet is less than 30 days old, send it directly to Courtesy Sports along with your receipt for evaluation and replacement if authorized. We will replace all defective racquets covered under the manufacturer's warranty with a racquet from our stock. This normally means we can ship your new racquet out the same day that we receive it. Sorry, this policy does not apply to Ektelon racquets which must be shipped directly to Ektelon.

b. If the racquet was purchased more than 30 days prior to its shipment to Courtesy Sports, send it directly to Courtesy Sports along with your receipt and a \$15 check or money order for evaluation and replacement if authorized. We will replace all defective racquets covered under the manufacturer's warranty with an equivalent racquet from our stock. This normally means we can ship your new racquet out the same day that we receive it. If the racquet cannot be replaced, the racquet will be returned and you will be charged the \$15 processing fee. Please do not send abused racquets. Abused racquets will not be replaced! Sorry, this policy does not apply to Ektelon racquets which must be shipped directly to Ektelon.

c. Return your defective racquet and proof of purchase directly to the manufacturer. Manufacturers may charge a replacement fee and/or shipping on warranty claims.



Date:

Name _____

Address _____

City _____ ST _____ Zip _____

Tel. _____

Bus. _____

Fax _____

Call for retail hours.

415-968-4609

Name _____

c/o _____

Address _____

City _____ ST _____ Zip _____

All orders shipped to a business must include the company name.

Total

PRO KENNEX Grand ⁹⁴⁻⁹⁵ Prix Racquetball Series

What is a Courtesy Sports Event?

All Courtesy Sports events have one thing in common. They are fun for everybody! We start by offering prize money in the top divisions. The money is offered equally to both the men's and women's draw when they fill. The comfortable camaraderie of the events sets a Courtesy Sports event apart from all others. There is always a great competitive yet supportive atmosphere and many of the players are around all weekend win or lose. Our goal is to see every first round loser have as much fun as the person who won the entire tournament.

Pro Kennex Grand Prix Racquetball Series

The Pro Kennex Grand Prix Racquetball Series is a series of four tournaments hosted by Courtesy Sports and the Schoeber's Athletic Clubs. Players compete in the series throughout the season and win Grand Prix Points for all of their finishes when they reach the quarter-finals or better. The points are redeemable for Pro Kennex products such as racquets, gloves, eyewear and balls. Special thanks to Pro Kennex for providing the \$20,000 in cash and prizes.

September 9-11 Schoeber's Fremont

The kickoff event will be held with our famous "No-Frills" format with full prize money offered to get everybody into the swing of things.

November 18-20 Schoeber's San Jose

This is where it all started four years ago with the Marty Hogan Open. The Hogan Tournaments evolved into the present day Pro Kennex Series. Participants will receive our now famous high quality sweatshirt and will be entertained by the Fourth Annual John Ellis vs. Marty Hogan exhibition.

February 24-26 Schoeber's Fremont

This is the only tournament of the year where participants have the option of a high-quality sweatshirt or a tee shirt. This tournament is rich in tradition for being one of the biggest doubles events of the year.

April 7-9 Schoeber's Pleasanton

The Series finale and the last chance to earn valuable Grand Prix points. This event is an official VCI Pro Stop and we expect it to be one of the best Pro Stops of the year with over \$20,000 up for grabs.

VCI

VW CREDIT INC.

ELITE 8 PRO-AM June 9, 10, 11 21st Point Athletic Club in Mountain View

This event will again be the final event of the season. It will feature our entire Elite Team with playing for over \$8,000 in cash under the unique Elite 8 tournament format. This event is always the biggest party of the year!



OFFICIAL RULES OF RACQUETBALL

What's he call?

Rule 1.1 TYPES OF GAMES

Racquetball may be played by two or four players. When played by two it is called singles and when played by four, doubles. A non-tournament variation of the game that is played by three players is called cutthroat.

Rule 1.2 DESCRIPTION

Racquetball is a competitive game in which a strung racquet is used to serve and return the ball.

Rule 1.3 OBJECTIVE

The objective is to win each rally by serving or returning the ball so the opponent is unable to keep the ball in play. A rally is over when a player (or team in doubles) is unable to hit the ball before it touches the floor twice, is unable to return the ball in such a manner that it touches the front wall before it touches the floor, or when a hinder is called.

Rule 1.4 POINTS AND OUTS

Points are scored only by the serving side when it serves an ir retrievable serve (an ace) or wins a rally. Losing the serve is called a sideout in singles. In doubles, when the first server loses the serve it is called a handout and when the second server loses the serve it is a sideout.

Rule 1.5 MATCH, GAME, TIEBREAKER

A match is won by the first side winning two games. The first two games of a match are played to 15 points. If each side wins one game, a tiebreaker game is played to 11 points.

Rule 1.6 DOUBLES TEAM

(a) A doubles team shall consist of two players who meet either the age requirements or player classification requirements to participate in a particular division of play. A team with different skill levels must play in the division of the player with the higher level of ability. When playing in an adult age division, the team must play in the division of the younger player. When playing in a junior age division, the team must play in the division of the older player.

(b) A change in playing partners may be made so long as the first match of the posted team has not begun. For this purpose only the match will be considered started once the teams have been called to the court. The team must notify the tournament director of the change prior to the beginning of the match.

Rule 1.7 CONSOLATION MATCHES

(a) Each entrant shall be entitled to participate in a minimum of two matches. Therefore, losers of their first match shall have the opportunity to compete in a consolation bracket of their own division. In draws of less than seven players, a round robin may be offered.

