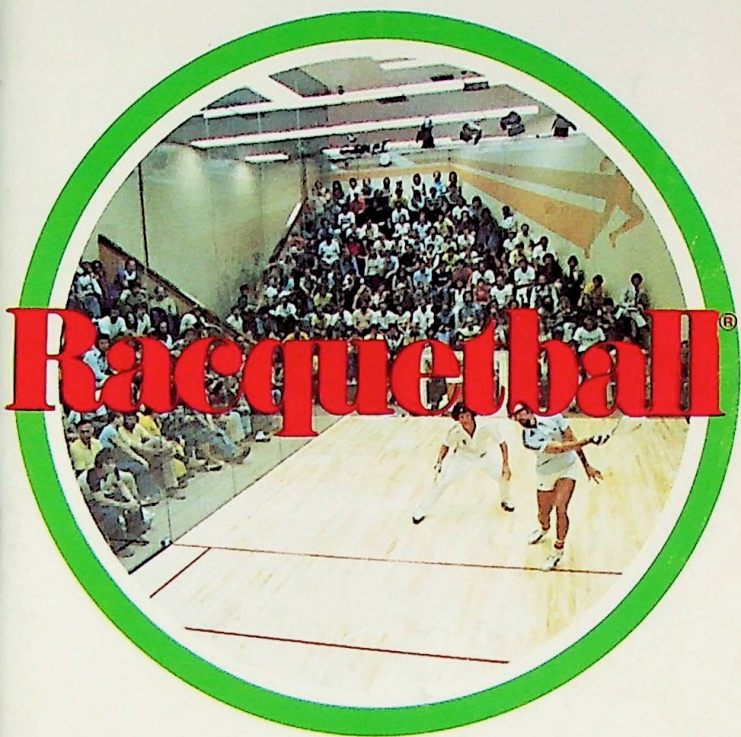





















Official



Rules

Published by
The United States Racquetball Association
The National Racquetball Club

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belt it  splash it  whack it 
slap it  dunk it  bounce it 
freeze it  spin it  cream it 
chop it  wet it  dribble it 
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1978 Edition

Cover photo by Arthur Shay

OFFICIAL U.S.R.A. - N.R.C. FOUR-WALL RULES

PART I - THE GAME

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."

Rule 1.2 - Description. Racquetball is a competitive game in which a racquet is used to serve and return a 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 won when a side 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 a "side-out" or "hand-out."

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.

Rule 1.7 - Tie-breaker. In the event each side wins a game, the third game will be won by the side first scoring 11 points. This 11 point third game is called "tie-breaker."

PART II. COURT AND EQUIPMENT

Rule 2.1 - Court. The specifications for a standard four-wall racquetball court are:

(a) **Dimensions.** The dimensions shall be 20 feet wide, 20 feet high and 40 feet long with each 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 divides the court in half, parallel to the front and back walls. The back edge of the short line shall be equal distance between the front and back walls, 20 feet from both.


(2) **Service Line.** The service line is parallel with the short line with the front edge of the service line five feet in front of the back edge of the short line.

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

(4) The service box lines are located at each end of the service zone and designated by lines 18 inches from and parallel with each side wall.

(5) **Service Boxes.** The service boxes are the spaces between the side walls and the service box lines.

(6) **Receiving Lines.** Five feet back of the short line, vertical lines shall be marked on each side wall extending 3 inches from the



floor. The back edges of the receiving lines shall be five feet from the back edge of the short line.

Rule 2.2 - Ball Specifications. The specifications for the standard racquetball are:

- (a) **Size:** The ball shall be $2\frac{1}{4}$ inches in diameter.
- (b) **Weight:** The ball shall weigh approximately 1.4 ounces.
- (c) **Bounce:** The ball shall bounce 68-72 inches from a 100 inch drop at a temperature of 76 degrees F.

(d) **Official Ball.** The official ball of the U.S.R.A. is the black Seamco 558; the official ball of the N.R.C. is the green Seamco 559; or any other racquetball deemed official by the U.S. R.A. or N.R.C. from time to time.

