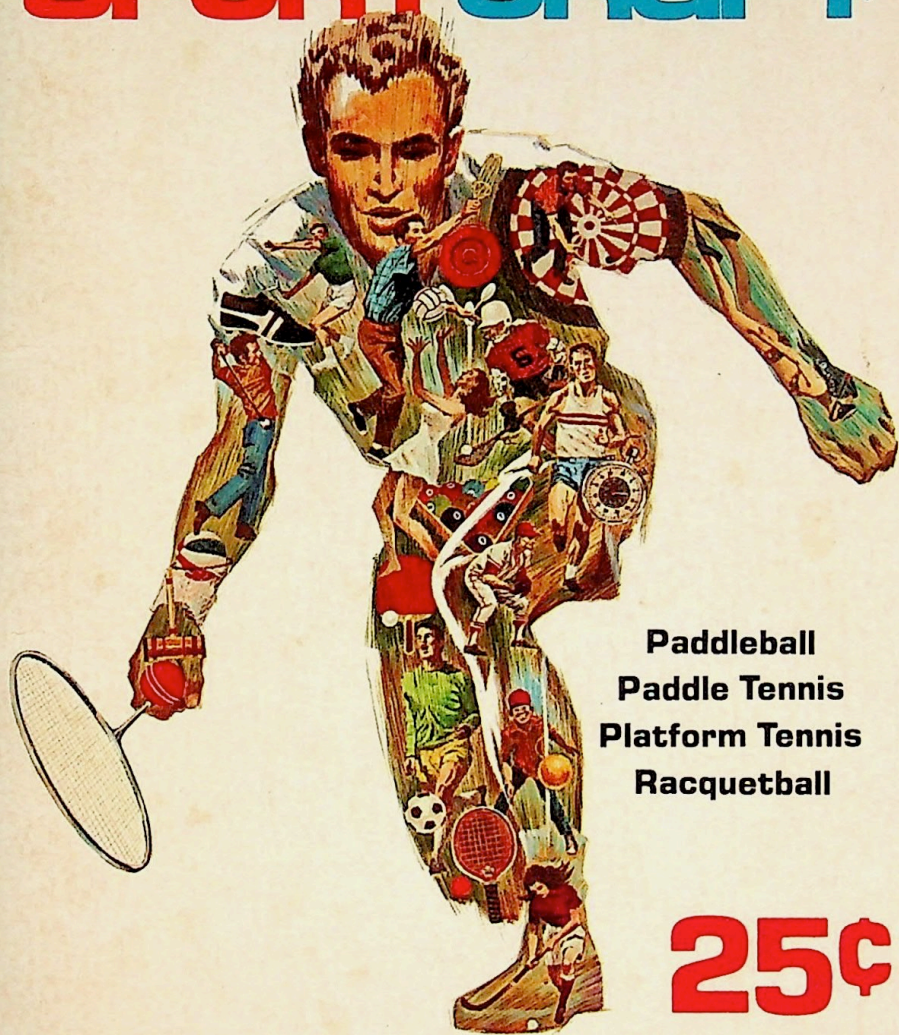


# SPORTCRAFT



Paddleball  
Paddle Tennis  
Platform Tennis  
Racquetball

25¢

# OFFICIAL RULES

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# ONE-WALL PADDLEBALL

(Approved by U.S. Paddleball and American Padelball Assns.)

## DOUBLES PLAY

### 1. THE COURT AND EQUIPMENT

A. The standard one-wall court is 34 feet long, 20 feet wide, and the wall is 16 feet high. The short line 16 feet from the front wall. Nine (9) feet behind the short line are markers designating the service line.

### B. EQUIPMENT:

1. The Paddle



The paddle is made of wood or metal, can be no longer than 17½ inches and cannot have any stringing such as that of a tennis racket.

### 2. The Ball

The black ball (rubber) shall be 1-7/8" in diameter with a 1/32" variance. The weight 2-3/10 ounces with a 2/10 ounce variance. Rebound from 70" drop, 42" to 48".

### 2. SCORING THE GAME

A. It is necessary for a side to be serving in order to score a point. Both partners of a side shall serve in succession. The first server shall retain his serve until his team loses the play; his partner shall then serve until his team loses the play. The opposing team shall then serve.

B. All games will consist of 21 points, and be won by a 2-point margin.

C. During a service, any combination of two faults, shorts or longs, shall retire the server.

### **3. THE SERVE**

A. The server must stand in the service area, within the short line and service markers. The ball must be bounced and struck on the first bounce, (failure to do either is a fault), and must rebound over the short line and land within or on the side lines or long line.

B. A served ball landing in front of or on the short line is a short and cannot be played.

C. If a served ball passes, or is in the process of passing over the long line or side line and is struck on the fly by a receiver before it bounces, the ball is in play, regardless of where the receiver is standing.

D. If during the serve, the server or his partner moves out of the way of a fairly served ball, a hinder may be called. Should the ball go long or out, the severest point shall rule.

E. The server's partner must stand outside the side line, between the short line and service marker, and must not enter the court until the served ball has passed him, (to do so, shall be a fault, and two such faults, during that service shall count as an out, and retires the server).

