

OFFICIAL RULEBOOK



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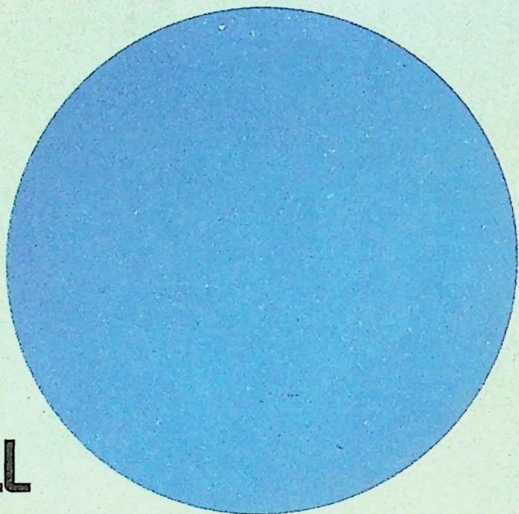


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PART I---THE GAME

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

Rule 1.3 - OBJECTIVE

The objective is to win each rally by serving or returning the ball so the opponent is unable to keep the ball in play. A rally is over when a side makes an error, or is unable to return the ball before it touches the floor twice, or if a hinder is called.

Rule 1.4 - POINTS AND OUTS

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

Rule 1.5 - GAME

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

Rule 1.6 - MATCH

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

- a) In the event that each participant or team wins one game, the match shall be decided by a fifteen (15) point tie-breaker.
- b) Player, (team in doubles) totaling the greater number of points in the first two games, shall have the option of serving or receiving in the tie-breaker.

- c) If player(s) have the same total, server shall be determined by a coin flip conducted by the referee.
- d) Players shall be allowed three (3) time-outs not to exceed thirty (30) seconds each in each of the first two (2) games. (Reg. Rule 4.12 (b)).
- e) Player(s) shall be limited to two (2) time-outs in the tie-breaker.

Rule 1.7 - CONSOLATION MATCHES

- a) This rule (1.7) may be waived at the discretion of the Tournament Director but this waiver must be in writing on the application.
- b) In all AARA sanctioned matches at state, regional, or national levels, each entrant shall be entitled to participate in a minimum of two matches. This then means that losers of their first match shall be AUTOMATICALLY placed in the consolation bracket of their division.
- c) If a player draws a bye or wins their first match by forfeit and then loses the second round match, they shall be deemed to have played just one match and therefore shall be entitled to be entered into the consolation bracket of their division.
- d) Consolation matches for all rounds through the quarterfinals shall consist of one 31 point game with four (4) 30 second "time-outs" per side played without a referee with the participants keeping their own score.
- e) Semifinals and finals in all consolation matches shall be officiated in the same manner as a regular tournament match.

PART II---COURTS AND EQUIPMENT

Rule 2.1 - COURTS

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

- a) Dimension. The dimensions shall be 20 feet wide, 20 feet high, and 40 feet long, with back wall at least 12 feet high.
- b) Lines and Zones. Racquetball courts shall be divided and marked on the floors with 1 1/2

inch wide lines as follows:

- (1) Short Line. The short line is midway between and is parallel with the front and back walls dividing the court into equal front & back courts.
- (2) Service Line. The service line is parallel with and located five feet in front of the short line.
- (3) Service Zone. The service zone is the space between the outer edges of the short and service lines.
- (4) Service Boxes. A service box is located at each end of the service zone by lines 18 inches from and parallel with each sidewall.
- (5) Receiving Lines. Five feet back of the short line, vertical lines shall be marked on each sidewall extending 3 inches from the floor. See Rule 4.7 (a).

Rule 2.2 - BALL SPECIFICATIONS

- a) The specifications for the standard racquetball are: the ball shall be 2¼" in diameter; weigh approximately 1.4 ounces, and at a temperature of 70-74 F. with a 100 inch drop rebound is to be 68-72 inches; hardness, 55-60 durometer.
- b) Official ball. Any ball which carries the endorsement stamp of approval from the AARA is an official ball.