Rule 2.3 - Ball Selection. A ball shall be selected by the game referee for use in each match in all tournaments. During a game the referee may, at his discretion or at the request of both players or teams, select another ball. Balls that are not round or which bounce erratically shall not be used.

(a) In tournament play, the referees all choose at least two balls for use, so that in the event of breakage, the second ball can be put into play immediately.

Rule 2.4 - Racquet. 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.

(a) The racquet must include a thong which must be securely wrapped on the player's wrist.

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

(c) The strings of the racquet may be gut, monofilament, nylon or metal.

Rule 2.5 - Uniform. All parts of the uniform, consisting of shirt, shorts and socks, shall be clean, white or of bright colors. Warm-up pants and shirts, if worn in actual match play, shall also be white or of bright colors, but may be of any color if not used in match play. Only club insignia, name of club, name of racquetball organization, name of tournament, or name of sponsor may be on the uniform. Players may not play without shirts.

PART III. OFFICIATING

Rule 3.1 - Tournaments. All tournaments shall be managed by a committee or chairman, who shall designate the officials.

Rule 3.2 - Officials. The officials shall include: (a) A referee for all matches. (b) A referee and two linesmen for all quarter-final, semi-final, championship and third place matches. (c) Additional officials, assistants, scorekeepers or record keepers may be designated as desired.

Rule 3.3 - Qualifications. All officials shall be experienced or trained, and shall be thoroughly familiar with these rules and with the local playing conditions.

Rule 3.4 - Briefing. Before each match the

officials and players shall be briefed on rules and on local court hindlers or other regulations.

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.
- (2) Check on availability and suitability of all materials necessary for the match such as balls, towels, score cards and pencils.
- (3) Check readiness and qualifications of assisting officials.
- (4) Explain court regulations to players and inspect the compliance of racquets with rules upon request.
- (5) Remind players to have an adequate supply of extra racquets and uniforms.
- (6) Introduce players, toss coin, and signal start of first game.

(b) **Decisions.** During games the referee shall decide all questions that may arise in accordance with these rules. In National events (i.e., pro tour, regionals, National Championships, National Juniors or any other event deemed "National" by the USRA or NRC, a protest shall be decided by the National Director, or in his absence the National Commissioner, or in his absence the National Coordinator, or any other person delegated by the National Director. On all questions involving judgment and on all questions not covered by these rules, the decision of the referee is final.

(c) **Protests.** Any decision not involving the judgment of the referee may on protest be decided by the chairman, if present, or his 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 unsportsman-like 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. Normally, 20 minutes from the scheduled game time will be allowed before forfeiture. The tournament chairman may permit a longer delay if circumstances warrant such a decision.

(4) If any player for a singles, or any team for a doubles fail to appear to play any matches or play-offs, they shall forfeit their ratings for future tournaments and forfeit any trophies, medals, awards or prize money.

(e) **"Referee's Technical."** The referee is empowered, after giving due warning, to deduct one point from a contestant's or his team's total score when in the referee's sole judgment, the contestant during the course of the match is being overtly and deliberately abusive beyond a point of reason. The warning referred to will be called a **"Technical Warning"** and the actual invoking of this penalty is called a **"Referee's Technical."** If after the technical is called against the abusing contest-



ant and the play is not immediately continued within the allotted time provided for under the existing rules, the referee is empowered to forfeit the match in favor of the abusing contestant's opponent or opponents as the case may be. The "Referee's Technical" can be invoked by the referee as many times during the course of a match as he deems necessary.

(f) **Profanity.** No warning need be given by the referee, and an immediate "Referee's Technical" may be invoked by the referee if a player utters profane language in any way.

Rule 3.6 - Scorers. The scorer may keep a record of the progress of the game in the manner prescribed by the committee or chairman. As a minimum the progress record shall include the order of serves, timeouts, and points. The referee may at his discretion also serve as scorer.

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 - Linesmen. Two linesmen will be designated by the tournament chairman or referee and shall, at the referee's signal, either agree or disagree with the referee's ruling.

The official signal by a linesman to show agreement with the referee is "thumbs up." The official signal to show disagreement is "thumbs down." The official signal for no opinion is an "open palm down."