F. If a fairly-served ball, before being returned by an opponent, touches the server or his partner, it counts as an out.

G. A fairly-served ball passing between (but not touching) the legs of the server or his partner is a hinder, and shall be played over. This does not cancel any short, long or fault preceding the hinder during that service.

H. The receiving team may stand anywhere behind the service markers until a fair service is made, and must play a fair ball before it bounces twice, or while on the fly. A receiver may not cross the service markers until a legally-served ball has passed the service markers.

I. During service and play, only the outs, faults, shorts, longs and hinders shall be called by the referee and linesmen. The ball is in play at all times, unless the referee or a linesman stops play.

J. A legally-served ball that is played by the opponents, voids any previous fault.

K. At all times, the ball can only be struck at with the paddle. Any part of the hand or body touching the ball while in the act of striking at it with the paddle, is an out.

#### **4. PROCESS OF PLAY**

It is the duty of the striker to alter his swing at all times possible, to avoid hitting an opponent, and the duty of all players to give the opponents as fair a chance at playing the ball whenever possible.

A. Players are allowed to switch the paddle from one hand to the other during play.

B. A returned ball touching an opponent before striking the wall or floor is a dead ball, and must be played over, so long as its flight is ahead and in front of the striker and the player being touched by the ball is on the fair playing area of the court, regardless of its angle or velocity.

C. A player deliberately moving into the way of, and is struck by a ball hit by an opponent, will result in a penalty against the player being struck.

D. Until the ball has been struck or has bounced twice, it may be struck at any number of times.

E. A "down" ball is one which strikes the floor first, then the wall and rebounds with a looping and spinning effect, and is an out. It is also an out if the ball hits the point at the top of the front wall and rebounds with a high looping effect.

F. Any part of the hand or body touching the ball while in the act of striking at it with the paddle, is an out.

G. If any player catches, stops or is touched by a ball rebounding from the wall while it is in play, and/or before it bounces once or twice will result in a penalty against the offender.

H. A player hitting his partner with the ball during play is an out.

I. A five-minute period is allowed between the first and second game. Ten minutes is allowed between the second and third game. Delay by any participant(s) will result in a penalty. The winning team upon completion of the semi-finals match has the option of resting up to one hour before playing the final match.

J. Unnecessary or excessive talking during play will result in a penalty.

K. During service or play, any player losing possession of his paddle shall result in an out (loss of point or service).

L. If a ball passes between the legs of the striker or his partner during play, the ball shall be in play, unless a hinder or safety is called.

#### **5. HINDERS**

Any intentional infraction or flagrant abuse of the rules as described in the following section (5) shall result in penalties as shown in section 6.

A. The referee may call hinders, blocks, and safeties, and rule on all questions which may arise during a game. His decision is final, and has the authority to hand out any number of penalties, including forfeiture of a game.

B. When the referee calls a hinder, fault, etc., as the case may be, play stops immediately, and cancels any play that may follow.

C. A player in the process of playing a ball may call a safety wherein he refrains from swinging for reasonable fear of injuring an opponent with the ball, or the paddle, should an opponent be too near as to allow the striker a clear swing. Upon a "safety" call from a player, all action will cease at once, and the referee shall rule on the validity of the call. Needless safety calls will result in a penalty against the offender(s).

D. Play will stop immediately and the point played over, if while in the act of swinging at a ball, a player touches an opponent or his paddle, (with his paddle) before striking the ball, so long as the striker is in a position to have returned the ball.

E. A player who interferes with either opponent in such a way as to prevent either opponent from having a fair chance at returning the ball is a hinder. The opponent pursuing the ball and moving in a backward direction, must be given full freedom by the opposing team to play the ball. Intentional crossing in front of, or backing into an opponent who is returning a ball in play, will result in a penalty against the offender. Interference purely with an opponent's vision is not a hinder.