See Rule 5.5 about how to determine the winner of a round robin event.

(b) Consolation matches may be waived at the discretion of the tournament director, but this waiver must be in writing on the tournament application.

(c) Preliminary consolation matches will be two of three games to 11 points. Semifinal and final matches will follow the regular scoring format.

2 — COURTS AND EQUIPMENT

Rule 2.1 COURT SPECIFICATIONS

The specifications for the standard four-wall racquetball court are:

(a) Dimensions. The dimensions shall be 20 feet wide, 40 feet long and 20 feet high, with a back wall at least 12 feet high. All surfaces shall be in play, with the exception of any gallery opening or surfaces designated as court hinders.

(b) Markings. Racquetball courts shall be marked with lines 1 1/2 inches wide as follows:

1. Short Line. The back edge of the short line is midway between, and is parallel with, the front and back walls.

2. Service Line. The front edge of the service line is parallel with, and five feet in front of, the back edge of the short line.

3. Service Zone. The service zone is the five-foot area between the outer edges of the short line and service line.

4. Service Boxes. The service boxes are located at each end of the service zone and are designated by lines parallel with the side walls. The edge of the line nearest to the center of the court shall be 18 inches from the nearest side wall.

5. Drive Serve Lines. The drive serve lines, which form the drive serve zone, are parallel with the side wall and are within the service zone. The edge of the line nearest to the center of the court shall be three feet from the nearest side wall.

6. Receiving Line. The receiving line is a broken line parallel to the short line. The back edge of the receiving line is five feet from the back edge of the short line. The receiving line begins with a line 21 inches long that extends from each side wall. These lines are connected by an alternate series of six-inch spaces and six-inch lines. This will result in a line composed of 17 six-inch spaces, 16 six-inch lines, and two 21-inch lines.

7. Safety Zone. The safety zone is the five-foot area bounded by the back edges of the short line and the receiving line. The zone is observed only during the serve. See Rules 4.11(k) and 4.12.

Rule 2.2 BALL SPECIFICATIONS

(a) The standard racquetball shall be 2 1/4 inches in diameter; weigh approximately 1.4 ounces; have a hardness of 55-60 inches durometer; and bounce 68-72 inches from a 100-inch drop at a temperature of 70-74 degrees Fahrenheit.

(b) Only a ball having the endorsement or approval of the AARA may be used in an AARA sanctioned tournament.

Rule 2.3 BALL SELECTION

(a) A ball shall be selected by the referee for use in each match. During the match the referee may, at his discretion or at the request of a player or team, replace the ball. Balls that are not round or which bounce erratically shall not be used.

(b) If possible, the referee and players should agree to an alternate ball, so that in the event of breakage, the second ball can be put into play immediately.

Rule 2.4 RACQUET SPECIFICATIONS

(a) The racquet, including bumper guard and all solid parts of the handle, may not exceed 21 inches in length.

(b) The racquet frame may be any material judged to be safe.

(c) The racquet frame must include a thong that must be securely attached to the player's wrist.

(d) The string of the racquet should be gut, monofilament, nylon, graphite, plastic, metal, or a combination thereof, providing the strings do not mark or deface the ball.

Rule 2.5 APPAREL

(a) Lensed Eyewear Required. Lensed eyewear designed for racquet sports is required apparel for all players. The protective eyewear must be worn as designed and may not be altered. Players who require corrective eyewear also must wear lensed eyewear designed for racquet sports. Failure to wear protective eyewear will result in a technical foul and the player will be charged with a timeout to secure eyewear. The second infraction in the same match will result in immediate forfeiture of the match. (See Rule 4.18(a)(9). Note: A list of approved eyewear is available by writing the AARA National Office. The AARA recommends that players select eyewear with polycarbonate plastic lenses with 3-mm center thickness.

(b) Clothing and Shoes. The clothing may be of any color; however, a player may be required to change wet, extremely loose fitting, or otherwise distracting garments. Insignias and writing on the clothing must be considered to be in good taste by the tournament director. Shoes must have soles which do not mark or damage the floor.

(c) Equipment Requirements During Warm-up. Approved eyeguards must be worn and wrist thongs must be used during any on-court warm-up period. The referee should give a technical warning to any person who fails to comply and assess a technical foul if that player continues to not comply after receiving such a warning.

3 — OFFICIATING

Rule 3.1 TOURNAMENT MANAGEMENT

All AARA sanctioned tournaments shall be managed by a tournament director, who shall designate the officials.

Rule 3.2 TOURNAMENT RULES COMMITTEE

The tournament director may appoint a tournament rules committee to resolve any disputes that the referee, tournament desk, or tournament director cannot resolve. The committee, composed of an odd number of persons, may include state or national officials, or other qualified individuals in attendance who are prepared to meet on short notice. The tournament director should not be a member of this committee.

Rule 3.3 REFEREE APPOINTMENT AND REMOVAL

The principal official for every match shall be the referee who has been designated by the tournament director, or his designated representative, and who has been agreed upon by all participants in the match. The referee's authority regarding a match begins once the players are called to the court. The referee may be removed from a match upon the agreement of all participants (teams in doubles) or at the discretion of the tournament director or his designated representative. In the event that a referee's removal is requested by one player or team and not agreed to by the other, the tournament director or his designated representative may accept or reject the request. It is suggested that the match be observed before determining what, if any, action is to be taken. In addition, two line judges and a scorekeeper may also be designated to assist the referee in officiating the match.