If both linesmen disagree with the referee, the referee must reverse his ruling. If one linesman agrees and one linesman disagrees or has no


opinion the referee's call shall stand. If one linesman disagrees and one linesman has no opinion, the rally shall be re-played.

Rule 3.9 - Appeals. In any match using linesmen, a player or team may appeal certain calls by the referee. These calls are 1) kill shots (whether good or bad); 2) fault serves; and 3) double bounce pick ups. At no time may a player or team appeal hinder, avoidable hinder or technical foul calls.

The appeal must be directed to the referee, who will then request opinions from the linesmen. Any appeal made directly to a linesman by a player or team will be considered null and void, and forfeit any appeal rights for that player or for that particular rally.

(a) **Kill-Shot Appeals.** If the referee makes a call of "good" on a kill shot attempt which ends a particular rally, the loser of the rally may appeal the call, if he feels the shot was not good. If the appeal is successful and the referee's original call reversed, the player who originally lost the rally is declared winner of the rally and is entitled to every benefit under the rules, i.e., point and/or service.

If the referee makes a call of "bad" or "skip" on a kill shot attempt, he has ended the rally. The player against whom the call went has the right to appeal the call, if he feels the shot was good. If the appeal is successful and the referee's original call reversed, the player who originally lost the rally is declared winner of the rally and is entitled to every benefit under the rules as winner of a rally.



(b) **Fault Serve Appeals.** If the referee makes a call of "fault" on a serve that the server felt was good, the server may appeal the call. If his appeal is successful, the server is then entitled to two additional serves.

If the served ball was considered by the referee to be an ace and in his opinion there was absolutely no way for the receiver to return the serve, then a point shall be awarded to the server.

If the referee makes a "no call" on a particular serve (therefore making it a legal serve) but either player feels the serve was short, either player may appeal the call at the end of the rally. If the loser of the rally appeals and wins his appeal, then the situation reverts back to the point of service with the call becoming fault. If it was a first service, one more serve attempt is allowed. If the server already had one fault, the second fault would cause a side out.

(c) **Double bounce pick-up appeals.** If the referee makes a call of "two bounces," thereby stopping play, the player against whom the call was made has the right of appeal, if he feels he retrieved the ball legally. If the appeal is upheld, the rally is re-played.

If the referee makes no call on a particular play during the course of a rally in which one player feels his opponent retrieved a ball on two or more bounces, the player feeling this way has the right of appeal. However, since the ball is in play, the player wishing to appeal must clearly motion the referee and linesmen by raising his non-racquet hand, thereby alerting them to the exact play which is being appealed. At the same time, the player appealing must continue to retrieve and play the rally.

If the appealing player should win the rally, no appeal is necessary. If he loses the rally, and his appeal is upheld, the call is reversed and the "good" retrieve by his opponent becomes a "double bounce pick-up," making the appealing player the winner of the rally and entitled to all benefits thereof.

Rule 3.10 - If at any time during the course of a match the referee is of the opinion that a player or team is deliberately abusing the right of appeal, by either repetitious appeals of obvious rulings, or as a means of unsportsmanlike conduct, the referee shall enforce the Technical Foul rule.

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 loser of the toss will serve first in the second game. The player or team scoring more points in games one and two combined shall serve first in the tie-breaker. In the event that both players or teams score an equal number of points in the first two games, another coin toss shall be held prior to the tie-breaker with the winner of the toss serving first.

(b) **Start.** Games are started from any place within the service zone. No part of either foot may extend beyond either line 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 the short line. Violations are called "foot faults."

(c) **Manner.** A serve is commenced by bouncing the ball to the floor in the service zone, and on the first bounce the ball is struck by the ser-

ver's racquet so that it hits the front wall and on the rebound hits the floor back of the short line, either with or without touching one of the side walls.

(d) **Readiness.** Serves shall not be made until the receiving side is ready, or the referee has called play ball.

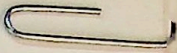
(e) **Deliberate Delays.** Deliberate delays on the part of the server or receiver exceeding 10 seconds shall result in an out or point against the offender.

