



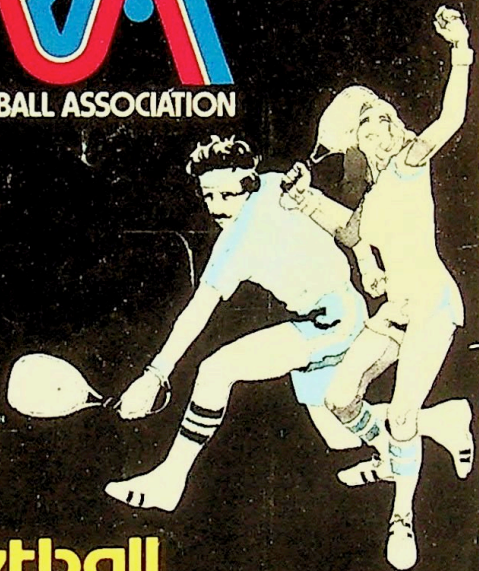
AMERICAN AMATEUR RACQUETBALL ASSOCIATION

**OFFICIAL
RULES**

Compliments of

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Racquetball





OFFICIAL RULES OF RACQUETBALL
of the
AMERICAN AMATEUR RACQUETBALL ASSOCIATION
Revised October, 1979

PART 1. THE GAME

Rule 1.1—Types of Games.

Racquetball may be played by two, three, or four players. When played by two it is called "singles", by three "cutthroat", and when played by four, "doubles."

Rule 1.2—Description.

Racquetball, as the name implies, is a competitive game in which only one racquet at a time shall be used by each of the players.

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 side makes an error, or is unable to return the ball before it touches the floor twice.

Rule 1.4—Points and Outs.

Points are scored only by the serving side, when it serves an ace or wins a rally. When the serving side loses a rally, it loses the serve. Losing the serve is called an "out" in singles, and a "handout" in doubles.

Rule 1.5—Game.

A game is won by the side first scoring 21 points.

Rule 1.6—Match.

A match is won by the side first winning two games.

- a) In the event that each participant wins one game, the match shall be decided by a fifteen (15) point tie-breaker.
- b) Player, (team in doubles) totaling the greater number of points in the first two games, shall be the first server in the tie-breaker.
- c) If player(s) have the same total, server shall be determined by a coin flip conducted by the referee.
- d) Players shall be allowed three (3) time-outs not to exceed thirty (30) seconds each in each of the first two (2) games (Ref. Rule 4.12 (b)).
- e) Player(s) shall be limited to two (2) time-outs in the tie-breaker.

Rule 1.7—Consolation Matches.

a) In all AARA sanctioned matches at state, regional, or national levels, each entrant shall be entitled to participate in a minimum of two matches. This then means that losers of their first match shall be AUTOMATICALLY placed in the consolation bracket of their division.

b) If a player draws a bye or wins the match by forfeit and then loses the second round match, the player shall be deemed to have played just one match and therefore shall be entitled to be entered into the consolation bracket of that division.

c) Consolation matches for all rounds through the quarter finals shall consist of one 31 point game with four (4) time-outs per side played without a referee with the participants keeping their own score.

d) Semifinals and finals in all consolation matches shall be officiated in the same manner as a regular tournament match.

e) This Rule (1.7) may be waived at the discretion of the Tournament Director but this waiver must be in writing on the application.

PART 11. COURTS AND EQUIPMENT

Rule 2.1—Courts.

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

a) Dimension. The dimensions shall be 20 feet wide, 20 feet high, and 40 feet long, with back wall at least 12 feet high.

b) Lines and Zones. Racquetball courts shall be divided and marked on the floors with 1½ inch wide red or white lines as follows:

(1) Short Line. The short line is midway between and is parallel with the front and back walls dividing the court into equal front and back courts.

(2) Service Line. The service line is parallel with and located five feet in front of the short line.

(3) Service Zone. The service zone is the space between the outer edges of the short and service lines.

(4) Service Boxes. A service box is located at each end of the service zone by lines 18 inches from and parallel with each sidewall.

(5) Receiving Lines. Five feet back of the short line, vertical lines shall be marked on each sidewall extending 3 inches from the floor. See Rule 4.7 (a).

Rule 2.2—Ball Specifications.