Rule 3.4 RULES BRIEFING

Before all tournaments, all officials and players shall be briefed on rules as well as local court hinders, regulations, and modifications the tournament director wishes to impose. The briefing should be reduced to writing. The current AARA rules will apply and be made available. Any modifications the tournament director wishes to impose must be stated on the entry form and be available to all players at registration.

Rule 3.5 REFEREES

(a) Pre-Match Duties. Before each match begins, it shall be the duty of the referee to:

1. Check on adequacy of preparation of court with respect to cleanliness, lighting and temperature.

2. Check on availability and suitability of materials—to include balls, towels, scorecards, pencils and timepiece—necessary for the match.

3. Check the readiness and qualifications of the

line judges and scorekeeper. Review appeal procedure and instruct them of their duties, rules and local regulations.

4. Go onto the court to introduce himself and the players; brief the players on court hinders, local regulations, rule modifications for this tournament; explain misinterpreted rules.

5. Inspect players' equipment; identify the line judges; verify selection of a primary and alternate ball.

6. Toss coin and offer the winner the choice of serving or receiving.

(b) Decisions. During the match, the referee shall make all decisions with regard to the rules. Where line judges are used, the referee shall announce all final judgments. If both players in singles and three out of four in a doubles match disagree with a call made by the referee, the referee is overruled.

(c) Protests. Any decision not involving the judgment of the referee will, on protest, be accorded due process as set forth in the by-laws of the AARA. For the purposes of rendering a prompt decision regarding protests filed during the course of an ongoing tournament, the stages of due process will be first to the tournament director and second to the tournament rules committee. In those instances when time permits, the protest may be elevated to the state association and then to the National Board of Directors in the manner prescribed in the by-laws.

(d) Forfeitures. A match may be forfeited by the referee when:

1. Any player refuses to abide by the referee's decision or engages in unsportsmanlike conduct.

2. Any player or team who fails to report to play 10 minutes after the match has been scheduled to play. (The tournament director may permit a longer delay if circumstances warrant such a decision.)

(e) Defaults. A player or team may be forfeited by the tournament director or official for failure to comply with the tournament or host facility's rules while on the premises between matches, or for abuse of hospitality, locker room, or other rules and procedures.

(f) Spectators. The referee shall have jurisdiction over the spectators, as well as the players, while the match is in progress.

(g) Other Rulings. The referee may rule on all matters not covered in the AARA Official Rules. However, the referee's ruling is subject to protest as described in Rule 3.5(c).

Rule 3.6 LINE JUDGES

a) When Utilized. Two line judges should be used for semifinal and final matches, when requested by a player or team, or when the referee or tournament director so desires. However, the use of line judges is subject to availability and the discretion of the tournament director.

(b) Replacing Line Judges. If any player objects to a person serving as a line judge before the match begins, all reasonable effort shall be made to find a replacement acceptable to the officials and players. If a player objects after the match begins, any replacement shall be at the discretion of the referee and/or tournament director.

(c) Position of Line Judges. The players and referee shall designate the court location of the line judges. Any dispute shall be settled by the tournament director.

(d) Duties and Responsibilities. Line judges are designated to help decide appealed calls. In the event of an appeal, and after a very brief explanation of the appeal by the referee, the line judges must indicate their opinion of the referee's call.

(e) Signals. Line judges should extend their arm and signal as follows: (i) thumb up to show agreement with the referee's call, (ii) thumb down to show disagreement, and (iii) hand open with palm facing down to indicate "no opinion" or that the play in question wasn't seen.

(f) Manner of Response. Line judges should be careful not to signal until the referee acknowledges the appeal and asks for a ruling. In responding to the referee's request, line judges should not look at each other, but indicate their opinions simultaneously in clear view of the players and referee. If at any time a line judge is unsure of which call is being appealed or what the referee's call was, the line judge should ask the referee to repeat the call and the appeal.

(g) Result of Response. If both line judges signal

no opinion, the referee's call stands. If both line judges disagree with the referee, the referee must reverse the ruling. If one line judge agrees with the call and one disagrees, the referee's call stands. If one line judge agrees with the call and one has no opinion, the call stands. If one line judge disagrees with the referee's call and the other signals no opinion, the rally is replayed. Any replays, with the exception of appeals on the second serve itself, will result in two serves.

Rule 3.7 APPEALS

(a) Appealable Calls and Non-Calls. In any match using line judges, a player may appeal only the following calls or noncalls by the referee: skip ball; fault serve, except screen serves; out serve; double bounce pickup; receiving line violation; and court hinder. At no time may a player appeal a screen serve, a hinder call (except court hinders), a technical foul, or other discretionary call of the referee.

(b) How to Appeal. A verbal appeal by a player must be made directly to the referee immediately after the rally has ended. A player who believes there is an infraction to appeal, should bring it to the attention of the referee and line judges by raising his non-racquet hand at the time the perceived infraction occurs. The player is obligated to continue to play until the rally has ended or the referee stops play. The referee will recognize a player's appeal only if it is made before that player leaves the court for any reason including timeouts and game-ending rallies or, if that player doesn't leave the court, before the next serve begins.

(c) Loss of Appeal. A player or team forfeits its right of appeal for that rally if the appeal is made directly to the line judges or, if the appeal is made after an excessive demonstration or complaint.

(d) Limit on Appeals. A player or team may make three appeals per game. However, if either line judge disagrees (thumb down) with the referee's call, that appeal will not count against the three-appeal limit. In addition, the game-ending rally may be appealed even if the three-appeal limit has been reached.

