

1986-87
OFFICIAL



RULEBOOK



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1985-86

rule book

MISTAKE

NEW RULE CHANGES OR ADOPTIONS
Effective September, 1986

The following rule changes were approved by the AARA Board of Directors and will go into effect September 1, 1986.

SECTION 2 — COURTS AND EQUIPMENT

A. COURTS

2) e) **Receiving Line** — A broken line parallel to the short line. The back edge of the receiving line will be five-feet from the back edge of the short line. The receiving line will begin with a line 21 inches long that extends from each side wall: the two lines will be connected by an alternate series of six-inch spaces and six-inch lines (17 six-inch spaces and 16 six-inch lines).

IMPORTANT NOTE: Sites of all state, regional and national championships taking place after Sept. 1, 1985 must have the receiving line painted on the floor. Until Sept. 1, 1986, all other sanctioned tournaments may use tape to designate the receiving line. Official court specifications must be complied with by Sept. 1, 1986.

D. RACQUET SPECIFICATIONS

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

2) The racquet frame may be of any material judged to be safe.

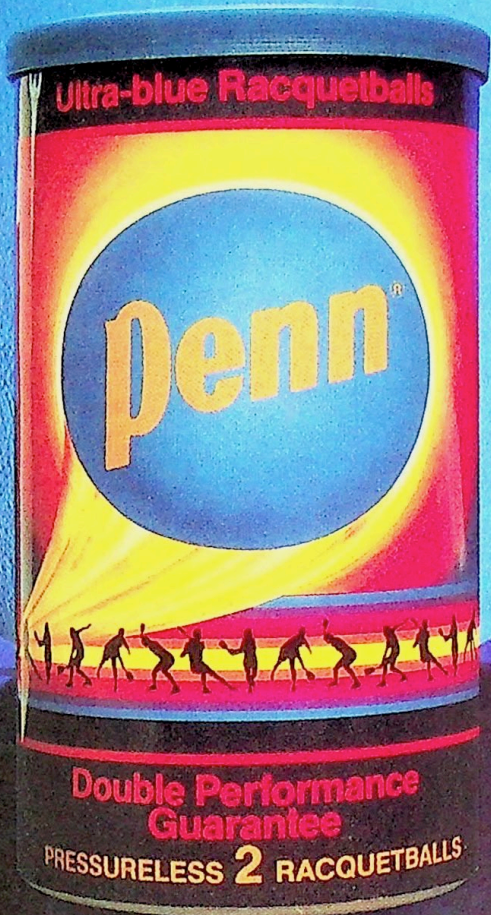
E. UNIFORM

1) The uniform and shoes may be of any color, but the shoes must have soles which do not mark or damage the court floor. The shirt may contain any insignia or writing considered in good taste by the Tournament Director. Players are required to wear shirts. Extremely loose fitting or otherwise distracting garments are not permissible.

2) ~~Eye protection is required for any participant under the age of 19 in all AARA sanctioned tournaments.~~ **NOTE:** For failing to wear eye protection or wear the guards properly over the eyes, the AARA recommends: Upon notice of the first violation, the referee may issue a technical and require the player to take a timeout to secure eye protection. Second notice of an infraction in the same match may result in a forfeit. The eyeguards may not be altered; if the eyeguards are designed to have lenses, the lenses must be in place.

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1986-87 AARA OFFICIAL RULE BOOK

1 — THE GAME

A. TYPES OF GAMES

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

B. DESCRIPTION

Racquetball is a competitive game in which each player uses a racquet to serve and return the ball.

C. 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, or if a hinder is called.

D. POINTS AND OUTS

Points are scored only by the server (serving team) 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" or "sideout" in doubles.

E. GAME

A game is won by the side first scoring 15 points. The third game, referred to as the tiebreaker, is played to 11. It is necessary to win only by one point.

F. MATCH

A match is won by the first side winning two games. The first two games of a match are played to 15 points. In the event each side wins one game, the match shall be decided by an 11-point tiebreaker.

G. DOUBLES TEAM

A doubles team shall consist of two players that meet either the age requirements or player classification requirements to participate in a particular division of play. A team must be classified by the ability level (or player classification) of the higher ranked player on the team.

A change in playing partners may not be made after the final draw has been made and posted. Under no circumstances can a partner change be made during the course of a tournament without the consent of the Tournament Director.

H. CONSOLATION MATCHES

1) Consolation matches may be waived at the discretion of the Tournament Director, but this waiver must be in writing on the tournament application.

2) Since each entrant shall be entitled to participate in a minimum of two matches, 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 format may be offered.

3) Preliminary consolation matches will be two of three games to 11 points. Semifinals and finals matches will follow the regular scoring format.

2 — COURTS AND EQUIPMENT

A. COURTS

The specifications for the standard four wall racquetball court are:

1) **Dimension:** The dimensions shall be 20 feet wide, 20 feet high, and 40 feet long, with a back wall at least 12 feet high. All surfaces within the court shall be deemed "in play" with the exception of any gallery openings or surfaces designated as "court hinders."

2) **Lines and Zones:** Racquetball courts shall be divided and marked with 1 1/2 inch-wide lines as follows:

a) **Short Line.** The back edge of the short line is midway between (20 ft.) and parallel to the front and back walls, thus dividing the court into equal front and back courts.

b) **Service Line.** The front edge of the service line is five feet in front of the back edge of the short line.

c) **Service Zone.** The service zone is the five foot area between the outer edges of the short line and service line.

d) **Service Boxes.** The service boxes are located at each end of the service zone and are designated by lines parallel with each side wall. The inside edge of the lines are 18 inches from the side walls.

e) **Receiving Line.** (Effective 9/1/86) A broken line parallel to the short line. The back edge of the receiving line will be five feet from the back edge of the short line. The receiving line will begin with a line 21 inches long that extends from each side wall: the two lines will be connected by an alternate series of six-inch spaces and six-inch lines (17 six-inch spaces and 16 six-inch lines).

f) **Safety Zone.** The five-foot area bounded by the short line and the receiving line. The zone is observed only during the serve. The effect of entering the zone prematurely is: 1) if the receiver, or partner in doubles, commits the infraction, it results in a point; 2) if the server, or partner, commits the infraction, it results in the loss of serve. (see Rule 8.A. and 7.I.)