1. 400 a) The specifications for the standard racquetball are: the ball shall be $2\frac{1}{4}$ in diameter; weigh approximately 140 grams; and at a temperature of 70-74°F. with a 100 inch drop rebound is to be 68-72 inches; hardness, 55-60 durometer.

b) Official Ball. Any ball which carries the endorsement stamp of approval from the AARA is an official ball.

Rule 2.3—Ball Selection.

a) The ball shall be selected by agreement between the players and at least two acceptable balls should be agreed upon before the match commences. If the players cannot agree, the referee shall make the selection and this decision shall be binding on the participants.

b) If during the course of a match both players/teams request a change of ball, the referee shall agree. Only an AARA approved ball shall be used in all sanctioned tournaments.

Rule 2.4—Racquet Specifications.

a) Official Racquet. Any racquet which carries the endorsement stamp of approval from the AARA is an official racquet.

b) Dimensions. The official racquet will have a maximum head length of 11 inches and a width of 9 inches. These measurements are computed from the outer edge of the racquet head rims. The handle may not exceed 7 inches in length. Total length and width of the racquet may not exceed a total of 27 inches.

c) The racquet must include a thong that must be securely wrapped on the

player's wrist.

d) The racquet frame may be made of any material, as long as it conforms to the above specifications.

e) The strings of the racquet should be gut, monofilament or nylon. Metal or steel strings are permitted only if they do not mark or deface the ball.

Rule 2.5—Uniform.

a) The uniform and shoes may be of any color. The shirt may contain any insignia or writing considered in good taste by the referee (final determiner to be the tournament director). Doubles teams should wear similar colors to ease the problems of the referee identification. Players may not play without shirts in tournament competition.

b) Each player shall have within easy access an extra shirt which may be requested to put on, if in the judgment of the referee excess perspiration is creating hazardous playing conditions and causing unnecessary delay in play.

c) Eye protection is required in all AARA sanctioned Junior events and for any participant under the age of 18 in any AARA tournament.

PART III. OFFICIATING

Rule 3.1—Tournaments.

All tournaments shall be managed by a committee or chairperson who shall designate the officials.

Rule 3.2—Officials.

The official shall be a referee designated by the tournament director or floor manager or one agreed to by both participants (teams in doubles). Officials may also include, at the discretion of the tournament director, a score-keeper and two linespeople.

Rule 3.3—Removal of a Referee.

A referee may be removed upon the agreement of both participants (teams in

doubles) or at the discretion of the tournament director. In the event that the referee's removal is requested by one player (team) and not agreed to by the other, the tournament director or that director's designated assistant(s) may accept or reject the request.

Rule 3.4—Rule Briefing.

Before all tournaments, all officials and players shall be briefed on rules and on local court hindrances or other regulations or modifications the tournament director wishes to impose. This 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 in writing and be available to all players at registration.

Rule 3.5—Referees.

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

(1) Check on adequacy of preparation of the court with respect to cleanliness, lighting and temperature, and upon location of locker rooms, drinking fountains, etc.

(2) Check on availability and suitability of all materials necessary for the match such as balls, towels, score cards, and pencils, and time piece.

(3) Instruct players ON COURT.

(4) Point out court hindrances and local regulations if applicable.

(5) Inspect equipment and toss coin.

(6) Upon assuming officiating position, check linespeople and scorekeeper (where applicable) and ask for reserve game ball.

(7) When players indicate their readiness to start play, call score (zero serving zero) to start match.

b) Decision. During the match, referees shall make all decisions with regard to the rules. Where linespeople are used the referee shall announce all final

judgments. ~~The decision, once announced, is final and warrants no further discussion.~~ If both players in a singles match and three out of four in a doubles match disagree with a call made by the referee, ~~but agree among themselves,~~ the referee is overruled.

c) Protests. Any decision not involving the judgment of the referee may on protest be decided by the ~~chairperson,~~ if present, or the delegated representative.

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) After warning, any player leaves the court without permission of the referee during a game.

(3) Any player for a singles match, or any team for a doubles match fails to report to play, twenty (20) minutes from the scheduled game time will be allowed before forfeiture. The tournament chairperson may permit a longer delay if circumstances warrant such a decision.

(4) A third technical foul is assessed to ~~to~~ one player or team during the course of a match. See Rule 4.13.

Rule 3.6—Scores.