Rule 3.8 OUTCOME OF APPEALS

(a) Skip Ball. If the referee makes a call of "skip ball", the call may be appealed. If the call is reversed, the referee then must decide if the shot in question could have been returned had play continued. If in the opinion of the referee, the shot could have been returned, the rally shall be replayed. However, if the shot was not retrievable, the side which hit the shot in question is declared the winner of the rally. If the referee makes no call on a shot (thereby indicating that the shot did not skip), an appeal may be made that the shot skipped. If the no call is reversed, the side which hit the shot in question loses the rally.

(b) Fault Serve. If the referee makes a call of fault serve, the call may be appealed. If the call is reversed, the serve is replayed, unless if the referee considered the serve to be not retrievable, in which case a point is awarded to the server. An appeal may also be made if the referee makes no call on a serve (indicating that the serve was good.) If the no call is reversed, it will result in second serve if the infraction occurred on the first serve or loss of serve if the infraction occurred on the second serve.

(c) Out Serve. If the referee makes a call of out serve, the call may be appealed. If the call is reversed, the serve will be replayed, unless the serve was obviously a fault in which case the call becomes fault serve. However, when the call is reversed and the serve is considered an ace, a point will be awarded. An appeal may also be made if the referee makes no call on a serve (indicating that the serve was good.) If the no call is reversed, it results in an immediate loss of serve.

(d) Double Bounce Pickup. If the referee makes a call of two bounces, the call may be appealed. If the call is reversed, the rally is replayed, except if the player against whom the call was made hit a shot that could not have been retrieved, then that player wins the rally. (Before awarding a rally in that situation, the referee must be certain that the shot would not have been retrieved even if play had not been halted.) An appeal may also be made if the referee makes no call thereby indicating that the get was not two bounces. If the no call is reversed, the player who made the two bounce pickup is declared the loser of the rally.

(e) Receiving Line Violation (Encroachment). If the referee makes a call of encroachment, the call may be

appealed. If the call is overturned, the service shall be replayed. An appeal may also be made if the referee makes no call. If the appeal is successful, the server is awarded a point.

(f) Court Hinder. If the referee makes a call of court hinder, the rally is replayed. If the referee makes no call and a player feels that a court hinder occurred, that player may appeal. If the appeal is successful, the rally will be replayed.

Rule 3.9 RULES INTERPRETATIONS

If a player feels the referee has interpreted the rules incorrectly, the player may require the referee or tournament director to show him the applicable rule in the rulebook. Having discovered a misapplication or misinterpretation, the official must correct the error by replaying the rally, awarding the point, calling sideout or taking whatever corrective measure necessary.

4 — PLAY REGULATIONS

Rule 4.1 SERVE

The player or team winning the coin toss has the option to either serve or receive at the start of the first game. The second game will begin in reverse order of the first game. The player or team scoring the highest total of points in games 1 and 2 will have the option to serve or receive first at the start of the tiebreaker. In the event that both players or teams score an equal number of points in the first two games, another coin toss will take place and the winner of the toss will have the option to serve or receive.

Rule 4.2 START

The server may not start the service motion until the referee has called the score or "second serve". The serve is started from any place within the service zone. (Certain drive serves are an exception, see Rule 4.6.) Neither the ball, nor any part of either foot may extend beyond either line of the service zone when initiating the service motion. Stepping on, but not over, the lines is permitted. When completing the service motion, the server may step over the service (front) line provided that some part of both feet remain on or inside the line until the served ball passes the short line. The server may not step over the short line until the ball passes the short line. See Rules 4.10(a) and 4.11(k) for penalties for violations.

Rule 4.3 MANNER

After taking a set position inside the service zone, a player may begin the service motion—any continuous movement which results in the ball being served. Once the service motion begins, the ball must be bounced on the floor in the zone and be struck by the racquet before it bounces a second time. After being struck, the ball must hit the front wall first and on the rebound hit the floor beyond the back edge of the short line, either with or without touching one of the side walls.

Rule 4.4 READINESS

The service motion shall not begin until the referee has called the score or the second serve and the server has visually checked the receiver. The referee shall call the score as both server and receiver prepare to return to their respective positions, shortly after the previous rally has ended.

Rule 4.5 DELAYS

Except as noted in Rule 4.5(b), delays exceeding 10 seconds shall result in an out if the server is the offender or a point if the receiver is the offender.

(a) The 10 second rule is applicable to the server and receiver simultaneously. Collectively, they are allowed up to 10 seconds, after the score is called, to serve or be ready to receive. It is the server's responsibility to look and be certain the receiver is ready. If the receiver is not ready, he must signal so by raising his racquet above his head or completely turning his back to the server. (These are the only two acceptable signals.)

(b) If the server serves the ball while the receiver is signalling not ready, the serve shall go over with no penalty and the server shall be warned by the referee to check the receiver. If the server continues to serve without checking the receiver, the referee may award a technical foul for delay of the game.

c) After the score is called, if the server looks at the receiver and the receiver is not signalling not ready, the server may then serve. If the receiver attempts to signal not ready after that point, the signal shall not be acknowledged and the serve becomes legal.

Rule 4.6 DRIVE SERVICE ZONES

The drive serve lines will be three feet from each side wall in the service box, dividing the service area into two 17-foot service zones for drive serves only. The player may drive serve to the same side of the court on which he is standing, so long as the start and finish of the service motion takes place outside the drive serve zone. Violations of this rule, either called or not called, may be appealed.

(a) The drive serve zones are not observed for crosscourt drive serves, the hard-Z, soft-Z, lob or half-lob serves.