B. BALL SPECIFICATIONS

1) The standard racquetball shall be 2-1/4" inches diameter; weigh approximately 1.4 ounces, at a temperature of 70-74 degrees F., with a 100-inch drop rebound to 68-72 inches and have a hardness of 55-60 inches durometer.

2) Any ball which carries the endorsement of approval from the AARA is an official ball. Only AARA approved balls may be used in AARA sanctioned tournaments.

C. BALL SELECTION

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

2) In tournament play, the referee and the players shall agree to an alternate ball, so that in the event of breakage, the second ball can be put into play immediately.

D. RACQUET SPECIFICATIONS (Effective 9/1/86)

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

2) The racquet frame may be of any material judged to be safe.

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

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

E. UNIFORM

1) The uniform and shoes may be of any color, but the shoes must have soles which do not mark or damage the court floor. The shirt may contain any insignia or writing considered in good taste by the Tournament Director. Players are required to wear shirts. Extremely loose fitting or otherwise distracting garments are not permissible.

2) Eye protection is required for any participant under the age of 19 in all AARA sanctioned tournaments. **NOTE:** For failing to wear eye protection or wear the guards properly over the eyes, the AARA recommends: Upon notice of the first violation, the referee may issue a technical and require the player to take a timeout to secure eye protection. Second notice of an infraction in the same match may result in a forfeit. The eyeguards may not be altered; if the eyeguards are designed to have lenses, the lenses must be in place. (Effective 9/1/86).

3 — OFFICIATING AND PLAY REGULATIONS

RULE 1. TOURNAMENTS

1. A. Tournament Management

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

1. B. Officials

The official shall be a referee designated by the Tournament Director or the floor manager or one agreed to by all participants (teams in doubles). Officials may also include, at the discretion of the tournament director, a scorekeeper and two line judges.

1. C. Removal of Referee

A referee may be removed upon the agreement of all participants (teams in doubles) or at the discretion of the Tournament Director or rules officials. 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 officials may accept or reject the request. The Tournament Director or rules official may observe a match in progress to determine what, if any, action is to be taken.

1. D. Rule Briefing

Before all tournaments, all officials and players shall be briefed on rules and on 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 in writing and be available to all players at registration.

1. E. Referees

1) **Pre-match duties.** Before each match begins, it shall be the duty of the referee to:

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

b) Check on availability and suitability of materials — to include balls, towels, scorecards, pencils, and time-piece — necessary for the match;

c) Go on court to instruct players;

d) Point out court hinders and note any local regulations;

e) Inspect equipment and toss coin;

f) Check line judges and scorekeeper and ask for reserve game ball upon assuming officiating position;

g) Review any rule modifications in effect for this particular tournament.

2) **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 judgment call made by the referee, the referee is overruled. The referee shall have jurisdiction over the spectators as well as players while the match is in progress.

3) **Protests.** Any decision not involving the judgment of the referee may, on protest, be decided by the Tournament Director or designated official.

4) **Forfeitures.** A match may be forfeited by the referee when:

a) Any player refuses to abide by the referee's decision, or engages in unsportsmanlike conduct;

b) 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.)

5) **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, for failure to referee, for improper conduct on the premises between matches, or for abuse of hospitality, locker room, or other rules and procedures.

6) **Other Rulings.** The referee may rule on all matters not covered in the AARA Official Rules. However, the referee may be overruled by the Tournament Director.

1. F. Line Judges

1) Two line judges are recommended for all matches from the semifinals on up, subject to availability and the discretion of the tournament officials. The line judges shall be selected by the officials and situated as designated by the officials. If any player objects to the selection of 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 or team objects to a line judge after the match begins, replacement shall be under the discretion of the referee and officials.

2) Line judges are designated in order to help decide appealed rulings. Two line judges will be designated by the referee and shall, at the referee's signal, either agree or disagree with the referee's ruling. The signal by a line judge to show agreement with the referee is "thumbs up". The signal to show disagreement is "thumbs down." The signal for no opinion is "open palms down."

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 and one disagrees or has no opinion, the referee's call shall stand. If one line judge disagrees and one has no opinion, the rally or serve shall be replayed. Any replays will result in two serves with the exception of appeals on the second serve itself.

1. G. Appeals

In any match using line judges, a player or team may appeal only the following calls or non-calls by the referee: killshots and skip balls; fault serves; out serves; double-bounce pickups; receiving line violations; rule interpretations.

The appeal must be directed to the referee, when then will request opinions simultaneously from the two line judges. Any appeal made directly to line judges by a player

or team or made after an excessive demonstration or complaint by the player(s) will be considered void and any appeal rights for that side for that particular rally will be forfeited.

1) **Kill Shot Appeals.** If the referee makes a call of "good" on a kill shot attempt which ends a rally, the loser of the rally may appeal the call. If the appeal is successful and the referee's original call reversed, the side which originally lost the rally is declared the winner of the rally. If the referee makes the call of "bad" or "skip" on a kill shot attempt, the rally has ended and the side against whom the call was made has the right to appeal the call if it felt the shot was good. If the appeal is successful and the referee's original call reversed, the referee must then decide if the shot could have been returned had play continued. If the shot could have been or was returned, the rally shall be replayed. If the shot was a kill or pass that the opponent could not have retrieved (in the referee's opinion), the side which originally lost the rally is declared the winner of the rally. The referee's judgment in this matter is final. When a rally is replayed, the server is entitled to two serves.