The scorer shall keep a record of the progress of the game in the manner prescribed by the committee or chairperson. As a minimum the progress record shall include the order of serves, outs, and points. The referee shall announce the score before each ~~score.~~ **serve**

Rule 3.7—Record Keepers.

In addition to the scorer, the committee may designate additional persons to keep more detailed records for statistical purposes of the progress of the game.

Rule 3.8—Linespeople.

In any AARA sanctioned tournament, ~~line~~^speople may be designated in order to help decide appealed rulings. Two linespeople will be designated by the tournament

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chairperson and shall, at the referee's signal either agree or disagree with the referee's ruling. The signal by a linesperson to show agreement with the referee is "thumbs up." The signal to show disagreements is "thumbs down." The signal for no opinion is an "open palm down." Both linespersons must disagree with the referee in order to reverse the ruling. If both linespeople disagree with the referee's call, it shall be overridden, and the call reversed. If either linesperson agrees with the referee, the call shall stand. In the event that one linesperson disagrees, and the other signals that they did not see the call in question, the point shall be REPLAYED.

Rule 3.9—Appeals.

Where linespeople are designated, they shall have the same responsibility for all calls as does the referee. A player may not ask for hinder if one has not been called. Hinder calls by the referee can not be appealed. The assessing of technical fouls is the exclusive right of the referee.

PART IV. PLAY REGULATIONS

Rule 4.1—Serve, Generally.

a) Order. The player or side winning the toss becomes the first server and starts the first game. The receiving player or side in the first game shall serve first in the second game. In a tie-breaker it shall be that player accumulating the greatest number of points in the first two games who shall serve first.

b) Start. Games are started by the referee's calling the score. (Zero serves zero.)

c) Place. The server may not initiate the pre-service motion from outside of the service zone. Stepping on the line (but not beyond it) is permitted. Server must remain in the service zone until the served ball passes short line. Violations are called "foot faults."

d) Manner. A serve is commenced as the ball leaves the server's hand. The ball must bounce on the floor in the service zone and on the first bounce be struck by the

server's racquet in an obvious attempt to serve the ball. The ball must strike the front wall first and on the rebound hit the floor back of the short line, either with or without touching one of the side walls. A balk serve or fake swing at the ball although the ball has only been bounced once, shall be deemed an infraction and be judged a "handout", or an "out."

e) Readiness. Once the end of play is signaled by "point, side out, hinder" etc. the receiver(s) is(are) given a reasonable amount of time, according to the judgment of the referee, to get ready to receive the serve. According to the judgment of the referee the score will be called when the receiver(s) is(are) ready to receive the serve. Once the score has been called the server has ten (10) seconds to put the ball into play.

Rule 4.2—Serve, in Doubles.

a) Server. At the beginning of each game in doubles, each side shall inform the referee of the order of service, which order shall be followed throughout the game. Only the first server serves the first time up and continues to serve first throughout the game. When the first server is out—the side is out. Thereafter both players on each side shall serve until a hand-out occurs. It is not necessary for the server to alternate serves to their opponents.

b) Partner's Position. On each serve the server's partner shall stand erect with their back to the sidewall and with both feet on the floor within the service box until the served ball passes the short line. Violations are called "foot faults."

c) There will be an automatic screen serve in Doubles matches when the ball goes behind the body of the server's partner.

Rule 4.3—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 cancelling a prior illegal serve.
- b) Fault Serve. Two (2) fault serves result in a hand-out.

c) Out Serve - results in a hand out

Rule 4.4—Dead Ball Serves.

Dead ball serves do not cancel any previous illegal serve. They occur when an otherwise legal serve:

a) Hits Partner. Hits the server's partner on the fly on the rebound from the front wall while the server's partner is in the service box. Any serve that touches the floor before hitting the partner in the box is a short.

b) Screen Balls. Passes within 18 inches of the server ~~to~~ obstructs the view of the returning side.

c) Court Hinders. Hits any part of the court that under local rules is a dead ball.

Rule 4.5—Fault Serves.

The following serves are faults and any two in succession result in a hand-out:

a) Foot Faults. A foot fault results:

(1) When the server leaves the service zone before the served ball passes the short line;

(2) When the server's partner ^{steps forward} (leaves) the service box ^{line} before the served ball passes the short line;

(3) When the server steps over the service or short line.