(b) The racquet may not break the plane of the 17-foot zone while making contact with the ball.

(c) The drive serve line is not part of the 17-foot zone. Dropping the ball on the line or standing on the line while serving to the same side is an infraction.

Rule 4.7 SERVE IN DOUBLES

(a) Order of Serve. Each team shall inform the referee of the order of service which shall be followed throughout that game. The order of serve may be changed between games. At the beginning of each game, when the first server of the first team to serve is out, the team is out. Thereafter, both players on each team shall serve until the team receives a handout and a sideout.

(b) Partner's Position. On each serve, the server's partner shall stand erect with back to the side wall and with both feet on the floor within the service box from the moment the server begins the service motion until the served ball passes the short line. Violations are called foot faults. However, if the server's partner enters the safety zone before the ball passes the short line, the server loses service.

Rule 4.8 DEFECTIVE SERVES

Defective serves are of three types resulting in penalties as follows:

(a) Dead-Ball Serve. A dead-ball serve results in no penalty and the server is given another serve (without canceling a prior fault serve).

(b) Fault Serve. Two fault serves result in an out (either a sideout or a handout.)

(c) Out Serve. An out serve results in an out (either a sideout or a handout.)

Rule 4.9 DEAD-BALL SERVES

Dead-ball serves do not cancel any previous fault serve. The following are dead-ball serves:

(a) Ball Hits Partner. A serve which strikes the server's partner while in the doubles box is a dead-ball serve. A serve which touches the floor before touching the server's partner is a short serve.

(b) Court Hinders. A serve that takes an irregular bounce because it hit a wet spot or an irregular surface on the court is a dead-ball serve. Also, any serve that hits any surface designated by local rules as an obstruction.

(c) Broken Ball. If the ball is determined to have broken on the serve, a new ball shall be substituted and the serve shall be replayed, not canceling any prior fault serve.

Rule 4.10 FAULT SERVES

The following serves are faults and any two in succession result in an out:

(a) Foot Faults. A foot fault results when:

1. The server does not begin the service motion with both feet in the service zone.

2. The server steps completely over the service line (no part of the foot on or inside the service zone) before the served ball crosses the short line.

3. In doubles, the server's partner is not in the service box with both feet on the floor and back to the side wall from the time the server begins the service motion until the ball passes the short line. See Rule 4.7(b).

(b) Short Serve. A short serve is any served ball that first hits the front wall and, on the rebound, hits the floor on or in front of the short line either with or without touching a side wall.

(c) Three Wall Serve. A three-wall serve is any

served ball that first hits the front wall and, on the rebound, strikes both side walls before touching the floor.

(d) Ceiling Serve. A ceiling serve is any served ball that first hits the front wall and then touches the ceiling (with or without touching a side wall).

(e) Long Serve. A long serve is a served ball that first hits the front wall and rebounds to the back wall before touching the floor (with or without touching a side wall).

(f) Out-of-Court Serve. An out-of-court serve is any served ball that first hits the wall and, before striking the floor, goes out of the court.

(g) Bouncing Ball Outside Service Zone. Bouncing the ball outside the service zone as a part of the service motion is a fault serve.

(h) Illegal Drive Serve. A drive serve in which the player fails to observe the 17-foot drive service zone outlined in Rule 4.6.

(i) Screen Serve. A served ball that first hits the front wall and on the rebound passes so closely to the server, or server's partner in doubles, that it prevents the receiver from having a clear view of the ball. (The receiver is obligated to place himself in good court position, near center court, to obtain that view.) The screen serve is the only fault serve which may not be appealed.

Rule 4.11 OUT SERVES

Any of the following serves results in an out:

(a) Two Consecutive Fault Serves. See Rule 4.10.

(b) Failure to Serve. Failure of server to put the ball into play under Rule 4.5.

(c) Missed Serve Attempt. Any attempt to strike the ball that results in a total miss or in the ball touching any part of the server's body. Also, allowing the ball to bounce more than once during the service motion.

(d) Touched Serve. Any served ball that on the rebound from the front wall touches the server or server's racquet, or any ball intentionally stopped or caught by the server or server's partner.

(e) Fake or Balk Serve. Any movement of the racquet toward the ball during the serve which is noncontinuous and done for the purpose of deceiving the receiver. If a balk serve occurs, but the referee believes that no deceit was involved, he has the option of declaring "no serve" and have the serve replayed without penalty.

(f) Illegal Hit. An illegal hit includes contacting the ball twice, carrying the ball, or hitting the ball with the handle of the racquet or part of the body or uniform.

(g) Non-Front Wall Serve. Any served ball that does not strike the front wall first.

(h) Crotch Serve. Any served ball that hits the crotch of the front wall and floor, front wall and side wall, or front wall and ceiling is an out serve (because it did not hit the front wall first). A serve into the crotch of the back wall and floor is a good serve and in play. A served ball that hits the crotch of the side wall and floor beyond the short line is in play.

(i) Out-of-Order Serve. In doubles, when either partner serves out of order, the points scored by that server will be subtracted and an out serve will be called: if the second server serves out of order, the out serve will be applied to the first server and the second server will resume serving. If the player designated as the first server serves out of order, a sideout will be called. The referee should call no serve as soon as an out-of-order serve occurs. If no points are scored while the team is out of order, only the out penalty will have to be assessed. However, if points are scored before the out of order condition is noticed and the referee cannot recall the number, the referee may enlist the aid of the line judges (if they are being used) to recall the number of points to be deducted.

(j) Ball Hits Partner. A served ball that hits the doubles partner while outside the doubles box results in loss of serve.