2) **Fault Serve Appeals.** If the referee makes a call of "fault" on a serve, the server may appeal the call. If the appeal is successful, the server is entitled to replay the serve. If the served ball was considered by the referee to be an ace, then a point shall be awarded to the server. If the referee makes "no call" on a serve (therefore indicating that the serve was "good"), either side may appeal. If the serve is overturned by the line judges, it will result in second serve or, if the appeal was made on the second serve, it will be loss of serve.

3) **Out Serve Appeals.** If the referee makes a call of "out serve" thereby stopping play, the serving side may appeal the call. If the appeal is successful, the referee shall revise the call to the proper call and the service shall be replayed, or a point awarded if the resulting serve was an ace. If the referee makes "no call", or calls a fault serve, and the receiver feels it was an out serve, the receiver may appeal. If the appeal is successful, the serve results in an out. Note: A safety zone violation by the server is an out serve.

4) **Double-Bounce Pickup Appeals.** If the referee makes a call of "two bounces", thereby stopping play, the side against whom the call was made has the right of appeal. If the appeal is upheld, the rally is replayed or the referee may award the rally to the hitter if the resulting shot could not have been retrieved by the opponent (and providing the referee's call did not cause the opponent to hesitate or stop play). If the referee makes "no call" on a particular play, indicating thereby that the player hit the ball before the second bounce, the opponent has a right to appeal at the end of the rally. However, since the ball is in play, the player wishing to appeal must clearly motion by raising his non-racquet hand, thereby alerting the officials as to the exact shot which is being appealed. At the same time, the player appealing must continue to play. If the appealing player should lose the rally, and the appeal is upheld, the player who appealed then becomes the winner of the rally. All rallies replayed as the result of a double bounce pickup appeal shall result in the server getting two serves.

5) **Receiving Line (Encroachment) Violation Appeals.** If the referee makes a call of encroachment thereby stopping the play, the receiving side may appeal the call. If the appeal is successful, the service shall be replayed. If the referee makes no call and the server feels there was

encroachment, the server may appeal. If the appeal is successful the service results in a point. (For safety zone violation by server or doubles partner, see 1.G.3.)

1. H. 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.

RULE 2. SERVE

2. A. Order

The player or team winning the coin toss has the option to serve or receive for 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 for 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.

2. B. Start

The serve is started from any place within the service zone. No part of either foot may extend beyond either line of the service zone. Stepping on, but not over the line is permitted. The server must remain in the service zone from the moment the service motion begins until the served ball passes the short line. Violations are called "foot faults." The server may not start any service motion until the referee has called the score or the second serve.

2. C. Manner

Once the service motion begins the ball is dropped or thrown to the floor while standing within the confines of the service zone and, on the first bounce is struck by the racquet so that the ball hits the front wall first and on rebound hits the floor behind the back edge of the short line, either with or without touching one of the side walls. A balk serve or fake swing at the ball is an infraction and is an out serve.

2. D. Readiness

Serves shall not be made 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 position, shortly after the previous rally has ended.

2. E. Delays

Delays on the part of the server or receiver exceeding 10 seconds shall result in an out or point against the offender.

1) 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.)

2) If the server serves the ball while the receiver is signaling "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 for delay of the game.

3) After the score is called, if the server looks at the receiver and the receiver is not signaling "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 3. SERVE IN DOUBLES

3. A. Server

At the beginning of each game in doubles, each side shall inform the referee of the order of service which shall be followed throughout the game. When the first server is out the first time up, the side is out. Thereafter both players on each side shall serve until each receive a handout.

3. B. Partner's Position

On each serve, the server's partner shall stand erect with back to the sidewall and with both feet on the floor within the service box from the moment the server begins 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. DEFECTIVE SERVES

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

4. A. Dead-Ball Serve

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

4. B. Fault Serve

Two fault serves result in a handout.

4. C. Out Serve

An out serve results in a handout.

RULE 5. DEAD-BALL SERVES

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

5. 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;

5. B. Screen Serve

A served ball which bases so closely to the server, or server's partner in the doubles box, as to obstruct the view of the returning side is a dead-ball serve;

5. C. Court Hinders

A serve that hits any part of the court, which under local rules is an obstruction, is a dead-ball serve;

5. D. 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 6. FAULT SERVES

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

6. 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 over the front service line before the served ball passes 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 wall from the time the server begins the service motion until the ball passes the short line. (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.)

6. B. Short Service

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

6. C. Three-Wall Serve

Any served ball that first hits the front wall and, on the rebound, strikes both side walls before touching the floor is a three-wall serve and a fault;

6. D. Ceiling Serve

Any served ball that first hits the front wall and then touches the ceiling (with or without touching a side wall) is a fault;

6. E. Long Serve

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) is a long serve and a fault;

6. F. Out-Of-Court Serve

Any served ball that first hits the front wall and, before striking the floor, goes out of the court.

RULE 7. OUT SERVES

Any of the following serves results in an out:

7. A. Two Consecutive Fault Serves

See Rule 6;

7. B. Failure to Serve Promptly

Failure of server to put the ball into play within 10 seconds of the calling of the score by the referee;

7. 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;

7. D. Non-Front Wall Serve

Any served ball that does not strike the front wall first;

7. E. 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;

7. F. Crotch Serve

If the served ball hits the crotch of the front wall and floor, front wall and sidewall, or front wall and ceiling it is an out

serve (because it did not hit the front wall first). A serve into the crotch of the back wall and the 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.