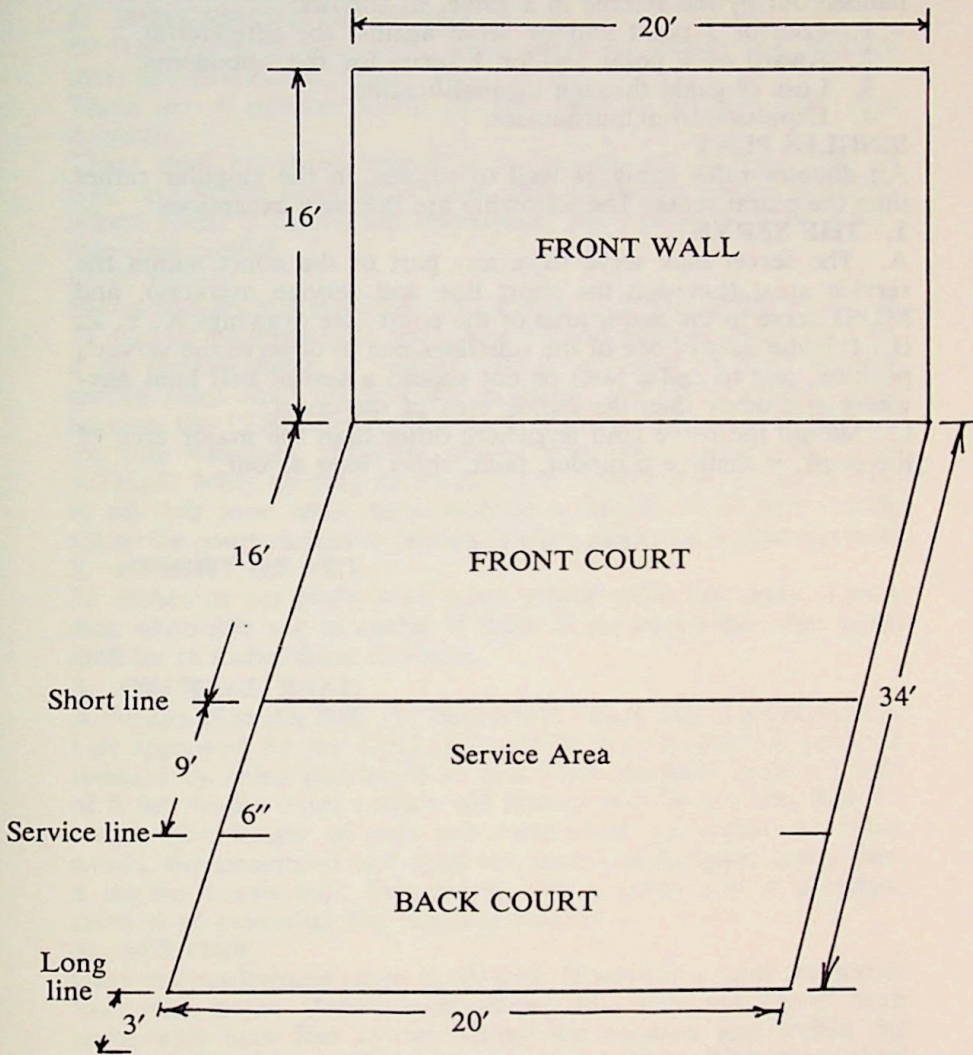
F. Any player who persists in wild or reckless play, after due warning by the referee, will be penalized.

G. While in the act of striking the ball, the striker's partner moves in front of or along side of either opponent, thereby blocking the opponent, a hinder will be called. A hinder will not be called if a player interferes with his own partner.

## **6. PENALTIES**

The referee makes the final decision on any questions that may arise concerning plays, hinders, faults, safeties, infractions, etc. Refusing to abide by the referee's decision will result in a penalty as described in this section. Intentional hinders or infractions of the rules in any manner whatsoever shall result in penalty or forfeiture of the game.

A. Unsportsmanlike conduct, foul language, deliberate stalling, intentional blocking, refusing to abide by the referee's decision,



etc., will result in penalty, forfeiture of a game, or expulsion from the tournament.

B. Any number of penalties, point or serve-losses awards can be handed out by the referee in a game, as follows:

1. Loss of 1 point and/or serve against the offender(s).
2. Award of 1 point and/or 1 serve for the opponents.
3. Loss of game through disqualification.
4. Expulsion from tournament.

### **SINGLES PLAY**

All doubles rules apply as well to singles, in the singular rather than the plural sense. The following are the only exceptions:

#### **1. THE SERVE**

A. The server may serve from any part of the court within the service area, (between the short line and service markers), and **MUST** serve to the major area of the court. See drawings X, Y, Z.

B. It is the duty of one of the side linesmen to observe the server's position, and to call a fault or out should a served ball land anywhere else other than the major area of the court.

C. Should the serve land anywhere other than the major area of the court, it shall be a hinder, fault, short, long or out.

## **PADDLE TENNIS**

As adopted by the Rules Committee of the United States Paddle Tennis Association.

### **1. DIMENSIONS OF COURT**

50 feet long x 20 feet wide. Same court for singles and doubles; there are no doubles alleys.

There are 4 service courts 22 feet long x 10 feet wide. (See diagram.)

There shall be space behind each baseline of not less than 15 feet, and at the sides of not less than 10 feet wherever possible. Where there is insufficient backspace, the following "Lob Area" rule shall prevail:

#### **LOB AREA**

If the overall playing area from fence to fence allows less than 11 feet of unobstructed backspace behind each baseline; that is, if the overall length of playing area is less than 72 feet, then the service lines shall become the baselines, and the baselines shall become the LOBLINES. The 20 ft. x 3 ft. rectangles formed by the new baselines, sidelines, and loblines shall denote the LOB AREAS. When playing under the LOB AREA rule, a ball landing in the lob zone must have reached a height of at least 10 ft. above the court surface to remain in play, otherwise it is an out ball.

### **2. HEIGHT OF NET**

31 inches at net posts with cable pulled taut; not more than 1 inch allowable sag at center if there is no steel cable. Net posts shall be 18 inches from sidelines.

### **3. OFFICIAL BALL**

A deadened tennis ball. A "deadened" tennis ball is a pressurized ball approved by the U.S.L.T.A. which has its internal pressure reduced by being punctured so that when dropped from a height of 6 feet to the court surface the bounce will be not less than 31 inches (the height of net) nor more than 33 inches. In other words, the punctured ball shall rebound 6 to 8 inches lower than a regular tennis ball. Puncturing with a safety pin is a simple method of achieving the required bounce.