(1) This "10 second rule" is applicable to both server and receiver, each of whom is allowed up to 10 seconds 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. Such raising of the racquet is the only legal signal that the receiver may make to alert the referee and server that he is not ready.

(2) If the server serves a ball while the receiver is signaling "not ready" the serve shall go over with no penalty.

(3) If the server looks at the receiver and the receiver is not signalling "not readiness" the server may then serve. If the receiver attempts to signal "not ready" after this point such signal shall not be acknowledged and the serve becomes legal.

(f) **Time Outs.** At no time shall a call of "time out" by a player be acknowledged by the referee if the "time out" call does not precede the serve, i.e., the so-called "Chabot time-out," is not



legal. The beginning of the serve, as indicated in rule 4.1 C, is with the bounce of the ball.

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 his back to the side wall and with both feet on the floor within the service box until the served ball passes the short line. Violations are called "foot faults" subject to penalties thereof.

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 fault serves result in a hand-out.

(c) **Out Serves.** An 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 too close to the server or the server's partner to obstruct the view of the returning side. Any serve passing behind the server's partner and the side wall is an automatic screen.

(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 results in a handout:

(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 leaves the service box before the served ball passes the short line.

(b) **Short Service.** A short service is any served ball that first hits the front wall and on the rebound hits the floor in front of the back edge of the short line either with or without touching one side wall.

(c) **Three-Wall Serve.** A three-wall serve is any ball served that first hits the front wall and on the rebound hits two side walls on the fly.

(d) **Ceiling Serve.** A ceiling serve is any served ball that touches the ceiling after hitting the front wall either with or without touching one side wall.

(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.

Rule 4.6 - Out Serves. Any one of the following serves results in a handout:

(a) A serve in which the ball is struck after being bounced outside the service zone.

(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 his racquet.


(c) **Non-front Serve.** Any served ball that strikes the server's partner, or the ceiling, floor or side wall, 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 his 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.

(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 (or side wall on three wall serves) is good and in play.

Rule 4.7 - Return of Serve. (a) The receiver or receivers may not infringe on the "five foot zone" until the server strikes the ball. The receiver may then "rush" the serve and return it after the served ball passes the short line, as long as no part



of the receiver's body or racquet breaks the plane of the service zone.

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

(c) **Fly Return.** In making a fly return the receiver must end up with both feet back of the service zone. A violation by a receiver results in a point for the server.

(d) **Legal Return.** After the ball is legally served, one of the players on the receiving side must strike the ball with his 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 side walls, 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. (1) 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. (2) If the ball should strike the front wall, then back wall and then front wall again without striking the floor, the player whose turn it is to strike the ball, may do so by letting the ball bounce after hitting the front wall a second time. (3) If the ball strikes the front wall, then back wall, and then front wall again after striking the floor, the player whose turn it is to strike the ball must do so by striking it before it hits the floor a second time.

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

Rule 4.8 - Changes of Serve. (a) Hand-out.
A server is entitled to continue serving until:

(1) Out Serve. He makes an out serve under Rule 4.6 or

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

(3) Hits Partner. He hits his partner with an attempted return, or

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

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

(b) Side-out (1) In Singles. In singles, retiring the server retires the side.

(2) In Doubles. In doubles, the side is retired when both partners have been put out, except 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 receiver or 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 an out.

(b) One Touch. In attempting returns, the

ball may be touched only once by one player on returning side. In doubles both partners may swing at, but only one, may hit the ball. Each violation of (a) or (b) results in a handout or point.

(c) **Return Attempts.** (1) **In Singles.** In singles if a player swings at but misses the ball in play, the player may repeat his attempts to return the ball until it touches the floor the second time.

(2) **In Doubles.** In doubles if one player swings at but misses the ball, both he and his 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 an attempt to return the ball.

(3) **Hinders.** In singles or doubles, if a player swings at but misses the ball in play and in his or his partner's attempt 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 side wall shall be 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 side wall either with or without touch-

ing the ceiling, side or back wall, shall be an out or point against the player or 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.