7. G. Illegal Hit.

Any illegal hit (contacting the ball twice, carrying the ball, or hitting the ball with the handle of the racquet or part of the body or uniform) results in an out serve;

7. H. 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 and results in an out serve;

7. 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. In a match with line judges, the referee may enlist their aid to recall the number of points scored out-of-order.

7. J. 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 8. RETURN OF SERVE

8. A. Receiving Position

1) The receiver may not enter the safety zone until the ball bounces.

2) On the fly return attempt, the receiver may not strike the ball until the ball breaks the plane of the receiving (five-foot) line. The 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 during the service return, except if the ball is struck after rebounding off the backwall.

Any violation by the receiver results in a point for the server.

8. 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.

8. 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 may not touch the floor before touching the front wall (see 7.G.).

8. D. Failure To Return

The failure to return a serve results in a point for the server.

RULE 9. CHANGES OF SERVE

9. A. Outs

A server is entitled to continue serving until:

- 1) **Out Serve.** See Rule 7;
- 2) **Two Consecutive Fault Serves.** See Rule 6;
- 3) **Ball Hits Partner.** Player hits partner with attempted return;
- 4) **Failure to Return Ball.** Player or partner fails to hit the ball prior to its second bounce or fails to return the ball to the front wall on a fly, with or without hitting any combination of walls and ceiling;
- 5) **Avoidable Hinder.** Player or partner commits an avoidable hinder (Rule 12).

9. B. Sideout

In singles, a single handout or out equals a sideout and retires the server. In doubles, a single handout equals a sideout on the first service of each game; thereafter, two handouts equal a sideout and which retires the serving team.

9. C. Effect of Sideout

When the server (or the serving team) receives a sideout, the server become the receiver and the receiver becomes the server.

RULE 10. RALLIES

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

10. 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 loss of the rally;

10. B. One Touch

In attempting returns, the ball may be touched or struck only once by a player or team or the result is a loss of rally. The ball may not be "carried." (A carried ball is one which rests on the racquet in such a way that the effect is more of a "sling" or "throw" than a hit.)

10. 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 did not have the velocity or direction to hit the front wall strikes another player on the court;
- 5) A ball struck by one player on a team hits that player or that player's partner;
- 6) Committing an avoidable hinder (Rule 12).

10. D. Effect of Failure to Return

Violations of Rule 10. A., B. and C. result in a loss of rally. If the serving player or team loses the rally, it is an "out" (handout or sideout). If the receiver loses the rally, it results in a point for the server.

10. E. Return Attempts

1) In singles, if a player swings at, but misses the ball, 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, but misses the ball, 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.

10. 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 sidewall 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 sidewall either with or without touching the ceiling, side, or back wall, shall be an out for the player failing to make the return, or a point for the opponent.

10. 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 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.)

10. H. Play Stoppage

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

10. I. Replays

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

RULE 11. DEAD-BALL HINDERS

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

11. A. Situations

1) **Court Hinders.** Play stops when a ball hits any part of the court that was designated as a court hinder (such as a door handle); play also is stopped when the ball takes an irregular bounce off a rough or irregular surface which the referee determines affected the rally (such as a strange or dead bounce off a court light).

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 that 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 award a hinder.

Body contact, particularly on the follow-through, is not necessarily a hinder.

4) **Screen Ball.** Any ball rebounding from the front wall close to the body of a player on the side which just hit the ball and which interferes with, or prevents, the returning player or side from seeing the ball;

5) **Backswing Hinder.** Any body contact, either on the backswing or en route to or just prior to returning the ball, which impairs the hitter's ability to take a reasonable swing. This call may be made by the player attempting the return if it is made immediately. This call can be made by the player attempting the return, though the call must be made immediately and is subject to the approval of the referee. Note: the interference may be construed as an avoidable hinder (See Rule 12. E.);

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 he believes the hold-up 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: The ball obviously skids after striking a wet spot on the court floor or wall.

11. 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 a player may call are specified in 11. A. 2, 11. A. 5 and 11. A. 6, and are subject to the approval of the referee. A dead-ball hinder stops play and the rally is replayed. The server receives two serves;

11. 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 after it leaves the front wall. 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 12. AVOIDABLE HINDERS (Point or Sideout Hinder)

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

12. A. Failure To Move

Does not move sufficiently to allow an opponent a shot;

12. B. 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;

12. C. Moving Into The Ball

Moves in the way and is struck by the ball just played by the opponent;

12 D. Pushing

Deliberately pushes or shoves opponent during a rally;

12. E. Restricts Opponent's Swing

Moves, or fails to move, so that the player returning the ball does not have a free, unimpeded swing;

12. F. Intentional Distractions

Deliberate shouting, stamping of feet, waving of racquet, or any manner of disrupting the player who is hitting the ball;

12. G. Wetting The Ball

The players, particularly the server, have the responsibility to see that the ball is kept dry at all times. Any wetting of the ball either deliberate or by accident, that is not corrected prior to the beginning of the rally, shall result in an avoidable hinder.

RULE 13. TIMEOUTS

13. 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 for delay of game.

13. B. Injury

If a player is injured during the course of a match as a result of contact with the ball, racquet, opponent, wall or floor, he shall be granted an injury timeout. An injured player shall not be allowed more than a total of 15 minutes of rest during the 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.

13. 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 two minutes.

13. D. Between Games

The rest period between the first two games of a match is two minutes. If a tiebreaker is necessary, the rest period between the second and third game is five minutes.

13. E. Postponed Games

Any games postponed by referees shall be resumed with the same score as when postponed.