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

c) Three-Wall Serve. Any ball served that first hits the front wall and on the rebound hits two sidewalls on the fly.

d) Ceiling Serve. Any served ball that touches the ceiling after hitting the front wall either with or without touching one sidewall.

e) Long Serve. A long serve is any served ball that first hits the front wall and rebounds to the back wall before touching the floor.

f) Out of Court Serve. Any ball going out of the court on the serve.

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Rule 4.6—Out Serves.

Any one of the following serves results in a hand-out:

a) Failure of Server. Failure of server to put the ball into play within ten (10) seconds of the calling of the score by the referee.

b) Missed Ball. Any attempt to strike the ball on the first bounce that results either in a total miss or in touching any part of the server's body other than the racquet.

c) Non-Front Server. Any served ball that strikes the server's partner, or the ceiling, floor or sidewall before striking the front wall.

d) Touched Serve. Any served ball that on the rebound from the front wall touches the server, or touches the server's partner while any part of that person's body is out of the service box, or the server's partner intentionally catches the served ball on the fly.

e) Out-of-Order Serve. In doubles, when either partner serves out of order. Any points which may have been scored during an out-of-order serve will be automatically void with the score reverting to the score prior to the out-of-order serve.

f) Crotch Serve. If the served ball hits the crotch in the front wall it is considered the same as hitting the floor and is an out. A crotch serve into the back wall is good and in play. A served ball hitting the sidewall crotch (as in a "Z" serve) beyond the short line is good and in play.

g) Fake or Balk Serve. Such a serve is defined as a non-continuous movement of the racquet towards the ball as the server drops the ball for the purpose of serving.

Rule 4.7—Return of Serve.

a) Receiving Position. The receiver(s) must stand at least five (5) feet back of the short line, as indicated by the three (3) inch vertical line on each sidewall, and cannot enter into this safety zone until the ball has been served and passes the short line. At that point the receiver(s) may enter the safety zone to return serve,

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Receiver →

however, neither the racquet nor body may infringe on the imaginary plane marked by the short line. A violation of this plane would result in a point for the server.

b) Defective Serve. To eliminate any misunderstanding the receiving side will not catch or touch a defectively served ball until called by the referee or it has touched the floor for the second time.

c) Legal Return. After the ball is legally served, one of the players on the receiving side must strike the ball with the racquet either on the fly or after the first bounce and before the ball touches the floor the second time to return the ball to the front wall either directly or after touching one or both sidewalls, the back wall or the ceiling, or any combination of those surfaces. A returned ball may not touch the floor before touching the front wall. It is legal to return the ball by striking the ball into the back wall first, then hitting the front wall on the fly or after hitting the side-wall or ceiling.

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

Rule 4.8—Changes of Serve.

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

(1) Out Serve. An out serve is made as described under Rule 4.6 or;

(2) Fault Serves. One makes two fault serves in succession under Rule 4.5, or;

(3) Hits Partner. Partner is hit with an attempted return before the ball touches the floor a second time.

(4) Return Failure. Player or partner fails to keep the ball in play by returning it as required by Rule 4.7 (d).

(5) Avoidable Hinder. Player or partner commits an avoidable hinder under Rule 4.11.

b) Side-out. In singles, retiring the server retires the side. In doubles, the side is retired when both partners have been put out on the first serve as provided in Rule 4.2 (a).

c) Effect. When the server or the side loses the serve, the server or serving side

shall become the receiver; and the receiving side, the server, and so alternately in all subsequent services of the game.

Rule 4.9—Rallies.

Each legal return after the serve is called a rally. Play during rallies shall be according to the following rules:

a) One or Both Hands. Only the head of the racquet may be used at any time to return the ball. The ball must be hit with the racquet in one or both hands. Switching hands to hit a ball is an out. The use of any portion of the body is out.

b) One Touch. In attempting returns, the ball may be touched or struck only once by one player on the returning side (a carried ball is a ball that rests on the racquet in such a way that the effect is more of a "sling" or "throw" than a hit and shall be ruled a point or hand-out as is applicable. In doubles both partners may swing at, but only one may hit the ball. A violation of (a) or (b) results in a hand-out or point.

c) Return Attempts.

(1) In singles, if a player swings at, but misses the ball in play, the player may repeat those attempts to return the ball until it touches the floor for the second time.

(2) In doubles, if one player swings at, but misses the ball, both the player and the partner 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.