(g) **Broken Ball.** If there is any suspicion that the ball has broken during 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 or otherwise defective, a new ball shall be put into play and the rally replayed.

(h) **Ball Inspection.** The ball may be inspected by the referee between rallies at any time during a match.

(i) **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. (2) Players wearing protective eye glasses have the responsibility of having such eyeglasses securely fastened. In the event that such protective eye glasses should become unfastened and enter the court, the play shall be stopped as long as such eyeglasses were fastened initially. In the event such eye glasses are not securely fastened, no stoppage of play shall result and the player wearing such glasses plays at his own risk. (3) If a player loses control of his racquet, time should be called after the point has been decided, providing the racquet does not strike an opponent or interfere with ensuing play.

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 rally 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 returned ball that touches an opponent on the fly before it returns to the front wall.
- (3) **Body Contact.** Any body contact with an opponent that interferes with seeing or returning the ball.
- (4) **Screen Ball.** Any ball rebounding from the front wall close to 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. See Rule 4.4 (b).
- (5) **Straddle Ball.** A ball passing between the legs of a player on the side which just returned the ball, if there is no fair chance to see or return the ball.
- (6) **Back Swing Hinder.** If there is body contact on the back swing, the player must call it immediately. This is the only hinder call a player can make.
- (7) **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 and such a call must be made immediately, as provided in Rule 4.10 (a) (6).


(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 duty of the side that has just served or returned the ball to move so that the receiving side may go straight to the ball and not be required to go around an opponent. The referee should be liberal in calling hinders to discourage any practice of playing the ball where an adversary cannot see it until too late. It is no excuse that the ball is "killed," unless in the opinion of the referee the ball couldn't be returned. Hinders should be called without a claim by a player, especially in close plays and on game points.

(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 naturally it would be his partner's ball and even though his partner may have attempted to play the ball or that he may already have missed it. It is not a hinder when one player hinders his 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.

(a) **Failure to Move.** Does not move sufficiently to allow opponent his shot.

(b) **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 his partner is returning the ball.



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

(d) **Pushing.** Deliberately pushing or shoving an opponent during a rally.

Rule 4.12 - Rest Periods. (a) **Delays.** Deliberate delay exceeding ten seconds by server, or receiver shall result in an out or point against the offender. (See Rule 4.1 (e).

(b) **During Game.** 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, change or adjustment. Each "time-out" shall not exceed 30 seconds. No more than three "time-outs" in a game shall be granted each singles players or each team in doubles. Two "time-outs" shall be allotted each player in singles or each team in doubles in the tie-breaker.

(c) **Injury.** No time shall be charged to a player who is injured during play. An injured player shall not be allowed more than a total of fifteen minutes of rest. If the injured player is not able to resume play after total rests of 15 minutes the match shall be awarded to the opponent or opponents. On any further injury to same player, the Tournament Director, if present, or committee after considering any available medical opinion shall determine whether the injured player will be allowed to continue.

(d) **Between Games.** A five minute rest period is allowed between the first and second games and a five minute rest period between the second and third games. Players may leave the court between games, but must be on the court and ready to play at the expiration of the rest period.

(e) **Postponed Games.** Any games postponed by referee due to weather elements shall be resumed with the same score as when postponed.

PART V. TOURNAMENTS

Rule 5.1 - Draws. The seeding method of drawing shall be the standard method approved by the U.S.R.A. and N.R.C. All draws in professional brackets shall be the responsibility of the National Director of the N.R.C.

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. 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 assume more rest between the final matches. If both final matches must be played on the same day or night, the following procedure should be followed:

- (1) The singles match be played first.
- (2) A rest period of not less than ONE 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 chairman to notify the players of the change.

Rule 5.4 - Third Place. In championship tournaments, national, state, district, etc. (if there is a playoff for third place), the loser in the semi-finals must play for third place or lose his ranking for next year unless he is unable to compete because of injury or illness. See Rule 3.5 (d) (4).

Rule 5.5 U.S.R.A. Regional Tournaments. Each year the United States and Canada are divided into regions for the purpose of sectional competition preceding the National Championships. The exact boundaries of each region are dependent on the location of the regional tournaments. The locations are announced in NATIONAL RACQUETBALL magazine.