RULE 14. TECHNICALS

14. 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. The actual invoking of this penalty is called a

"Referee's Technical." If the player or team against whom the technical 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 technicals are:

- 1) Profanity. Profanity is an automatic technical and should be invoked by the referee whenever it occurs;
- 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, either in the form of taking too much time during timeouts and between games, in drying the court, in excessive questioning of the referee on the rules, or in excessive or unnecessary appeals;
- 7) Intentional front line foot faults to negate a bad lob serve;
- 8) Anything considered to be unsportsmanlike behavior.
- 9) Player under age of 19 who fails to wear eyeguards or wear them properly. (See E. 2. UNIFORM in Section 2 on Page 7.)

14. B. Technical Warning

If a player's behavior is not so severe as to warrant a referee's technical, a technical warning may be issued without point deduction.

14. C. Effect of Technical or Warning

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. If a referee issues a referee's technical, one point shall be removed from the offender's score. The awarding of the technical shall have no effect on service changes or sideouts. If the technical occurs either between games or when the offender has no points, the result will be that the offender's score will revert to a minus (-1).

RULE 15. PROFESSIONAL

A professional is defined as any player (male, female, or junior) who accepts prize money regardless of the amount in any PRO SANCTIONED tournaments including WPRA, RMA, and other events so deemed by the AARA Board of Directors.

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 16. RETURN TO AMATEUR STATUS

Any player who has been classified as a professional (see Rule 15) 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 (AARA), or his designated representative, and shall become effective immediately as long as the player making application for reinstatement of amateur status has received no money in any pro sanctioned tournament, as defined in Rule 15, for the past 12 months.

RULE 17. AGE GROUP DIVISIONS

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

MEN'S AND WOMEN'S AGE DIVISIONS:

Open — All players other than Pro

Junior Veterans — 19+

Junior Veterans — 25+

Veterans — 30+

Seniors — 35+

Veteran Seniors — 40+

Masters — 45+

Veteran Masters — 50+

Golden Masters — 55+

Seniors Golden Masters — 60+

Veteran Golden Masters — 65+

Advanced Golden masters — 70+

OTHER DIVISIONS

Mixed Doubles

Disabled

JUNIOR DIVISIONS

Age determined as of January 1st of each calendar year.

JUNIOR BOYS' AND GIRLS' AGE DIVISIONS:

18 & under

16 & under

14 & under

12 & under

10 & under

8 & under (no-bounce)

Doubles Team — ages apply as above

17. A. Junior Division Exceptions

Junior Players should abide by all AARA rules with the following exceptions:

1) **Scoring.** All matches in Junior divisions will be the best of two games to 15 points, win by 1 point. If a tiebreaker (third game) is necessary, the game is played to 11 points.

2) **Eye Protection.** Eye protection must be worn in all AARA junior sanctioned events. (See Sec. 2. E. UNIFORM 2 on Page 7 for penalty for violation.)

3) **Timeouts.** Three in each game.

4 — TOURNAMENTS

RULE 18. DRAWS

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

b) The draw and seeding committee shall be chaired by the AARA's Executive Director, National Commissioner, and the host Tournament Director. 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 director. In regional play the tournament director should work in coordination with the AARA Regional Commissioner at the tournament.

RULE 19. SCHEDULING

19. 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 one hour rest period between matches.

19. B. Final Matches

Where one or more players has 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 hour be allowed between the finals in singles and doubles.

RULE 20. 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 tournament director to notify the players of the change.

RULE 21. THIRD PLACE

Players are not required to play off for 3rd place or 4th place. However, for point standings, if one semifinalist wants to play off for third and the other semifinalist does not, the one willing to play shall be awarded third place. If both semifinalists do not wish to play off for 3rd and 4th positions, then the points shall be awarded evenly.

RULE 22. AARA REGIONAL TOURNAMENTS

AARA Regional Tournaments — The United States and Europe are divided into a combined total of 16 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 players are encouraged to participate in the own region; However, for the purpose of convenience they may participate outside their region.

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 23. TOURNAMENT MANAGEMENT

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

RULE 24. TOURNAMENT CONDUCT

In all AARA sanctioned tournaments, the referee is empowered to default a match if the conduct of a player or team is considered detrimental to the tournament and the game. (See Rule 1. E. 5).

RULE 25. AARA ELIGIBILITY

Any paid-up AARA member in good standing, who has not been classified as a professional (See Rule 15) may

compete in any AARA sanctioned tournament.

RULE 26. AARA NATIONAL CHAMPIONSHIP

The National Singles, Junior and National Doubles are separate tournaments and are played on different weekends. There will be a consolation round in all divisions.

26. A. Regional Qualifications

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

2) All national finalists in each division may be exempt from qualifying for the same division the following year.

3) There may be a tournament one day ahead of the National Tournament at the same site to qualify 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 region is obviously over subscribed.

26. B. Definition of Regions

1) **Qualifying Singles.** A player may have to qualify at one of the 16 regional tournaments.

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

AARA REGIONS

Region 1 — Maine, New Hampshire, Vermont, Massachusetts, Rhode Island, Connecticut

Region 2 — New York, New Jersey

Region 3 — Pennsylvania, Maryland, Virginia, Delaware, District of Columbia

Region 4 — Florida, Georgia, North Carolina, South Carolina

Region 5 — Alabama, Mississippi, Tennessee

Region 6 — Arkansas, Kansas, Missouri, Oklahoma

Region 7 — Texas, Louisiana

Region 8 — Wisconsin, Iowa, Illinois

Region 9 — West Virginia, Ohio, Michigan

Region 10 — Indiana, Kentucky

Region 11 — North Dakota, South Dakota, Minnesota, Nebraska

Region 12 — Arizona, New Mexico, Utah, Colorado

Region 13 — Wyoming, Montana

Region 14 — Nevada, California, Hawaii

Region 15 — Washington, Idaho, Oregon, Alaska

Region 16 — Americans in Europe

RULE 27. NATIONAL JUNIOR CHAMPIONSHIP

It will be conducted on a separate date and location under the same parameters as Rule 26 A. & B.