(k) Safety Zone Violation. If the server, or doubles partner, enters into the safety zone before the served ball passes the short line, it shall result in the loss of serve.

Rule 4.12 RETURN OF SERVE

(a) Receiving Position

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

2. On the fly return attempt, the receiver may not strike the ball until the ball breaks the plane of the

receiving line. The receiver's follow-through may carry the receiver or his racquet past the receiving line.

3. Neither the receiver nor his 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.

(b) Defective Serve. A player on the receiving side may not intentionally catch or touch a served ball (such as an apparently long or short serve) until the referee has made a call or the ball has touched the floor for a second time. Violation results in a point.

(c) Legal Return. After a legal serve, a player on the receiving team must strike the ball on the fly or after the first bounce, and before the ball touches the floor the second time; and return the ball to the front wall, either directly or after touching one or both side walls, the back wall or the ceiling, or any combination of those surfaces. A returned ball must touch the front wall before touching the floor.

(d) Failure to Return. The failure to return a serve results in a point for the server.

(e) Other Provisions. Except as noted in this rule (4.12), the return of serve is subject to all provisions of Rules 4.14 through 4.16.

Rule 4.13 CHANGES OF SERVE

(a) Outs. A server is entitled to continue serving until:

1. Out Serve. See Rule 4.11.

2. Two Consecutive Fault Serves. See Rule 4.10.

3. Ball Hits Partner. Player hits partner with attempted return.

4. Failure to Return Ball. Player, or partner, fails to keep the ball in play as required by Rule 4.12(c).

5. Avoidable Hinder. Player or partner commits an avoidable hinder which results in an out. See Rule 4.16.

(b) Sideout. In singles, retiring the server is a sideout. In doubles, the side is retired when both partners have lost service, except that the team which serves first at the beginning of each game loses the serve when the first server is retired. See Rule 4.7.

(c) Effect of Sideout. When the server (or serving team) receives a sideout, the server becomes the receiver and the receiver becomes the server.

Rule 4.14 RALLIES

All of the play which occurs after the successful return of serve is called the rally. Play shall be conducted according to the following rules:

(a) Legal Hits. Only the head of the racquet may be used at any time to return the ball. The racquet may be held in one or both hands. Switching hands to hit a ball, touching the ball with any part of the body or uniform, or removing the wrist thong results in a loss of the rally.

(b) One Touch. The player or team trying to return the ball may touch or strike the ball only once or else the rally is lost. The ball may not be carried. (A carried ball is one which rests on the racquet long enough that the effect is more of a sling or throw than a hit.)

(c) Failure to Return. Any of the following constitutes a failure to make a legal return during a rally:

1. The ball bounces on the floor more than once before being hit.

2. The ball does not reach the front wall on the fly.

3. The ball caroms off a player's racquet into a gallery or wall opening without first hitting the front wall.

4. A ball which obviously does not have the velocity or direction to hit the front wall strikes another player.

5. A ball struck by one player on a team hits that player or that player's partner.

6. Committing an avoidable hinder. See Rule 4.16.

7. Switching hands during a rally.

8. Failure to use wrist thong on racquet.

9. Touching the ball with the body or uniform.

10. Carry or sling the ball with the racquet.

(d) Effect of Failure to Return. Violations of Rules 4.14(a) through (c) result in a loss of rally. If the serving player or team loses the rally, it is an out. If the receiver loses the rally, it results in a point for the server.

(e) Return Attempts

1. In singles, if a player swings at the ball and misses it, the player may continue to attempt to return

the ball until it touches the floor for the second time.

2. In doubles, if one player swings at the ball and misses it, both partners may make further attempts to return the ball until it touches the floor the second time. Both partners on a side are entitled to return the ball.

(f) Out of Court Ball

1. After return. Any ball returned to the front wall which, on the rebound or the first bounce, goes into the gallery or through any opening in a side wall shall be declared dead and the server shall receive two serves.

2. No Return. Any ball not returned to the front wall, but which caroms off a player's racquet into the gallery or into any opening in a side wall either with or without touching the ceiling, side wall, or back wall, shall be an out for the player failing to make the return, or a point for the opponent.

(g) Broken Ball. If there is any suspicion that a ball has broken during a rally, play shall continue until the end of the rally. The referee or any player may request the ball be examined. If the referee decides the ball is broken the ball will be replaced and the rally replayed. The server will get two serves. The only proper way to check for a broken ball is to squeeze it by hand. (Checking the ball by striking it with a racquet will not be considered a valid check and shall work to the disadvantage of the player or team which struck the ball after the rally.)

(h) Play Stoppage

1. If a foreign object enters the court, or any other outside interference occurs, the referee shall stop the play immediately and declare a dead-ball hinder.

2. If a player loses any apparel, equipment, or other article, the referee shall stop play immediately and declare an avoidable hinder or dead-ball hinder as described in Rule 4.16(i).

(i) Replays. Whenever a rally is replayed for any reason, the server is awarded two serves. A previous fault serve is not considered.

Rule 4.15 DEAD-BALL HINDERS

A rally is replayed without penalty and the server receives two serves whenever a dead-ball hinder occurs.

(a) Situations

1. Court Hinders. The referee should stop play immediately whenever the ball hits any part of the court that was designated in advance as a court hinder (such as a door handle). The referee should also stop play (i) when the ball takes an irregular bounce as a result of contacting a rough surface (such as court light or vent) or after striking a wet spot on the floor or wall and (ii) when, in the referee's opinion, the irregular bounce affected the rally. A court hinder is the only type of hinder that is appealable. See Rule 3.7(a).