### **4. SERVICE**

Only one underhand serve is allowed. If serve is a fault the server loses that point. Before commencing to serve, the server shall stand with both feet at rest behind the baseline and within the imaginary extensions of the center and side lines. The server shall then project the ball by hand into the air and strike it with the paddle at a point not higher than 31 inches above the court sur-

face at the instant of impact; or, the server may bounce or drop the ball to the court surface behind the baseline and strike it with the paddle upon its rebound at a point not higher than 31 inches above the court surface. Delivery shall be deemed complete at the instant of impact of paddle and ball.

The server may choose either method of serving; that is, bouncing the ball or projecting it into the air before striking it with the paddle. However, whichever alternative he chooses, he must continue to serve in that manner for the entire set. In other words, he cannot switch from a bounce serve to the projecting serve at will; although he may change his manner of serving at the commencement of a new set.

The server shall throughout the delivery of the service not take 2 full steps (nor more) in the natural progression of making the serve. The server may take a step with either foot, with the other foot making the follow-through step. If either foot touches the ground before or on the baseline before contact between ball and paddle, it is a foot fault.

Service shall begin in the right hand court at the start of every game. The ball served shall pass over the net and hit the ground within the 22 ft. x 10 ft. service court which is diagonally opposite, or upon any line bounding such court, and progress from there to the left hand court, alternating at each point until game is completed. If the ball is served from the wrong court, and is not detected, all points will stand as played, but the correct station shall be assumed as soon as the mistake is discovered.

One ball only shall be used during a set. Server may not substitute another ball during an unfinished set without consent of opponent or tournament official; nor may server hold another ball when serving.

## **5. "ONE BOUNCE" RULE**

(Applies to Singles Only)

Each player must allow the ball to bounce once on his side before being permitted to volley; in other words, the server must play the return of service as a ground stroke.

## **6. GOOD RETURN**

It is a good return:

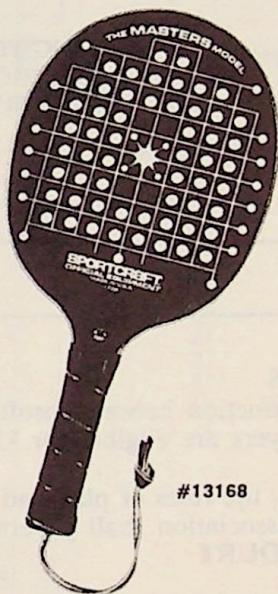
A. If the ball touches the net, posts, cord or metal cable, strap or band, provided that it passes over any of them and hits the ground within the court; or

B. If the ball, served or returned, hits the ground within the proper court and rebounds or is blown back over the net, and the player whose turn it is to strike reaches over the net and plays the ball, provided that neither he nor any part of his clothes or paddle touch the net, posts, cord or metal cable, strap or band or the ground within his opponent's court, and that the stroke be otherwise good; or

C. If the ball be returned outside the post, either above or below the level of the top of the net, even though it touch the post, provided that it hits the ground within the proper court; or

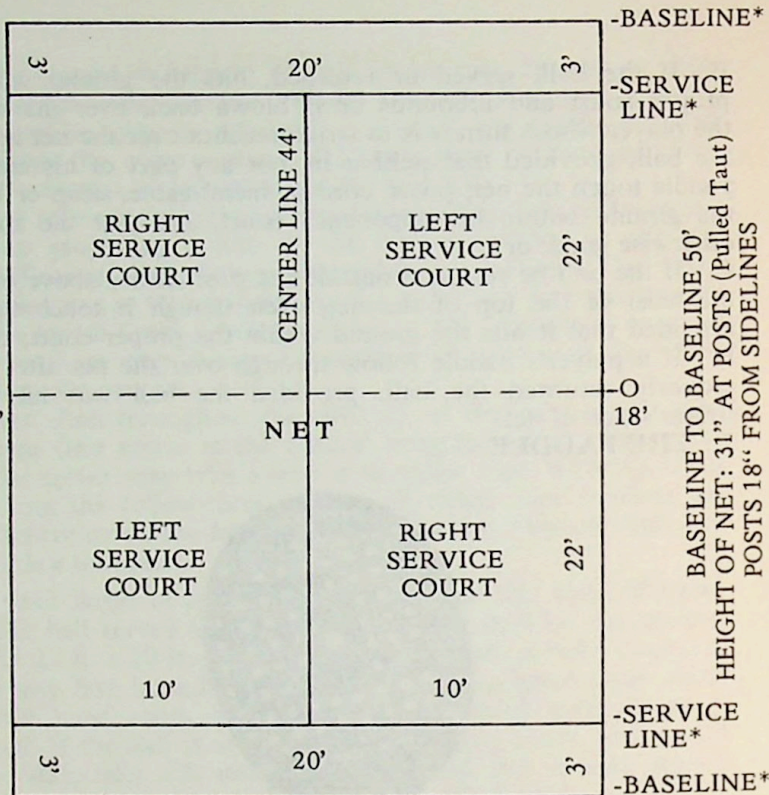
D. If a player's paddle follow through over the net after he has properly returned the ball, provided the ball was hit on the striker's side of net.