RULE 28. INTERCOLLEGIATE TOURNAMENT

It will be conducted at a separate date and location.

5 — ONE-WALL AND THREE-WALL RULES

RULE 29. ONE-WALL AND THREE-WALL RULES

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

One-Wall. Court size — wall shall be 20' in width and 16' high, floor 20' in width and 34' from the wall to the back edge of the long line. There should be a minimum of three feet beyond the long line and six feet outside each side line and behind the long line to permit movement area for the players.

Short Line. Back edge 16' from the wall.

Service Markers. Lines at least 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 1 1/2 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 sidewalls on the fly is considered "long." A serve that goes beyond the long line on a fly, but within the sidewalls is the same as "short."

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

Court Size, long side wall. 20' in width and 20' in height and 40' in length. Side wall 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 four-wall racquetball.

6 — RULES FOR 8 & UNDER FREE-BOUNCE

RULE 30. USE AARA RACQUETBALL RULES WITH THESE MODIFICATIONS:

After a legal serve, the ball may bounce as many times as the receiver wants until the player swings once to return the ball to the front wall. (In other words, the player gets one swing at the ball to get it back.)

The ball may be hit after the serve or during a rally at any time, but *must* be hit *before* it crosses the *short line* on its way *back* to the front wall.

The receiver can hit the ball before it hits the back wall or may play it off the back wall but cannot cross the short line *after* the ball contacts the back wall.

The only exception to crossing the short line is if the ball is returned to the back wall from the front wall on the fly (without touching the floor) then the receiver may cross the short line and play the ball on the first bounce.

New additions are lines on the front wall (use tape) at 3-foot and 1-foot high. If the ball is hit below the 3-foot and above the 1-foot line during a rally, it has to be returned before it bounces the third time. If the ball hits below the 1-foot line during a rally, it must be played or returned to the front wall before it bounces twice as in regulation racquetball. This gives incentive to keep the ball low.

Matches are best of 2 out of 3 games to 11 points.

7 — NATIONAL WHEELCHAIR RACQUETBALL ASSOCIATION OFFICIAL RULES OF WHEELCHAIR RACQUETBALL

RULE 31. MODIFICATIONS OF STANDARD RULES

1. Where the AARA Rule Book rules refer to server, person, body or other similar variations, for wheelchair play such reference shall include all parts of the wheelchair in addition to the person sitting in it.

2. Where the rules refer to "feet, standing" or other similar variations, for wheelchair play it means where only the rear (large) wheels are located.

3. Where the rules mention body contact, for wheelchair play it shall mean any part of the wheelchair in addition to the player.

4. Where the rules refer to "double bounce" or "after the first bounce", it shall mean three bounces. All variations of the same phrases shall be revised accordingly.

DIVISIONS:

Novice Division: The Novice Division is for the beginning player who has never played racquetball or is just learning to play.

Intermediate Division: The Intermediate Division is for the player who has played tournaments before or has a skill level to be competitive in the division.

Open Division: The Open Division is the highest level of play and is for the advanced player.

Multi-Bounce Division: The Multi-Bounce Division is for the individuals (men or women) whose mobility is such that wheelchair racquetball would be impossible if not for the Multi-Bounce Division.

Junior Division: The Junior Division is for the player who is 18 years old or younger. The Junior Division will have both the two-bounce and multi-bounce rule as determined by the tournament director.

AGES: 8 to 11, 12 to 15, 16 to 18.

RULES

Two-Bounce Rule: Two bounces are used in wheelchair racquetball in all divisions *except* the Multi-Bounce Division. The ball may hit the floor twice before being returned.

Out of Chair Rule: The player cannot intentionally jump out of his chair to hit or retrieve a ball. Nor can the player stand up in the chair to serve a ball. If a player unintentionally leaves the chair to make a play, to be determined by the referee, no penalty is assessed. Penalty for player who leaves his chair voluntarily in attempting to return ball in play shall result in loss of serve or a point awarded to opponent. Repeat offenders will be warned by the referee.

Equipment Standards: In order to protect playing surfaces, the tournament officials may not allow a person to participate with black tires or anything which will mark or damage the court.

Start: The serve is started from any place within the service zone. Front casters may extend beyond the short service line, but may not violate front court service line before ball is served. At no time shall the rear wheels be permitted to break either service line until completion of serve.

Maintenance Delay: A maintenance delay is a delay in the progress of a match due to a malfunction of a wheelchair, prosthesis, or assistive device. Such delay must be requested by the player, granted by the referee during the match, and shall not exceed five (5) minutes. Only two such delays may be granted for each player for each match. After using both maintenance delays the player has the following options:

1. Continue play with the defective equipment.
2. Immediately substitute for replacement of equipment.
3. Postponement of game, with the approval of the referee and opponent.

DEAD-BALL HINDERS: Hitting Opponent: Any returned ball that touches an opponent or an opponent's wheelchair on the fly before it returns to the front wall (Refer to Rule 11. A. 2).

Backswing Hinder: Any body or wheelchair contact either

on the backswing or en route to or just prior to returning the ball which impairs the hitter's ability to take a reasonable swing (Refer to Rule 11. A. 5).

MULTI-BOUNCE RULES:

The ball may bounce as many times as the receiver wants until the player swings once to return the ball to the front wall.

The ball must be hit before it crosses the short line on its way back to the front wall.

The receiver cannot cross the short line after the ball contacts the back wall.

8 — HOW TO REFEREE WHEN THERE IS NO REFEREE

1 — SAFETY

SAFETY IS THE PRIMARY AND OVERRIDING RESPONSIBILITY OF EVERY PLAYER WHO ENTERS THE COURT.