(3) Hinders. In singles or doubles, if a player swings at, but misses the ball in play, and in an attempt by either members of a team again to play the ball there is an unintentional interference by an opponent it shall be a hinder. (See Rule 4.10)

d) Touching Ball. Except as provided in Rule 4.10 (a) (2) any touching of a ball before it touches the floor the second time by a player other than the one making a return is a point or out against the offending player.

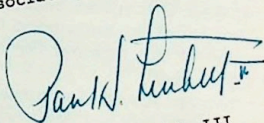
e) Out of Court Ball.

(1) After Return. Any ball returned to the front wall which on the rebound or on the first bounce goes into the gallery or through any opening in a sidewall shall be

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declared dead and the serve replayed.

(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 sidewall either with or without touching the ceiling, side or back wall, shall be an out or point against the players failing to make the return.

f) Dry Ball. During the game and particularly on service every effort should be made to keep the ball dry. Deliberate wetting shall result in an out. The ball may be inspected by the referee at any time during the game.

g) Broken Ball. If there is any suspicion that a ball has broken on the serve or 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 a new ball shall be put into play and the point replayed.

h) Play Stoppage.

(1) If a player loses a shoe or other equipment, or foreign objects enter the court, or any other outside interference occurs, the referee shall stop the play if such occurrences interfere with ensuing play or player's safety.

Rule 4.10—Dead Ball Hinders.

Hinders are of two types—"dead ball" and "avoidable." Dead ball hinders as described in this rule result in the point being replayed. Avoidable hinders are described in Rule 4.11.

a) Situations. When called by the referee the following are dead ball hinders:

(1) Court Hinders. Hits any part of the court which under local rules is a dead ball.

(2) Hitting Opponent. Any body contact with an opponent that interferes with seeing or returning the ball.

(4) Screen Ball. Any ball rebounding from the front wall within eighteen (18) inches of the body of a player on the side which just returned the ball, to interfere with or prevent the returning side from seeing the ball, if there is no fair chance to

see or return the ball.

(5) Straddle Ball. A ball passing between the legs of the player on the side which just returned the ball, if there is no fair chance to see or return the ball.

(6) Other interference. Any other unintentional interference which prevents an opponent from having a fair chance to see or return the ball.

b) Effect. A call by the referee of a "hinder" stops the play and voids any situation following, such as the ball hitting a player. No player is authorized to call a hinder, except on the back swing or from accidentally stepping on an opponent's foot. Such a call should be made immediately, as provided in Rule 3.5 (b). The decision of the referee will be final as to whether or not the violation impeded the ensuing rally.

c) Avoidance. While making an attempt to return the ball, a player is entitled to have a direct path to the ball and an unobstructed view of the ball after it leaves the front wall. It is incumbent upon the players to give their opponents a free, uninhibited swing at the ball. This applies in doubles as well. It is not a hinder when one player interferes with a teammate.

d) In Doubles. In doubles, both players on a side are entitled to a fair and unobstructed chance at the ball and either one is entitled to a hinder even though it naturally would be the partner's ball and even though the partner may have attempted to play the ball or may have already missed it. It is not a hinder when one player hinders their partner.

Rule 4.11—Avoidable Hinders.

An avoidable hinder results in an "out" or a point depending upon whether the offender was serving or receiving.

(1) Failure to Move. Does not move sufficiently to allow an opponent a shot.

(2) Blocking. Moves into a position effecting a block on the opponent about to return the ball, or in doubles, one partner moves in front of an opponent as the partner of that opponent is returning the ball.

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

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

(5) Moves so as to restrict opponent's swing so that player returning the ball does not have a free, unimpeded swing.

Rule 4.12—Rest Periods.

a) Delays. Deliberate delay exceeding ten (10) seconds by server or receiver shall result in a side out or point against the offender.

b) Time-outs. During a game each player in singles or each side in doubles either while serving or receiving may request a time-out, ~~for a towel, wiping glasses, glove change or adjustment.~~ Each time-out shall be granted each singles player or each team in doubles. No player may call a time-out once the ball is in play. Only two time-outs are allowed in the 15 point tie-breaker. See Rule 4.1 (d).

c) Injury. No time-out shall be charged to a player who is injured during a play. An injured player shall not be allowed more than a cumulative total of fifteen (15) minutes of rest. If the injured player is not able to resume play after a cumulative rest of fifteen (15) minutes the match shall be awarded to the opponent(s). On any additional injury to same player the tournament director or referee, after considering any available medical opinion, shall determine whether the injured player will be allowed to continue.