## 7. THE PADDLE



The paddle shall be all wood except for metal edging, throat, and grip. It shall be not more than 17½ inches long and 8½ inches wide, and may be perforated or solid. No granular, spongy or other extraneous material may be applied to paddle face; and no strung racket, shortened or otherwise, shall be used in any sanctioned tournament.

SERVICE LINE TO SERVICE LINE - 14'  
 SPACE BEHIND EACH BASELINE TO BACK FENCE - 15' MIN.  
 SPACE FROM EACH SIDELINE TO SIDE FENCE - 10' MIN.



BASELINE TO BASELINE 50'  
 HEIGHT OF NET: 31" AT POSTS (Pulled Taut)  
 POSTS 18" FROM SIDELINES

## 8. PROFESSIONALS

There shall be no distinction between professionals in any sport and amateurs. All players are eligible for U.S.P.T.A. tournament play.

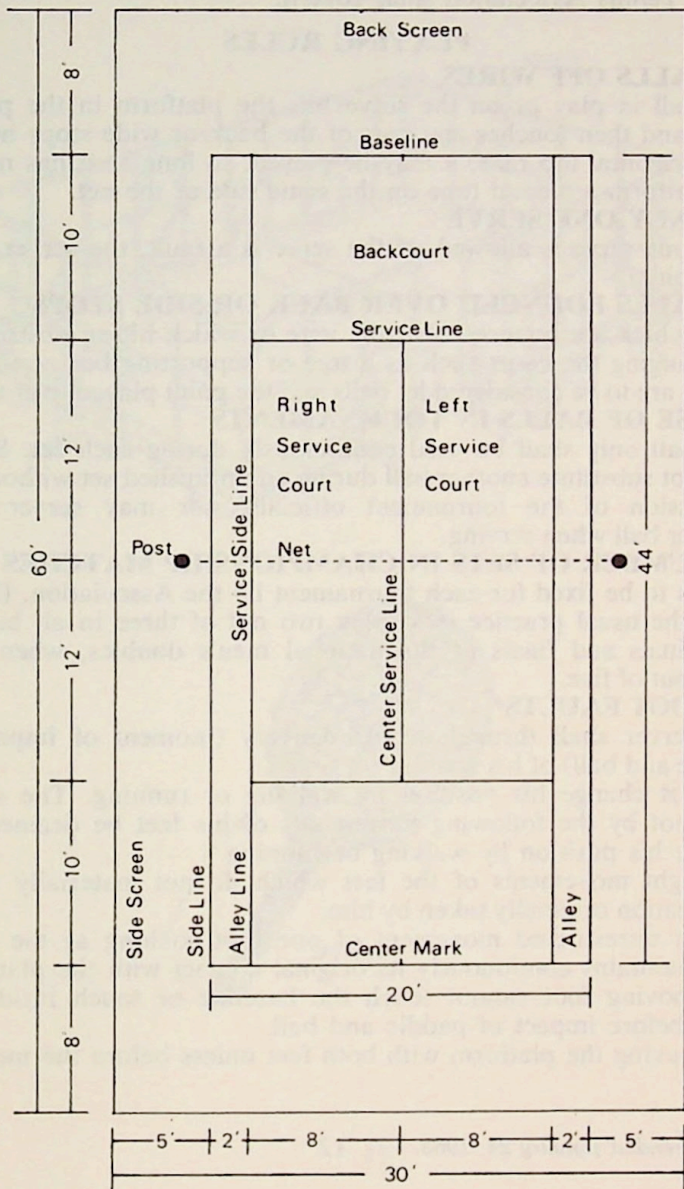
Except as noted above, the rules of play and scoring of the United States Lawn Tennis Association shall govern.

### PADDLE TENNIS COURT

#### \* LOB AREA RULE

If the overall playing area from fence to fence allows less than 11 feet of unobstructed backspace behind each baseline; that is, if the overall length of playing area is less than 72 feet, then the service lines shall become the baselines, and the baselines shall become the loblines. The 20 ft. x 3 ft. rectangles formed by the new baselines, sidelines, and loblines shall denote the LOB AREAS.

# PLATFORM TENNIS LAYOUT



## PLATFORM TENNIS

Except as otherwise noted, the rules of play of the United States Lawn Tennis Association shall govern.

### PLAYING RULES

#### 1. BALLS OFF WIRES

If a ball in play or on the serve hits the platform in the proper court and then touches any part of the back or wide stops including horizontal top rails, it may be played, so long as it has not hit the platform a second time on the same side of the net.

#### 2. ONLY ONE SERVE

Only one serve is allowed. If the serve is a fault, the server loses that point.

#### 3. BALLS BOUNCED OVER BACK OR SIDE STOPS

Balls which are bounced over the wire or which hit an obstruction overhanging the court such as a tree or supporting bar across the corner are to be considered let balls and the point played over again.

#### 4. USE OF BALLS IN TOURNAMENTS

One ball only shall be used continuously during each set. Server may not substitute another ball during an unfinished set without the permission of the tournament officials, nor may server hold another ball when serving.