At *no time* should the physical safety of the participants be compromised. Players are entitled, AND EXPECTED, to hold up their swing, WITHOUT PENALTY, any time they believe there might be a risk of physical contact. Any time a player says he held up to avoid contact, even if he was over-cautious, he is entitled to a hinder (rally replayed without penalty).

2 — SCORE

Since there is no referee, or scorekeeper, it is important to see that there is no misunderstanding in this area, so THE SERVER IS REQUIRED to announce both the server's and receiver's score before EVERY first serve.

3 — DURING RALLIES

During rallies, it is the *hitter's* responsibility to make the call — if there is a possibility of a skip ball, double-bounce, or illegal hit, play should continue until the *hitter* makes the call against himself. If the hitter does not make the call against himself and goes on to win the rally, and the player thought that one of the hitter's shots was not good, he may "appeal" to the hitter by pointing out which shot he thought was bad and request the hitter to reconsider. If the hitter is sure of his call, AND the opponent is still sure the hitter is wrong, the rally is replayed. As a matter of etiquette, players are expected to make calls against themselves any time they are not sure. In other words, if a shot is very close as to whether or not it was a good kill or a skip ball, unless the hitter is sure the shot was good, he should call it a skip.

4 — SERVICE

a) Fault Serves (Long, Short, Ceiling & Three-Wall).

The Receiver has the primary responsibility to make these calls, and again, he should give the benefit of the doubt to his opponent whenever it is close. The receiver must make his call immediately, and not wait until he hits the ball and has the benefit of seeing how good a shot he can hit. It is not an option play . . . the receiver does not have the right to play a short serve just because he thinks it's a setup.

b) **Screen Serves.** When there is no referee, a screen serve does not become an option play. When the receiver believes his vision of the ball was sufficiently impaired as to give the server too great an advantage on the serve, the receiver may hold up his swing and call a screen serve, or, if he still feels he can make a good shot at the ball, he can say nothing and continue playing. He may not call a screen after he attempts to hit the ball. Further, the server may not

call a screen under any circumstances . . . he must simply expect to have to play the rally until he hears a call from the receiver. (In doubles, unless the ball goes behind the back of the server's partner, no screens should be called.)

c) **Others.** Foot faults, 10 second violations, receiving-line violations, service-zone infringement, and other "technical" calls really require a referee. However, if either player believes his opponent is abusing any of these rules, between rallies, he should discuss it with his opponent to be sure there is agreement on what the rule is, and to put each other on notice that the rules should be followed.

5 — HINDERS

Generally, the hinder should work like the screen serve — as an option play for the hindered party. ONLY the person going for the shot can stop play by calling a hinder, and he must do so immediately — not wait until he has the benefit of seeing how good a shot he can hit. If the hindered party believes he can make an effective return in spite of some physical contact or screen that has occurred, he may continue to play.

6 — AVOIDABLE HINDERS

Since avoidable hinders are usually not intentional, they do occur even in the friendliest matches. The player who realizes he made such an error should simply award the rally to his opponent. If a player feels his opponent was guilty of an avoidable, and the player did not call it on himself, the "offended" player should appeal to his opponent by pointing out that he thought it was an avoidable. The player may then call it on himself, or disagree, but the call can only be made on yourself. Often, just pointing out what you think is an avoidable will put the player on notice for future rallies and prevent recurrence.

7 — DISPUTES

If either player, for any reasons desires to have a referee, it is considered common courtesy for the other player to go along with the request and a referee suitable to both sides should be found. If there is not a referee, and a question about a rule or rule interpretation comes up, seek out the club pro or a more experienced player. Then, after the match, contact your local state racquetball association for the answer.

9 — AARA NATIONAL RULES COMMITTEE

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11 — AARA Q & A

What is the American Amateur Racquetball Association?

The American Amateur Racquetball Association is a member of the United States Olympic Committee, not-for-profit, charitable, educational, democratic, player's association founded in 1968. The AARA, by its Constitution, is dedicated to promoting and developing amateur racquetball throughout the United States.

How is the AARA managed?

The AARA has a paid National staff located in Colorado Springs, CO, who report to a 10-member Board of Directors elected by the membership at its yearly meeting. Volunteer AARA organizations are located in each state and are grouped into 16 regions.

How do you join the AARA?

Membership in the Association is open to anyone by paying yearly dues. From time to time special rates are available at tournaments or in RACQUETBALL IN REVIEW, the official AARA publication.

Where do you join?

Through private court clubs, by participating in an AARA "sanctioned" event, or securing an application from RACQUETBALL IN REVIEW. You can also contact the national office for further information. National

headquarters is located at 815 N. Weber, Suite 203, Colorado Springs, CO 80903.

How is the AARA funded?

Primarily by membership dues — thus making the AARA responsive only to its members.

Why is the AARA the only national association speaking for the amateur?

In April of 1982 the United State Olympic Committee recognized the AARA as the ONLY national governing body of racquetball in the United States.

What is "sanctioning"?

AARA sanctioning insures that the event will receive the prestige and prominence that comes with AARA support. All participants in an AARA sanctioned event must be current members of the association or join before participating in that event. Benefits of "sanctioning" include points awarded to winners down through eight place for amateur national rankings.

What other benefits are there in sanctioning?

If an event is sanctioned it receives a listing in RACQUETBALL IN REVIEW's calendar of events; support at the state, regional and national level; as well as manufacturer donations, discounts on shirts and trophies, programs, clinic booklets; national rankings for players and the publishing of results in RACQUETBALL IN REVIEW.

What does sanctioning cost?

NOTHING! We ask only that our rules are followed, that one of our approved ball products is used and that each participant is a current member of the AARA.