2. Ball Hits Opponent. When an opponent is hit by a return shot in flight, it is a dead-ball hinder. If the opponent is struck by a ball which obviously did not have the velocity or direction to reach the front wall, it is not a hinder, and the player who hit the ball will lose the rally. A player who has been hit by the ball can stop play and make the call though the call must be made immediately and acknowledged by the referee.

3. Body Contact. If body contact occurs which the referee believes was sufficient to stop the rally, either for the purpose of preventing injury by further contact or because the contact prevented a player from being able to make a reasonable return, the referee shall call a hinder. Incidental body contact in which the offensive player clearly will have the advantage should not be called a hinder, unless the offensive player obviously stops play. Contact with the racquet on the follow-through normally is not considered a hinder.

4. Screen Ball. Any ball rebounding from the front wall so close to the body of the defensive team that it interferes with, or prevents, the offensive player from having clear view of the ball. (The referee should be careful not to make the screen call so quickly that it takes away a good offensive opportunity.) A ball that passes between the legs of the side that just returned the ball is not automatically a screen. It depends on the proximity of the players. Again, the call should work to the advantage of the offensive player.

5. Backswing Hinder. Any body or racquet contact, on the backswing or on the way to or just prior to returning the ball, which impairs the hitter's ability to take a reasonable swing. This call can be made by the player attempting the return, though the call must be made immediately and is subject to the referee's

approval. Note the interference may be considered an avoidable hinder. See Rule 4.16.

6. Safety Holdup. Any player about to execute a return who believes he is likely to strike his opponent with the ball or racquet may immediately stop play and request a dead-ball hinder. This call must be made immediately and is subject to acceptance and approval of the referee. (The referee will grant a dead-ball hinder if it is believed the holdup was reasonable and the player would have been able to return the shot, and the referee may also call an avoidable hinder if warranted.)

7. Other Interference. Any other unintentional interference which prevents an opponent from having a fair chance to see or return the ball. Example: When a ball from another court enters the court during a rally or when a referee's call on an adjacent court obviously distracts a player.

(b) Effect of Hinders. The referee's call of hinder stops play and voids any situation which follows, such as the ball hitting the player. The only hinders that may be called by a player are described in rules (2), (5), and (6) above, and all of these are subject to the approval of the referee. A dead-ball hinder stops play and the rally is replayed. The server receives two serves.

(c) Avoidance. While making an attempt to return the ball, a player is entitled to a fair chance to see and return the ball. It is the responsibility of the side that has just hit the ball to move so the receiving side may go straight to the ball and have an unobstructed view of the ball. In the judgment of the referee however, the receiver must make a reasonable effort to move towards the ball and have a reasonable chance to return the ball in order for a hinder to be called.

Rule 4.16 AVOIDABLE HINDERS

An avoidable hinder results in the loss of the rally. An avoidable hinder does not necessarily have to be an intentional act and is the result of any of the following:

(a) Failure to Move. A player does not move sufficiently to allow an opponent a shot straight to the front wall as well as a cross-court shot which is a shot directly to the front wall at an angle that would cause the ball to rebound directly to the rear corner farthest from the player hitting the ball. Also when a player moves in such a direction that it prevents an opponent from taking either of these shots.

(b) Stroke Interference. This occurs when a player moves, or fails to move, so that the opponent returning the ball does not have a free, unimpeded swing. This includes unintentionally moving the wrong direction which prevents an opponent from making an open offensive shot.

(c) Blocking. Moves into a position which blocks the opponent from getting to, or returning, the ball; or in doubles, a player moves in front of an opponent as the player's partner is returning the ball.

(d) Moving into the Ball. Moves in the way and is struck by the ball just played by the opponent.

(e) Pushing. Deliberately pushes or shoves opponent during a rally.

(f) Intentional Distractions. Deliberate shouting, stamping of feet, waving of racquet, or any other manner of disrupting one's opponent.

(g) View Obstruction. A player moves across an opponent's line of vision just before the opponent strikes the ball.

(h) Wetting the Ball. The players, particularly the server, should insure that the ball is dry prior to the serve. Any wet ball that is not corrected prior to the serve shall result in an avoidable hinder against the server.

(i) Apparel or Equipment Loss. If a player loses any apparel, equipment, or other article, play shall be immediately stopped and that player shall be called for an avoidable hinder, unless the player has just hit a shot that could not be retrieved. If the loss of equipment is caused by a player's opponent, then a dead-ball hinder should be called. If the opponent's action is judged to have been avoidable, then the opponent should be called for an avoidable hinder.

Rule 4.17 TIMEOUTS

(a) Rest Periods. Each player or team is entitled to three 30-second timeouts in games to 15 and two 30-second timeouts in games to 11. Timeouts may not be called by either side after service motion has begun.

Calling for a timeout when none remain or after service motion has begun, or taking more than 30 seconds in a timeout, will result in the assessment of a technical foul for delay of game.

(b) Injury. If a player is injured during the course of a match as a result of contact, such as with the ball, racquet, wall or floor, he will be awarded an injury timeout. While a player may call more than one timeout for the same injury or for additional injuries which occur during the match, a player is not allowed more than a total of 15 minutes of rest during a match. If the injured player is not able to resume play after total rest of 15 minutes, the match shall be awarded to the opponent. Muscle cramps and pulls, fatigue, and other ailments that are not caused by direct contact on the court will not be considered an injury.