Rule 2.3 - BALL SELECTION

- a) The ball shall be selected by agreement between the players and at least two acceptable balls should be agreed upon before the match commences. If the players cannot agree, the referee shall make the selection and this decision shall be binding on the participants.
- b) If during the course of a match both players/teams request a change of ball, the referee shall agree. Only an AARA approved ball shall be used in all sanctioned tournaments.

Rule 2.4 - RACQUET SPECIFICATIONS

- a) Dimensions. The total length and width of the official racquet may not exceed 27 inches. The length of the head, measured from the top of the handle to the top of the head, may not exceed 13.5 inches. The head width may not exceed 9 inches. These measurements are computed from the outer edge of the racquet head rims. The handle may not exceed 7 inches in length.
- b) The regulation racquet must include a thong that must be securely wrapped on the player's wrist.
- c) The regulation racquet frame may be made of any material, as long as it conforms to the above specifications.
- d) The strings of the regulation racquet should be gut, monofilament or nylon. Metal or steel strings are permitted only if they do not mark or deface the ball.

Rule 2.5 - UNIFORM

- a) The uniform and shoes may be of any color. The shirt may contain any insignia or writing considered in good taste by the referee (final determiner to be the tournament director). Doubles teams should wear similar colors to ease the identification problems. Players may not play without shirts in tournament competition.
- b) Eye protection is required in all AARA sanctioned Junior events and for any participant under the age of 19 in any AARA tournament.

PART III--OFFICIATING

Rule 3.1 - TOURNAMENTS

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

Rule 3.2 - OFFICIALS

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

Rule 3.3 - REMOVAL OF A REFEREE

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

Rule 3.4 - RULE BRIEFING

Before all tournaments, all officials and players shall be briefed on rules and on local hindes or other regulations or modifications the tournament director wishes to impose. This briefing should be reduced to writing. The current AARA rules will apply and be made available. Any modifications the tournament director wishes to impose must be stated in writing and be available to all players at registration.

Rule 3.5 - REFEREES

- a) Pre-Match Deputies. Before each match commences, it shall be the duty of the referee to:
1. Check on adequacy of preparation of the court with respect to cleanliness, lighting and temperature, and upon location of locker rooms, drinking fountains, etc.
 2. Check on availability and suitability of all materials necessary for the match such as balls, towels, score cards, pencils and time piece.
 3. Instruct players ON COURT.
 4. Point out court hindes and local regulations if applicable.
 5. Inspect equipment and toss coin.

6. Check linespeople and score keeper (where applicable) and ask for reserve game ball upon assuming officiating position.
 7. Review any rule modifications in effect for this particular tournament.
 8. Start play by calling score (zero serves zero) when players indicate their readiness to begin.
- b) Decision. During the match, referees shall make all decisions with regard to the rules. Where linespeople are used, the referee shall announce all final judgments. If both players in a singles match and three out of four in a doubles match disagree with a call made by the referee, the referee is overruled.
- c) Protests. Any decision not involving the judgment of the referees may on protest be decided by the tournament director, if present, or the delegated representative.
- d) Forfeitures. A match may be forfeited by the referee when:
1. Any player refuses to abide by the referee's decision, or engages in unsports-personlike conduct.
 2. After warning, any player leaves the court without permission of the referee during a game.
 3. Any player for a singles match, or any team for a doubles match fails to report to play. Twenty (20) minutes after the scheduled game time will be allowed before forfeiture. The tournament director may permit a longer delay if circumstances warrant such a decision.
 4. A third technical foul is assessed to any one player or team during the course of a match. See Rule 4.13.