ADD from match
~~d) A time-out may be called by the referee at the request of a player and after substantiation by the referee, because of faulty equipment or uniform. Two (2) minutes are to be allowed for any uniform adjustment needed and thirty (30) seconds for any equipment adjustment.~~

e) A two (2) minute rest period is allowed between the first and second game with a ten (10) minute rest period between the second and third game.

f) Postponed Games. Any games postponed by referee shall be resumed with the same score as when postponed.

Rule 4.13—Technical Foul.

The assessment of a technical foul on a player (or team in doubles) shall result in the loss of a point from the offending player(s) score. It shall not result in an "out" call if assessed against the server. It should be called by the referee whenever the referee feels that a player has executed or exhibited unsportspersonlike conduct either vocally or by any other means during the course of a match. The assessment of a third technical during the course of a match shall result in the automatic, immediate forfeiture of that match.

Rule 4.14—Professional.

A professional shall be defined as any player (male, female or junior) who has accepted prize money regardless of the amount in any PRO SANCTIONED tournament.

(1) A player may participate in a PRO SANCTIONED tournament which awards cash prizes, but will not be considered a professional if NO prize money is accepted.

(2) The acceptance by a player of merchandise or travel expenses shall not be considered as prize money, and thus does not jeopardize a player's amateur status.

Rule 4.15—Return to Amateur Status.

Any player who has been classified as a professional (See Rule 4.14) can recover amateur status by requesting, in writing, this desire to be reclassified as an amateur. This application shall be tendered to the Executive Director of the American Amateur Racquetball Association and shall become effective immediately as long as the player making application for reinstatement of amateur status has received NO money for the course of that year.

Rule 4.16—Age Group Divisions.

Age is determined as of the first day of the tournament.



MEN's DIVISIONS

Open - all players other than professionals

- Seniors - amateurs 30+
- Seniors - amateurs 35+
- Seniors - amateurs 40+
- Masters - amateurs 45+
- Masters - amateurs 50+
- Golden Masters - amateurs 55+
- Golden Masters - amateurs 60+
- Golden Masters - amateurs 65+

WOMEN's DIVISIONS

Open - all players other than professionals

- Seniors - amateurs 30+
- Seniors - amateurs 35+
- Seniors - amateurs 40+
- Masters - amateurs 45+
- Masters - amateurs 50+
- Golden Masters - amateurs 55+
- Golden Masters - amateurs 60+
- Golden Masters - amateurs 65+

JUNIOR DIVISION- Age is determined as of January 1 of each calendar year.

JUNIOR BOYS

- 17 years of age and under
- 15 years of age and under
- 13 years of age and under
- 10 years of age and under

JUNIOR GIRLS

- 17 years of age and under
- 15 years of age and under
- 13 years of age and under
- 10 years of age and under

DOUBLES TEAM- Ages apply as above.

PART V. TOURNAMENTS

Rule 5.1—Draws.

a) If possible all draws shall be made at least two (2) days before the tournament commences. The seeding method of drawing shall be approved by the American Amateur Racquetball Association.

b) The draw and seeding committee at national events shall be chaired by the AARA's Executive Director and shall consist of the Executive Director, National Commissioner, and the host chairperson. No other persons shall participate in the draw or seeding unless at the invitation of the draw and seeding committee.

c) In local, state and regional tournaments the draw shall be the responsibility of the tournament chairperson. In regional play the tournament chairperson should work in coordination with the AARA Regional Commissioner at the tournament.

Rule 5.2—Scheduling.

a) Preliminary Matches. If one or more contestants are entered in both singles and doubles, they may be required to play both singles and doubles on the same day or night with little rest between matches. This is a risk assumed on entering both singles and doubles events. If possible the schedule should provide at least a one hour rest period between all matches.

b) Final Matches. Where one or more players have reached the finals in both singles and doubles, it is recommended that the doubles match be played on the day preceding the singles. This would assure more rest between the final matches. If both final matches must be played on the same day or night, the following procedure is recommended:

(1) The singles match be played first.

(2) A rest period of not less than One (1) Hour be allowed between the finals in singles and doubles.