(c) Equipment Timeouts. Players are expected to keep all clothing and equipment in good, playable condition and are expected to use regular timeouts and time between games for adjustment and replacement of equipment. If a player or team is out of timeouts and the referee determines that an equipment change or adjustment is necessary for fair and safe continuation of the match, the referee may award an equipment timeout not to exceed 2 minutes. The referee may allow additional time under unusual circumstances.

(d) Between Games. The rest period between the first two games of a match is 2 minutes. If a tiebreaker is necessary, the rest period between the second and third game is 5 minutes.

(e) Postponed Games. Any games postponed by referees shall be resumed with the same score as when postponed.

Rule 4.18 TECHNICAL FOULS AND WARNINGS

(a) Technical Fouls. The referee is empowered to deduct one point from a player's or team's score when, in the referee's sole judgment, the player is being overtly and deliberately abusive. If the player or team against whom the technical foul was assessed does not resume play immediately, the referee is empowered to forfeit the match in favor of the opponent. Some examples of actions which may result in technical fouls are:

1. Profanity.
2. Excessive arguing.
3. Threat of any nature to opponent or referee.
4. Excessive or hard striking of the ball between rallies.
5. Slamming of the racquet against walls or floor, slamming the door, or any action which might result in injury to the court or other players.
6. Delay of game. Examples include (i) serving before the receiver is ready, (ii) taking too much time to dry the court, (iii) questioning of the referee excessively about the rules, (iv) exceeding the time allotted for timeouts or between games, or (v) calling a timeout when none remain.
7. Intentional front line foot fault to negate a bad lob serve.
8. Anything considered to be unsportsmanlike behavior.
9. Failure to wear lensed eyewear designed for racquet sports is an automatic technical foul on the first infraction and a mandatory timeout will be charged against the offending player to acquire the proper eyewear. A second infraction by that player during the match will result in automatic forfeiture of the match.

(b) Technical Warnings. If a player's behavior is not so severe as to warrant a technical foul, a technical warning may be issued without point deduction.

(c) Effect of Technical Foul or Warning. If a referee issues a technical foul, one point shall be removed from the offender's score. If a referee issues a technical warning, it shall not result in a loss of rally or point and shall be accompanied by a brief explanation of the reason for the warning. The issuing of the technical foul or warning has no effect on who will be serving when play resumes. If a technical foul occurs between games or when the offender has no points, the result will be that the offender's score will revert to minus one (-1).



Selection Guide



Manufacturer	Racquet	Weight (grams)	Length (Inches)	String Area (In. ²)	String Tension	Power Rating
Pro Kennex	Asymmetric II0	215	20.5	110	34 +or- 4	0.8
Pro Kennex	Graphite ASM 95	215	20.5	95	34 +or- 4	1.3
Pro Kennex	Marty Hogan Classic	210	21	96	32 +or- 4	1.1
Pro Kennex	Innerbeam ULX	210	20.5	95	34 +or- 4	1.7
Pro Kennex	Innovator ULX	210	20.5	95	34 +or- 4	2.9
Pro Kennex	Power Fused 31	225	20.5	100	32	3.4
Pro Kennex	Vision	225	20.5	100	32	3.5
Pro Kennex	Vanguard	225	21	100	32	3.7
Pro Kennex	Blaster	225	20.5	93	28	3.8
Head	175g	175	21	103	29-33	1.0
Head	190g	190	21	103	29-33	1.3
Head	205g	205	21	103	29-33	1.7
Head	LaserSpeed 6000 Lite	200	21	108	36-40	1.2
Head	LaserSpeed 4000	230	21	108	36-40	2.0
Head	LaserSpeed 1000	230	21	108	36-40	2.7
Spalding	Thunderheat	225	21	107	40 main 35 cross	1.0
Spalding	Assault	245	21	103	40 main 35 cross	1.5
Spalding	Assault Light	225	21	103	40 main 35 cross	2.0
Spalding	Rival	210	21	103	40 main 35 cross	2.7
Transition	Bad Influence	205	21	100	24-28 (17g)	1.0
Transition	Phase II	205	21	104	26-28 (17g)	1.2
Transition	Phase I Ultra-Light	195	21	104	26-27 (17-19g)	1.3
Transition	Phase I	210	21	104	26-27 (17-19g)	1.5
Ektelon	Fusion ARC2 Graphite	240	21	98	40	0.8
Ektelon	Cyber ARC2 Graphite	245	21	98	45	1.2
Ektelon	Helix ARC2 Graphite	245	21	97	45	2.3
Ektelon	Sycor ARC2 Graphite	245	20.5	92	45	2.4
Ektelon	Tronic ARC2 Graphite	245	20.5	94	45	2.6
Ektelon	Rage ARC2 Litening	215	21	98	35	1.0
Ektelon	Xcess ARC2 Litening	215	21	98	35	1.8
Ektelon	Neuro ARC2 Litening	215	20.5	94	35	2.2

Key Features



WEIGHT A racquet's weight must be comfortable for the player swinging it. A racquet which is too heavy is slow and difficult to maneuver while a racquet which is too light will not give a strong feel.



POWER RATING The power rating is the result of product testing by members of Courtesy Sports' playing Staff. 1.0 Most Powerful, 2.0 Powerful, 3.0 Moderate Power.



HEAD SIZE The size of a racquet has a great deal to do with its power and playability. A larger stringing area (hitting surface) will allow more efficient use of the strings for greater power. A racquet with a larger head must be exceptionally light to maintain its maneuverability while remaining strong for durability.



COURTESY SPORTS

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