Rule 3.6 - SCORERS

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

Rule 3.7 - RECORD KEEPERS

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

Rule 3.8 - LINESPEOPLE

In any AARA sanctioned tournament, linespeople may be designated in order to help decide appealed rulings. Two linespeople will be designated by the tournament director and shall, at the referee's signal, either agree or disagree with the referee's ruling. The signal by a linesperson to show agreement with the referee is "thumbs up." The signal to show disagreement is "thumbs down." The signal for no opinion is an "open palm down." Both linespersons must disagree with the referee in order to reverse the ruling. If both linespeople disagree with the referee's call, it shall be overridden, and the call reversed. If either linesperson agrees with the referee, the call shall stand. In the event that one linesperson disagrees, and the other signals that they did not see the call in question, the point shall be REPLAYED. If both of the linespeople indicate that they did not see the appealed call in question, the referee's call will stand.

Rule 3.9 - APPEALS

Where linespeople are designated, they shall have the same responsibility for all calls as does the referee. A player may not ask for hinder if one has not been called. Hinder calls by the referee cannot be appealed. The assessing of technical fouls is the exclusive right of the referee. The following are appealable calls: fault & out serves, double bounce pick-ups, skip balls, rules interpretations, etc.

PART IV---PLAY REGULATIONS

Rule 4.1 - SERVE

- a) The player or side winning the toss in the first game will have the option of serving or receiving in the first game. The player or side who loses the toss in the first game will have the option of serving or receiving in the second game. In a tie-breaker the player or

team accumulating the greatest number of points in the first two games shall have the option to serve or receive. If the total number of points is even for both players or teams, a coin toss will be used to determine who shall have the choice of serving or receiving in the tie-breaker.

- b) Start. Games are started by the referee's calling the score (zero serves zero).
- c) Place. The server may not initiate the pre-service motion from outside of the serving zone. Stepping on the line (but not beyond it) is permitted. Server must remain in the service zone until the served ball passes short line. Violations are called "foot faults."
- d) Manner. A serve is commenced as the ball leaves the server's hand. The ball must bounce on the floor in the service zone and on the first bounce be struck by the server's racquet in an obvious attempt to serve the ball. The ball must strike the front wall first and on the rebound hit the floor back of the short line, either with or without touching one of the sidewalls. A balk serve or fake swing at the ball although the ball has only been bounced once, shall be deemed an infraction and be judged an "out," "handout," or "side out."
- e) Readiness. Once the end of play is signaled by "point, side out, hinder," etc., the receiver(s) is (are) given a reasonable amount of time, according to the judgment of the referee, to get ready to receive the serve. According to the judgment of the referee, the score will be called when the receiver(s) is (are) ready to receive the serve. Once the score has been called the server has ten (10) seconds to put the ball into play.

Rule 4.2 - SERVE, IN DOUBLES

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

- b) Partner's Position. On each serve the server's partner shall stand erect with their back to the sidewall and with both feet on the floor within the service box until the served ball passes the short line. Violations are called "foot faults."
- c) There will be an automatic screen serve in doubles matches when the ball goes behind the body of the server's partner.

Rule 4.3 - DEFECTIVE SERVES

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

- a) Dead Ball Serve. A dead ball serve results in no penalty and the server is given another serve without cancelling a prior illegal serve.
- b) Fault Serve. Two (2) fault serves result in a hand-out.
- c) Out Serve. 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 short.
- b) Screen Balls. Passes so 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 sidewall 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 result in a hand-out:

- a) Foot Faults. A foot fault results:
 - 1. When the server leaves the service zone before the served ball passes the short line.

2. When the server's partner steps beyond the lines of the service box before the served ball passes the short line.
 3. When the server steps over the service or short line.
- b) Short Serve. A short serve is any served ball that first hits the front wall and on the rebound hits the floor on or in front of the short line either with or without touching one sidewall.
 - c) Three-Wall Serve. Any ball served that first hits the front wall and on the rebound hits two sidewalls on the fly.
 - d) Ceiling Serve. Any served ball that touches the ceiling after hitting the front wall either with or without touching one sidewall.
 - e) Long Serve. A long serve is any served ball that first hits the front wall and rebounds to the back wall before touching the floor.
 - f) Out of Court Serve. Any ball going out of the court on the serve.