Rule 5.3—Notice of Matches.

After the first round of matches, it is the responsibility of each player to check the

posted schedules to determine the time and place of each subsequent match. If any change is made in the schedule after posting, it shall be the duty of the committee or chairperson to notify the players of the change.

Rule 5.4—Third Place. *~ Luke 40 rewrite*

In championship tournaments; national, regional, state, etc., the loser in the semifinals must play for third place or lose their ranking for the next year unless they are unable to compete because of injury or illness. (See Rule 3.5 (d) (4).)

Rule 5.5—AARA Regional Tournaments.

AARA Regional Tournaments - The United States and Europe are divided into a combined total of nine (9) regions:

- a) A player may compete in only one regional tournament per year.
- b) The defined area of eligibility for a person's region is that of their permanent residence. The only exception is when the locale of the adjoining regional tournament is closer to a player's residence than the site of their own home regional. In such a case the player is afforded the option of playing in either, but not both tournaments.
- c) A player can participate in only two events in a regional tournament.
- d) Awards and remuneration to the AARA National Championships will be posted on the entry blank.

Rule 5.6—Tournament Management.

In all AARA sanctioned tournaments the tournament chairperson and/or the National AARA official in attendance may decide on a change of courts after the completion of any tournament game if such a change will accommodate better spectator conditions.

Rule 5.7—Tournament Conduct.

In all AARA sanctioned tournaments the referee is empowered to default a match if an individual player of team conducts itself to the detriment of the tournament and the game.

Rule 5.8—AARA Eligibility.

Any paid-up AARA member in good standing, who has not been classified as a professional (See Rule 4.14) may compete in any AARA sanctioned amateur tournament.

Rule 5.9—AARA National Championship.

~~Starting in 1974,~~ the National Singles and National Doubles were separated and will be played on two (2) different weekends, ~~with only four (4) days (Thursday, Friday, Saturday, and Sunday)~~ allotted to each tournament. There will be a consolation round in all divisions.

a) Qualifying Singles. A player will have to qualify at one of the ~~eight (8)~~⁹ regional tournaments. Regions are: Northeast, Mid-Atlantic, South, Mid-West, Southeast, ~~West~~^{WEST}, West, Northwest, and Europe. (See Rule 5.5 (a).) **EAST**

(1) The National Ratings Committee will handle the rating of each region and determine how many players shall qualify from each regional tournament.

(2) All National finalists in each division will be exempt from qualifying for the same division the following year.

(3) There will be a tournament one day ahead of the National Tournament at the same site to qualify eight (8) players in each division who were unable to qualify or who failed to qualify in the Regionals.

(4) This rule is in force only when a division is obviously over subscribed.

b) Qualifying Doubles. There will be no regional qualifying for doubles.

Rule 5.10—Intercollegiate Tournament.

It will be conducted at a separate date and location.

Rule 5.11—Invitational Tournaments.

Eligibility by invitation only to the top sixteen (16) players or teams.

Rule 5.12—Round Robin Invitational Tournaments.

Consists of ten (10) players (singles) or ten (10) teams (doubles). Tournament is conducted over three (3) consecutive days. Each day's play consists of three (3)

matches played on a round robin basis. Each match consists of one 31 point game. An individual or team limit of four time-outs is permitted for each match.

Basically racquetball rules for one-wall, three-wall and four-wall are the same with the following exceptions:

ONE WALL: Court Size - Wall shall be 20 ft. in width and 16 ft. high, floor 20 ft. in width and 34 ft. from the wall to the back edge of the long line. There should be a minimum of three (3) feet beyond the long line and six (6) feet outside each side line and behind the long line to permit movement area for the players.

Short line - Back edge sixteen (16) feet from the wall. Service Markers - Lines at least six (6) inches long parallel to and midway between the long and short lines, extending in from the side lines. The imaginary extension and joining of these lines indicates the service line. Lines are 1½ inches in width. Service Zone - Floor area inside and including the short, side and service lines. Receiving Zone - Floor area in back of short line bounded by and including the long and side lines.

THREE WALL: Serve - A serve that goes beyond the side walls on the fly is considered "long." A serve that goes beyond the long line on a fly, but within the side-walls is the same as a "short."