(a) Only players residing in the area defined can participate in a local tournament.

(b) Winners of open singles and ladies open singles in regional tournaments will receive round trip air coach tickets to the U.S.R.A. national tourney. Remuneration will be made after arrival at the Nationals.

(c) A U.S.R.A. officer will be in attendance at each regional tournament and will coordinate with the host chairman.

Awards: No individual award in U.S.R.A.-sanctioned tournaments should exceed value of more than \$25.

Tournament Management: In all U.S.R.A.-sanctioned tournaments the tournament chairman and/or the national U.S.R.A. 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.

Tournament Conduct: In all U.S.R.A.-sanctioned tournaments the referee is empowered to default a match if an individual player or team conducts itself to the detriment of the tournament and the game.

Professional Definition: Any player who has accepted \$1000 or more in prizes and/or prize money in the most recent 12 calendar months is considered a professional racquetball player and ineligible for participation in any U.S.R.A.-sanctioned tournament bracket.

Pick-A-Partner: The essence of the "Player's Fraternity" has been to allow player to come to tournaments and select a doubles partner, if necessary, regardless what organization or city he might represent.

Age Brackets: The following age brackets, determined by the age of the player on the first day of the tournament are:

Open: Any age can compete.


Juniors: 17 and under.

Seniors: 35 and over.

Masters: 45 and over.

Golden Masters: 55 and over.

In doubles both players must be within the specified age bracket.



THE UNITED STATES RACQUETBALL ASSOCIATION

The United States Racquetball Association (U.S.R.A.) was formed by Bob Kendler in 1973. The responsibility of the Association is to govern amateur racquetball in the United States.


The U.S.R.A. does many things behind the scenes for racquetball. It publishes the official rules of the game, publishes its magazine, *National Racquetball*, has affiliate organizations in every state, and sponsors amateur tournaments, from the National Championships to local events.

The U.S.R.A. rule book, which is free for all members, is a yearly publication giving all the rules and regulations under which the game is played. For a free copy contact your state association or the U.S.R.A.

National Racquetball, the monthly publication of the U.S.R.A. is the communications piece of the Association, your voice to what's going on within racquetball. *National Racquetball* is sectionalized to provide the subscriber with as much material on a variety of subjects within our sport as is possible.

U.S.R.A. affiliate organizations began with the work of Terry Fancher, the U.S.R.A.'s national coordinator, who spent a full year contacting various persons and organizations throughout the nation. Terry's goal, and that of the U.S.R.A. was to find capable people everywhere, who would volunteer their services to help organize racquetball on the state level.

Affiliates are encouraged to promote the sport in all areas, with special emphasis on junior and women players. Events sanctioned by state affiliates make them eligible for free balls, sou-



venir shirts, draw sheets, scorecards, rule books and other materials in the U.S.R.A.'s tournament package.

Two dollars of each subscription that comes into the U.S.R.A.'s treasury is re-imbursed to the states on a per membership basis. Over \$100,000 has been "re-invested" in local racquetball by the U.S.R.A. through its affiliates in the past two years.

Many of the tournaments sponsored by the U.S.R.A. are of "major" title, including the National Championships in June each year, which culminates the Labor Day to Summer season.

Additionally, the Regional Championships fall under the jurisdiction of the U.S.R.A., which pays the full air fare round trip to the Nationals for all men and women open singles winners at the Regionals.

Every state championship is part of the U.S.R.A.'s far reaching program, as well as every local tournament sanctioned by the affiliates.

In all over 500 tournaments a year fall under the U.S.R.A.'s jurisdiction. That's plenty of racquetball, — for everyone.

The U.S.R.A. is an amateur organization, and sponsors only amateur tournaments, or the amateur brackets of play at a professional tournament. No player who has accepted \$1000 or more in prize money in the past 12 months may play in U.S.R.A. events.

For further information on the United States Racquetball Association, contact the headquarters at 4101 Dempster Street, Skokie, Illinois 60076 or phone (312) 673-4000.

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Vol. 6 No. 1
January, 1978
\$1.50

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