Rule 4.6 - OUT SERVES

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

- a) Failure of Server. Failure of server to put the ball into play within ten (10) seconds of the calling of the score by the referee.
- b) Missed Ball. Any attempt to strike the ball on the first bounce that results either in a total miss or in touching any part of the server's body other than the racquet.
- c) Non-Front Server. Any served ball that strikes the server's partner, or the ceiling, floor or sidewall before striking the front wall.
- d) Touched Serve. Any served ball that on the rebound from the front wall touches the server or if the server's partner intentionally touches the served ball.
- e) Out-of-Order Serve. In doubles, when either partner serves out of order. Any points which may have been scored during an out-of-order serve will be automatically void with the score reverting to the score prior to the out-of-order serve. The "out serve" shall be applied to the first server and the second server shall then be allowed to serve.

- f) Crotch Serve. If the served ball hits the crotch in the front wall, it is considered the same as hitting the floor and is an out. A crotch serve into the back wall is good and in play. A served ball hitting the side wall crotch (as in a "Z" serve) beyond the short line is good and in play.
- g) Fake or Balk Serve. Such a serve is defined as a non-continuous movement of the racquet towards the ball as the server drops the ball for the purpose of serving.

Rule 4.7 - RETURN OF SERVE

- a) Receiving Position. The receiver(s) must stand at least five (5) feet back of the short line, as indicated by the three (3) inch vertical line on each sidewall, and cannot enter into this safety zone until the ball has been served and passes the short line. At that point the receiver(s) may enter the safety zone to return serve, however, neither the racquet nor body may infringe on the imaginary plane marked by the short line. A violation of this plane would result in a point for the server.
- b) Defective Serve. To eliminate any misunderstanding the receiving side will not catch or touch a defectively served ball until called by the referee or it has touched the floor for the second time.
- c) Legal Return. After the ball is legally served, one of the players on the receiving side must strike the ball with the racquet either on the fly or after the first bounce and before the ball touches the floor the second time to return the ball to the front wall either directly or after touching one or both sidewalls, the back wall or the ceiling, or any combination of those surfaces. A returned ball may not touch the floor before touching the front wall. It is legal to return the ball by striking the ball into the back wall first, then hitting the front wall on the fly or after hitting the front wall on the fly or after hitting the sidewall or ceiling.
- d) Failure to Return. The failure to return a serve results in a point for the server.

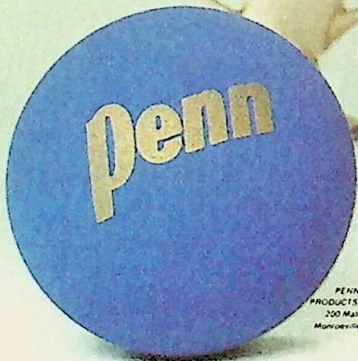
Rule 4.8 - CHANGES OF SERVE

- a) Hand-out. A server is entitled to continue serving until:

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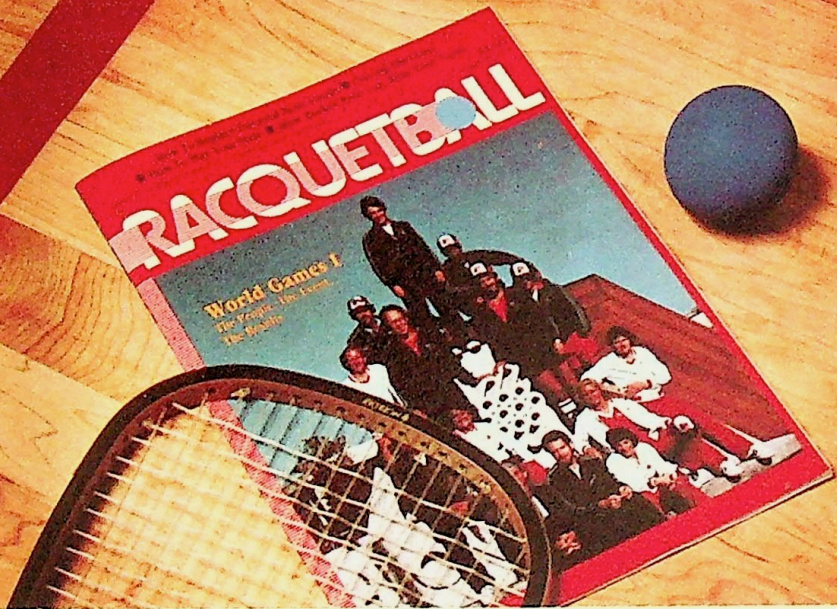
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1. Out Serve. An out serve is made as described under Rule 4.6 or;
 2. Fault Serves. One makes two fault serves in succession under Rule 4.5 or
 3. Hits Partner. Partner is hit with an attempted return before the ball touches the floor a second time.
 4. Return Failure. Player or partner fails to keep the ball in play by returning it as required by rule 4.7 (d).
 5. Avoidable Hinder. Player or partner commits an avoidable hinder under Rule 4.11.
- b) Side-out. In singles, retiring the server retires the side. In doubles, the side is retired when both partners have been put out on the first serve as provided in Rule 4.2 (a):
- c) Effect. When the server or the side loses the serve, the server or serving side shall become the receiver; and the receiving side, the server, and so alternately in all subsequent services of the game.

Rule 4.9 - RALLIES

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

- a) One or Both Hands. Only the head of the racquet may be used at any time to return the ball. The ball must be hit with the racquet in one or both hands. Switching hands to hit a ball is an out. The use of any portion of the body is an out.
- b) One Touch. In attempting returns, the ball may be touched or struck only once by one player on the returning side (a carried ball is a ball that rests on the racquet in such a way that the effect is more of a "sling" or "throw" than a hit and shall be ruled a point or hand-out as is applicable. In doubles both partners may swing at, but only one may hit the ball. A violation of (a) or (b) results in a hand-out or point.
- c) Return Attempts.
 1. In singles, if a player swings at, but misses the ball in play, the player may repeat those attempts to return the ball until it touches the floor for the second time.
 2. In doubles, if one player swings at, but misses the ball, both the player and the part-

ner may make further attempts to return the ball until it touches the floor the second time. Both partners on a side are entitled to return the ball.

3. **Hinders.** In singles or doubles, if a player swings at, but misses the ball in play, and in an attempt by either members of a team again to play the ball, there is an unintentional interference by an opponent, it shall be a hinder. (See Rule 4.10).
- d) **Touching Ball.** Except as provided in Rule 4.10 (a) (2) any touching of a ball before it touches the floor the second time by a player other than the one making a return is a point or out against the offending player.
- e) **Out of Court Ball.**
 1. **After Return.** Any ball returned to the front wall on the rebound or on the first bounce goes into the gallery or through any opening in a sidewall shall be declared dead and the serve replayed.
 2. **No Return.** Any ball not returned to the front wall, but which caromes off a player's racquet into the gallery or into any opening in a sidewall either with or without touching the ceiling, side or back wall, shall be an out or point against the players failing to make the return.
- f) **Dry Ball.** During the game, and particularly on service, every effort should be made to keep the ball dry. Deliberately wetting shall result in an out. The ball may be inspected by the referee at any time during the game.
- g) **Broken Ball.** If there is any suspicion that a ball has broken on the serve or during a rally, play shall continue until the end of the rally. The referee or any player may request the ball be examined. If the referee decides the ball is broken, a new ball shall be put into play and the point replayed.
- h) **Play Stoppage.**
 1. If a player loses a shoe or other equipment, or foreign objects enter the court, or any other outside interference occurs, the referee shall stop the play, if such occurrences interfere with ensuing play or players' safety.