How does the AARA support Court Clubs, JCCs and other racquetball facilities?

The AARA is the only association actively working to promote the development of the grass roots, everyday player — the lifeblood of racquetball.

What programs does the AARA have that develop and advance the sport of racquetball?

- 1) State organization in all 50 states.
- 2) Junior programs in all 50 states.
- 3) Intercollegiate programs in all 50 states.
- 4) 16 regional organizations throughout the USA.
- 5) High school programs.
- 6) Court club programs.
- 7) Holds over 24 categories of competition for players from ages 10 to 65.
- 8) Represents the USA in the World Games II and World Championships.
- 9) Sanctions 800 events annually.
- 10) National rankings in all categories.
- 11) Regional and National competition in Junior, Intercollegiate, and adult competition.
- 12) Member of the United States Olympic Committee.

How can Court Clubs, YMCAs, JCCs and other racquetball facilities support the AARA?

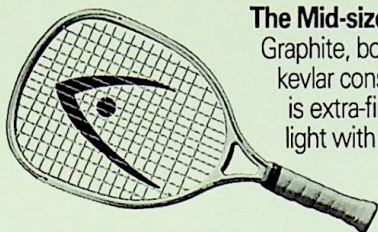
By sanctioning their events with the AARA and establishing a working relationship with the Association through attaining new members.

NOTES:

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NOW IT'S LEGAL TO KILL SOMEONE.



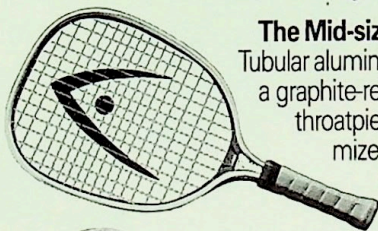
The Mid-size Radial.

Graphite, boron, and kevlar construction is extra-firm, ultra-light with superior "feel."



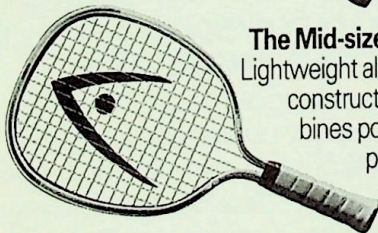
The Mid-size Spectrum.

Kevlar, graphite, fiberglass composite is light, powerful and forgiving.



The Mid-size Laser.

Tubular aluminum with a graphite-reinforced throatpiece maximizes power.



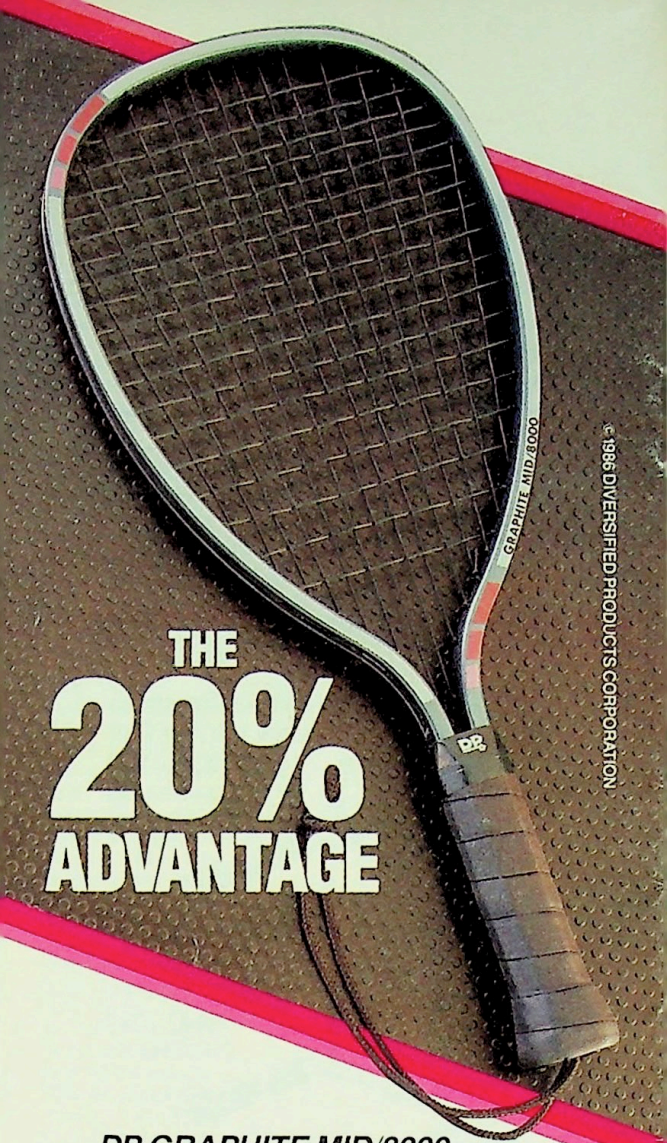
The Mid-size Sprint.

Lightweight aluminum construction combines power and playability.

Just a year ago it was against the rules to play a tournament with a mid-size racquet. But today there's a dynamic mid-size shape from Head that's totally destructive to the opposition. And best of all, it's legal for AARA and tournament play.

HEAD

We want you to win.



**THE
20%
ADVANTAGE**

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**DP GRAPHITE MID/8000 —
20% MORE HITTING SURFACE**

This graphite racquet features the same construction as our universally known Graphite 8000 but gives you the added size of a mid-size frame. The hitting surface is 20% greater but the balance and total weight of 250 grams have stayed the same. The result is more power, extension and control of your game. With features like 80% graphite construction, a molded bumper guard, long-lasting graphite strings, a smooth 3⁷/₈" grip, flared handle, and a deluxe cover, the DP GRAPHITE MID/8000 is your advantage.

DP[®]
Fit for Life 