#### 5. NUMBER OF SETS IN CHAMPIONSHIP MATCHES

This is to be fixed for each tournament by the Association. (However, the usual practice is to play two out of three in all but the semi-finals and finals of the national men's doubles, when it is three out of five.)

#### 6. FOOT FAULTS\*

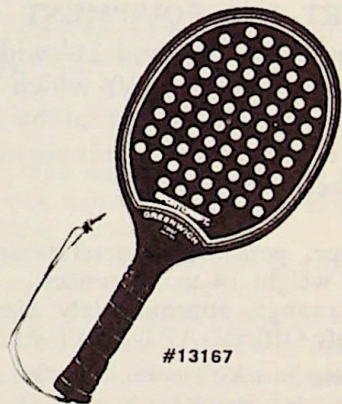
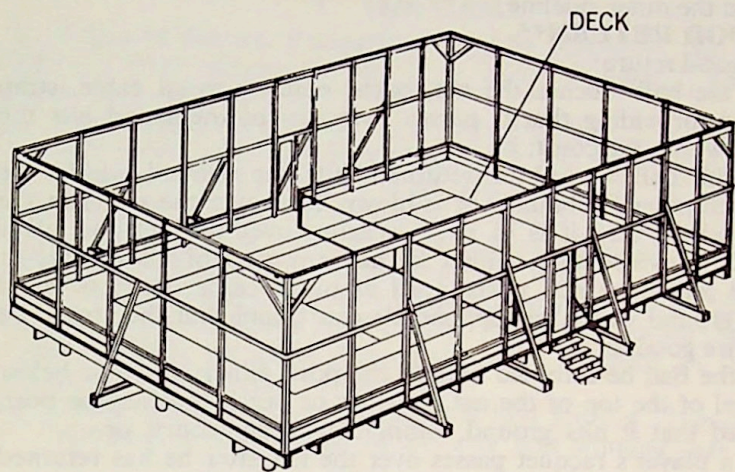
The server shall throughout his delivery (moment of impact of paddle and ball) of his service:

A. Not change his position by walking or running. The server shall not by the following movements of his feet be deemed "to change his position by walking or running."

1. Slight movements of the feet which do not materially affect the location originally taken by him.

2. An unrestricted movement of one foot so long as the other foot maintains continuously its original contact with the platform. The moving foot cannot touch the baseline or touch inside the court before impact of paddle and ball.

3. Leaving the platform with both feet unless before the moment



of impact of paddle and ball, either foot makes contact with the baseline or inside the court.

B. Not touch, with either foot, any area other than that behind the baseline within the imaginary extension of the center service line and the outer sideline.

## **7. GOOD RETURN\*\***

It is a good return:

A. If the ball touches the net, posts, cord or metal cable, strap or band, providing that it passes over any of them and hits the ground within the court; or

B. If the ball, served or returned, hits the ground within the proper court and rebounds or is blown back over the net, and the player whose turn it is to strike reaches over the net and plays the ball, provided that neither he nor any part of his clothes or racquet touch the net, posts, cord or metal cable, strap or band or the ground within his opponent's court, and that the stroke be otherwise good; or

C. If the ball be returned outside the post, either above or below the level of the top of the net, whether or not it touches the post, provided that it hits ground within the proper court; or

D. If a player's racquet passes over the net after he has returned the ball, provided the ball passes the net before being played and be properly returned.

## **COURT AND EQUIPMENT**

The court is a rectangle 44' long and 20' wide, laid out on a deck with a playing surface 60' by 30' which is enclosed by a screen 12' high. The screen is held taut by a superstructure around the perimeter of the deck. Screens are made of 16 gauge, 1" hexagonal galvanized wire mesh.

### **2. EQUIPMENT**

Paddles - oval in shape, perforated, metal bound; 16½ to 17 inches long, weight 14 to 16 ounces.

Ball - sponge rubber, orange, approximately 2½ inches in diameter. (Sportcraft Official APTA ball #13280)

•• *This is the USLTA ruling on what constitutes a "good return" and also applies to all APTA play. It is presented here for clarification purposes.*

# RACQUETBALL

## I.R.A. FOUR-WALL RULES

### 1. THE GAME

**A. 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."

**B. Description.** Racquetball, as the name implies, is a competitive game in which a racquet is used 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.

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

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

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

### 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 back wall at least 12 feet high.

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

- a. Short Line. The short line is midway between and is parallel with the front and back walls dividing the court into equal front and back courts.
- b. Service Line. The service line is parallel with and located 5 feet in front of the short line.
- c. Service Zone. The service zone is the space between the outer edges of the short and service lines.
- d. Service Boxes. A service box is located at each end of the service zone by lines 18 inches from and parallel with each side wall.
- e. Receiving Lines. Five feet back of the short line, vertical lines shall be marked on each side wall extending 3 inches from the floor. See rule 4. G. 1.