Rule 4.10 - DEAD BALL HINDERS

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

- a) Situations. When called by the referee the following are dead ball hinders:
 1. Court Hinders. Hits any part of the court which under local rules is a dead ball.
 2. Hitting Opponent. Any returned ball that touches an opponent on the fly before it returns to the front wall with the exception of a ball that **obviously** does not have the velocity or direction to reach the front wall.
 3. Body Contact. Any body contact with an opponent that interferes with seeing or returning the ball.
 4. Screen Ball. Passes so 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, if there is no fair chance to see or return the ball.
 5. Straddle Ball. A ball passing between the legs of the player on the side which just returned the ball, if there is not fair chance to see or return the ball.
 6. Other interference. Any other unintentional interference which prevents an opponent from having a fair chance to see or return the ball.
- b) Effect. A call by the referee of a "hinder" stops the play and voids any situation following, such as the ball hitting a player. No player is authorized to call a hinder, except on the back swing or from accidentally stepping on an opponent's foot. Such a call should be made immediately, as provided in Rule 3.5 (b). The decision of the referee will be final as to whether or not the violation impeded the ensuing rally.
- c) Avoidance. While making an attempt to return the ball, a player is entitled to have a direct path to the ball and an unobstructed view of the ball after it leaves the front wall. It is incumbent upon the players to give their opponents a free, unhibited swing at the ball. This applies in doubles as well. It is not a hinder when one player interferes with a teammate.

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

Rule 4.11 - AVOIDABLE HINDERS

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

1. Failure to move. Does not move sufficiently to allow an opponent a shot
2. Blocking. Moves into a position effecting a block on the opponent about to return the ball, or in doubles, one partner moves in front of an opponent as the partner of that opponent is returning the ball.
3. Moving Into Ball. Moves in the way and is struck by the ball just played by the opponent.
4. Pushing. Deliberately pushes or shoves opponent during a rally.
5. Moves so as to restrict opponent's swing so that player returning the ball does not have a free, unimpeded swing.
6. Intentional Distractions. Deliberate shouting, stamping of feet, waving of racquet, or any manner of disrupting the player who is hitting the ball.

Rule 4.12 - REST PERIODS

- a) Delays. Deliberate delay exceeding ten (10) seconds by server or receiver shall result in a side out or point against the offender.
- b) Time-Outs. During a game each player in singles or each side in doubles either while serving or receiving may request a "time-out" for a towel, wiping glasses, glove change or adjustment. Each "time-out" shall not exceed thirty (30) seconds. No more than three "time-outs" in a game shall be granted each singles player or each team in doubles. No player may call a time-out once the ball is in play. Only two time-outs are allowed in the 15 point tie-breaker. See Rule 4.1 (d).

- c) Injury. No time-out shall be charged to a player who is injured during a play. An injured player shall not be allowed more than a cumulative total of fifteen (15) minutes of rest. If the injured player is not able to resume play after a cumulative rest of fifteen (15) minutes the match shall be awarded to the opponent(s). On any additional injury to same player, the tournament director or referee, after considering any available medical opinion, shall determine whether the injured player will be allowed to continue.
- d) A time-out may be called by the referee at the request of a player and after substantiation by the referee, because of faulty equipment or uniform. Two (2) minutes are to be allowed for any uniform adjustment needed and thirty (30) seconds for any equipment adjustment.
- e) Rest Periods. 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.
- f) Postponed Games. Any games postponed by referees shall be resumed with the same score as when postponed.

Rule 4.13 - TECHNICAL FOUL

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

Rule 4.14 - PROFESSIONAL

A professional shall be defined as any player (male, female or junior) who has accepted prize money regardless of the amount in any PRO SANCTIONED tournament. (NRC, PRA, WPRA, IPRO, NARP) or any other association 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 4.15 - RETURN TO AMATEUR STATUS

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

Rule 4.16 - AGE GROUP DIVISIONS

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

MEN'S AGE DIVISIONS:

Open - All players other than Pro
Veterans Open - Amateurs 30+
Seniors - Amateurs 35+
Veteran Seniors - Amateurs 40+
Masters - Amateurs 45+
Veteran Masters - Amateurs 50+
Golden Masters - Amateurs 55+
Senior Golden Masters - Amateurs 60+
Veteran Golden Masters - Amateurs 65+

WOMEN'S AGE DIVISIONS:

Open - All players other than Pro
Veterans Open - Amateurs 30+
Seniors - Amateur 35+
Veteran Seniors - Amateurs 40+
Masters - Amateurs 45+
Veteran Masters - Amateurs 50+
Golden Masters - Amateurs 55+
Senior Golden Masters - Amateurs 60+
Veteran Golden Masters - Amateurs 65+

JUNIOR DIVISIONS - Age determined as of January 1st of each calendar year.