Court Size - short sidewall - 20' in width and 20' in height 20' in length. Sidewall shall extend back on either side from the front wall parallel 20' along the sidewall markers. Sidewall may extend from 20' at the front wall and taper down to 12' at the end of the sidewall. All other markings are the same as 4-wall.

Court Size - long sidewall 20' in width and 20' in height and 40' in length. Sidewall shall extend back on either side 40'. The sidewall may, but is not restricted to tapering from 20' of height at the front wall down to 12' at the 40' marker. All lines are the same as in 4-wall racquetball.

NATIONAL RANKING SYSTEM
IN AN
A.A.R.A. SANCTIONED TOURNAMENT

All players reaching the quarter finals will receive national amateur ranking points. Here's how it works:

One of the most persistent problems in racquetball has been the ranking of players. In order to correct this situation, the AARA recently voted to adopt a computerized, national ranking system. The system is the brainchild of Pete Talbot, AARA state director for New Jersey and manager of Yogi Berra's Hall of Fame Racquetball Club in Fairfield, New Jersey.

The Talbot national ranking system allows the AARA to give permanent recognition to members for outstanding play at local, state, regional and national levels. The ranking system is a *permanent* awarding of points based upon both a lifetime of competition and a yearly accumulation of points used for national seeding.

Below is the criteria for levels of merit in the national ranking system:

- Grand Master National Champions—only national champs.
- Grand Masters—2,000 gold points minimum.
- National Tournament Players—500 gold points minimum.
- Touring Players—200 gold points minimum.
- Players—all gold points up to 200.

To qualify for a specific level, a player must earn the minimum points indicated above for a given ranking. To permanently honor our national champions, a special category of Grand Master National Champion has been provided. Each year the newly crowned champions in each age category qualify for this title.

There are two types of points a player may earn while participating in tournaments. These points are designated as Tournament Points and Gold Points. They are awarded according to the order of finish in a given tournament. The higher the tournament is rated by the AARA, the higher points allocated.

The Gold Points are special points earned for excellence of play. They are awarded for order of finish in designated tournaments where the AARA feels the level of play will be of national or regional caliber.

Tournament Points are points awarded for order of finish in any AARA sanctioned tournament and are used to determine the AARA yearly rankings. These points accumulate for one year for each age division as specified by the AARA (open, 30-34, 35-39, 40-44, etc.). Then players entering AARA sanctioned tournaments are seeded based upon their tournament points earned during the year. For a breakdown of the actual points awarded in each type of tournament, see the chart which follows.



National Ranking System

(1) Club Tournament Plus B-C & Novice Events

1st	10 TP
2nd	5 TP
3rd	3 TP
4th	1 TP
5-8	½ TP

(2) Closed State Tournament

1st	20 GP & 20 TP
2nd	10 GP & 10 TP
3rd	8 TP
4th	5 TP
5-8	3 TP

(3) Open Tournament

1st	50 GP & 50 TP
2nd	30 GP & 30 TP
3rd	5 GP & 20 TP
4th	3 GP & 15 TP
5-8	10 TP

**(4) Open AARA State
Tournaments**

1st	50 GP & 50 TP
2nd	30 GP & 30 TP
3rd	10 GP & 20 TP
4th	5 GP & 15 TP
5-8	10 TP

*See your Tournament Director
for the level of each A.A.R.A.
sanctioned event.*

**(5) Regionals and AARA
Designated Events**

1st	100 GP & 100 TP
2nd	50 GP & 50 TP
3rd	30 GP & 30 TP
4th	20 GP & 20 TP
5-8	5 GP & 15 TP

(6) Nationals

1st	500 GP & 500 TP GMNC Automatic
2nd	200 GP & 200 TP
3rd	100 GP & 100 TP
4th	75 GP & 75 TP
5-8	50 GP & 50 TP

TP—Tournament Points (awarded
for all divisions of play)

GP—Gold Points (only awarded for
Open, Seniors, Masters, and
Golden Masters; not for B,C,
etc.)

GMNC—Grand Master National
Champion

Doubles winners divide the points
as listed above.

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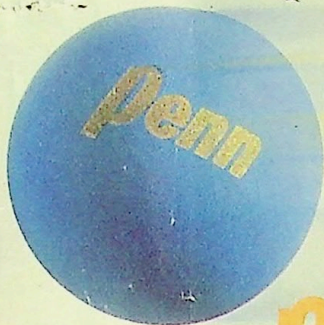
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