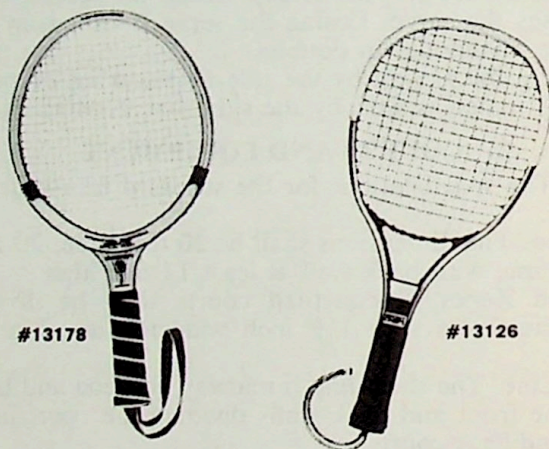
**B. Ball Specifications.** The specifications for the standard racquetball are:

1. Official Ball. IRA's official ball is the black Seamless 558. The ball shall be  $2\frac{1}{4}$  inches in diameter; weight approximately 1.40 ounces with a bounce at 67-72 inches from 100 inch drop at a temperature of 76 degrees F.

**C. Ball Selection.** A new ball shall be selected by the referee for use in each match in all tournaments. During a game the referee may, at his discretion or at the request of either player or team, select another ball. Balls that are not round or which bounce erratically shall not be used. The Seamless 558 ball is official for all IRA sanctioned tournaments.

**D. Racquet Specifications.** The specifications for the standard racquetball racquet are:

1. Official Racquet. Any racquet which carries the endorsed stamp of approval from the IRA is an official racquet.



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

3. The racquet must include a thong that must be securely wrapped on the player's wrist.

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

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

**E. Uniform.** All parts of the uniform shall be clean and light or bright in color. Warmup shirts and pants, if worn in actual match play, shall also be white, light or bright, but may be of any color if not used in actual match play. Only a club insignia and/or name of a club or racquetball organization may be on the uniform. Players may not play without shirts in tournament competition.

### 3. OFFICIATING

**A. Tournaments.** All tournaments shall be managed by a committee or chairman, who shall designate the officials.

**B. Officials.** The officials shall include a referee and a scorer. Additional assistants and record keepers may be designated as desired.

**C. Qualifications.** Since the quality of the officiating often determines the success of each tournament, all officials shall be experienced or trained, and shall be thoroughly familiar with these rules and with the local playing conditions.

**D. Rule Briefing.** Before all tournaments, all officials and players shall be briefed on rules and on local court hindrances or other regulations.

**E. Referees.**

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

- a. Check on adequacy of preparation of the court with respect to cleanliness, lighting and temperature, and upon location of locker rooms, drinking fountains, etc.
- b. Check on availability and suitability of all materials necessary for the match such as balls, towels, score cards and pencils.
- c. Check readiness and qualifications of assisting officials.
- d. Explain court regulations to players and inspect the compliance of racquets with rules.
- e. Remind players to have an extra supply of adequate racquets and uniforms.
- f. Introduce players, toss coin, and signal start of first game.

2. Decisions. During games the referee shall decide all questions that may arise in accordance with these rules. If there is body contact on the back swing, the player should call it quickly. On all questions involving judgment and on all questions not covered

by these rules, the decision of the referee is final.

3. **Protests.** Any decision not involving the judgment of the referee may on protest be decided by the chairman, if present, or his delegated representative.

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. After warning, any player leaves the court without permission of the referee either during a game or between the first and second games.
- c. Any player for a singles match, or any team for a doubles match fails to report to play. Normally, 20 minutes from the scheduled game time will be allowed before forfeiture. The tournament chairman may permit a longer delay if circumstances warrant such a decision.
- d. If both players for a singles, or both teams for doubles fail to appear to play for consolation matches or other playoffs, they shall forfeit their ratings for future tournaments, and forfeit any trophies, medals, or awards.
- e. A third technical foul is assessed to any one player or team during the course of a match.

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

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

#### 4. PLAY REGULATIONS

##### A. Serve, Generally.

1. **Order.** The player or side winning the toss becomes the first server and starts the first game, and the third game, if any.

2. **Start.** Games are started by the referee calling "play ball."

3. **Place.** The server may serve from any place in the service zone. No part of either foot may extend beyond either line of the service zone. Stepping on the line (but not beyond it) is permitted. Server must remain in the service zone until the served ball passes short line. Violations are called "foot faults."

4. **Manner.** A serve is commenced as the ball leaves the server's hand. The ball must bounce to the floor in the service zone and

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

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

### **B. Serve, In Doubles.**

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

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

**C. Defective Serves.** Defective serves are of three types resulting in penalties as follows:

1. Dead Ball Serve. A dead ball serve results in no penalty and the server is given another serve without canceling a prior illegal serve.

2. Fault Serve. Two fault serves result in a handout.

3. Out Serves. An out serve results in a handout.

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

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

2. Screen Balls. Passes too close to the server or the server's partner to obstruct the view of the returning side. Any serve passing behind the server's partner and the side wall is an automatic screen.

3. Court Hinders. Hits any part of the court than under local rules is a dead ball.

**E. Fault Serves.** The following serves are faults and any two in succession result in a handout:

1. Foot faults. A foot fault results:

a. When the server leaves the service zone before the served ball passes the short line.

b. When the server's partner leaves the service zone before the served ball passes the short line.