JUNIOR BOYS

18 years + under

JUNIOR GIRLS

18 years + under

16 years + under
14 years + under
12 years + under
10 years + under
8 years + under (no bounce)

16 years + under
14 years + under
12 years + under
10 years + under
8 years + under (no bounce)

Double Team - ages apply as above.

SCORING - All matches in Junior divisions will be the best of two games to 15 points, win by 1 point. If a tie breaker 3rd game is necessary the game is played to 15 points win by 2 points up to 21 points win by 1 point.

PART V---TOURNAMENTS

Rule 5.1 - DRAWS

- a) If possible, all draws shall be made at least two (2) days before the tournament commences. The seeding method of drawing shall be approved by the American Amateur Racquetball Association.
- b) The draw and seeding committee 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 chairperson. In regional play the tournament chairperson should work in coordination with the AARA Regional Commissioner at the tournament.

Rule 5.2 - SCHEDULING

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

period between all matches.

- b) Final Matches. Where one or more players 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 (1) hour be allowed between the finals in singles and doubles.

Rule 5.3 NOTICE OF MATCHES

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

Rule 5.4 - THIRD PLACE

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 5.5 - AARA REGIONAL TOURNAMENTS

AARA Regional Tournaments - The United States and Europe are divided into a combined total of sixteen (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 only exception is when the locale of the adjoining regional tournament is closer to

a player's residence than the site of their own home regional. In such a case the player is afforded the option of playing in either, but not both tournaments.

- c) A player can participate in only two events in a regional tournament.
- d) Awards and remuneration to the AARA National Championships will be posted on the entry blank.

Rule 5.6 - TOURNAMENT MANAGEMENT

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

Rule 5.7 - TOURNAMENT CONDUCT

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

Rule 5.8 - AARA ELIGIBILITY

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

Rule 5.9 - AARA NATIONAL CHAMPIONSHIP

The National Singles and National Doubles were separated and will be played on different weekends. There will be a consolation round in all divisions.

- a) Qualifying Singles. A player may have to qualify at one of the sixteen (16) regional tournaments.

A.A.R.A. 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
- Region 9 - West Virginia, Ohio, Michigan
- Region 10 - Illinois, Indiana, Kentucky
- Region 11 - North Dakota, South Dakota, Minnesota, Nebraska
- Region 12 - Arizona, New Mexico, Utah
- Region 13 - Wyoming, Colorado
- Region 14 - Nevada, California, Hawaii
- Region 15 - Montana, Washington, Idaho, Oregon, Alaska
- Region 16 - Americans in Europe

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 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 eight (8) players in each division who were unable to qualify or who failed to qualify in the Regionals.
 4. This rule is in force only when a division is obviously over subscribed.
- b) Qualifying Doubles. There will be no regional qualifying for the doubles.

Rule 5.10 - INTERCOLLEGIATE TOURNAMENT

It will be conducted at a separate date and location.

PART VI---ONE WALL AND THREE WALL RULES

Rule 6.1 - 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 ft. in width and 16 ft. high, floor 20 ft. in width and

34 ft. from the wall to the back edge of the long line. There should be a minimum of three (3) feet beyond the long line and six (6) feet outside each side line behind the long line to permit movement area for the players.

Short Line - Back edge sixteen (16) feet from the wall.

Service Markers - Lines at least six (6) inches long parallel to and midway between the long and short lines, extending in from the side lines. The imaginary extension and joining of these lines indicates the service line. Lines are 1 1/2 inches in width.

Service Zone - Floor area inside and including the short, side and service line.

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 a "short."

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

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

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