2. **Short Serve.** A short serve is any served ball that first hits the front wall and on the rebound hits the floor in front of the back edge of the short line either with or without touching one side wall; or

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

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

5. **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.

6. **Out of Court Serve.** Any ball going out of the court on the serve.

**F. Out Serves.** Any one of the following serves results in a handout:

1. **Bounces.** Bouncing the ball more than three times while in the service zone before striking the ball. One bounce is counted each time the ball hits the floor within the service zone. Once the server is within the service zone and the receiver is ready, the ball may not be bounced anywhere but on the floor within the service zone. Accidental dropping of the ball counts as one bounce.

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

3. **Non-front Serve.** Any served ball that strikes the server's partner, or the ceiling, floor or side wall, before striking the front wall.

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

5. **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.

6. **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.

**G. Return of Serve.**

1. **Receiving Position.** The receiver or receivers must stand at least 5 feet back of the short line, as indicated by the 3 inch

vertical line on each side wall, and cannot return the ball until it passes the short line. Any infraction results in a point for the server.

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

3. Fly Return. In making a fly return, no part of the receiver's body or racquet may enter into the service zone. A violation by a receiver results in a point for the server.

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

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

#### **H. Changes of Serve.**

1. Handout. A server is entitled to continue serving until:

- a. Out Serve. He makes an out serve under Rule F. or;
- b. Fault Serves. He makes two fault serves in succession under Rule E., or;
- c. Hits Partner. He hits his partner with an attempted return before the ball touches the floor a second time.
- d. Return Failure. He or his partner fails to keep the ball in play by returning it as required by Rule G. 4.
- e. Avoidable Hinder. He or his partner commits an avoidable hinder under Rule K.

2. Side-out.

- a. In Singles. In singles, retiring the server retires the side.
- b. In Doubles. In doubles, the side is retired when both partners have been put out, except on the first serve as provided in Rule B. 1.

3. 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.

**I. Rallies.** Each legal return after the serve is called a rally. Play

during rallies shall be according to the following rules:

1. 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 out. The use of any portion of the body is an out.
2. One Touch. In attempting returns, the ball may be touched only once by one player on the returning side. In doubles both partners may swing at, but only one may hit the ball. Each violation of 1. or 2. results in a handout or point.
3. Return Attempts.
  - a. In Singles. In singles, if a player swings at but misses the ball in play, the player may repeat his attempts to return the ball until it touches the floor the second time.
  - b. In Doubles. In doubles if one player swings at but misses the ball, both he and his partner may make further attempts to return the ball until it touches the floor the second time. Both partners on a side are entitled to an attempt to return the ball.
  - c. Hinders. In singles or doubles, if a player swings at but misses the ball in play, and in his, or his partner's attempt again to play the ball there is an unintentional interference by an opponent it shall be a hinder. (See Rule J.)
4. Touching Ball. Except as provided in Rule J 1. b., 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.
5. Out of Court Ball.
  - a. After Return. Any ball returned to the front wall which on the rebound or on the first bounce goes into the gallery or through any opening in a side wall shall be declared dead and the serve replayed.
  - b. No Return. Any ball not returned to the front wall, but which caroms off a player's racquet into the gallery or into any opening in a side wall either with or without touching the ceiling, side or back wall, shall be an out or point against the players failing to make the return.
6. 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 a game.
7. 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 or otherwise defective, a new ball shall be put into play and the point replayed.

#### 8. Play Stoppage.

- a. 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.
- b. If a player loses control of his racquet, time should be called after the point has been decided, providing the racquet does not strike an opponent or interfere with ensuing play.

#### J. 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 K.

1. Situations. When called by the referee, the following are dead ball hinders:

- a. Court Hinders. Hits any part of the court which under local rules is a dead ball.
- b. Hitting Opponent. Any returned ball that touches an opponent on the fly before it returns to the front wall.
- c. Body Contact. Any body contact with an opponent that interferes with seeing or returning ball.
- d. Screen Ball. Any ball rebounding from the front wall close to the body of a player on the side which just returned the ball, to interfere with or prevent the returning side from seeing the ball. See Rule D. 2.
- e. Straddle Ball. A ball passing between the legs of a player on the side which just returned the ball, if there is no fair chance to see or return the ball.
- f. Other Interference. Any other unintentional interference which prevents an opponent from having a fair chance to see or return the ball.

2. Effect. A call by the referee of a "hinder" stops the play and voids any situation following, such as the ball hitting a player. No player is authorized to call a hinder, except on the back swing and such a call must be made immediately as provided in Rule 3. E. 2.

3. Avoidance. While making an attempt to return the ball, a player is entitled to a fair chance to see and return the ball. It is the duty of the side that has just served or returned the ball to move so that the receiving side may go straight to the ball and

not be required to go around an opponent. The referee should be liberal in calling hinders to discourage any practice of playing the ball where an adversary cannot see it until too late. It is no excuse that the ball is "killed," unless in the opinion of the referee the ball could not be returned. Hinders should be called without a claim by a player, especially in close plays and on game points.

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

**K. 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 opponent his 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 his partner is returning the ball, or

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

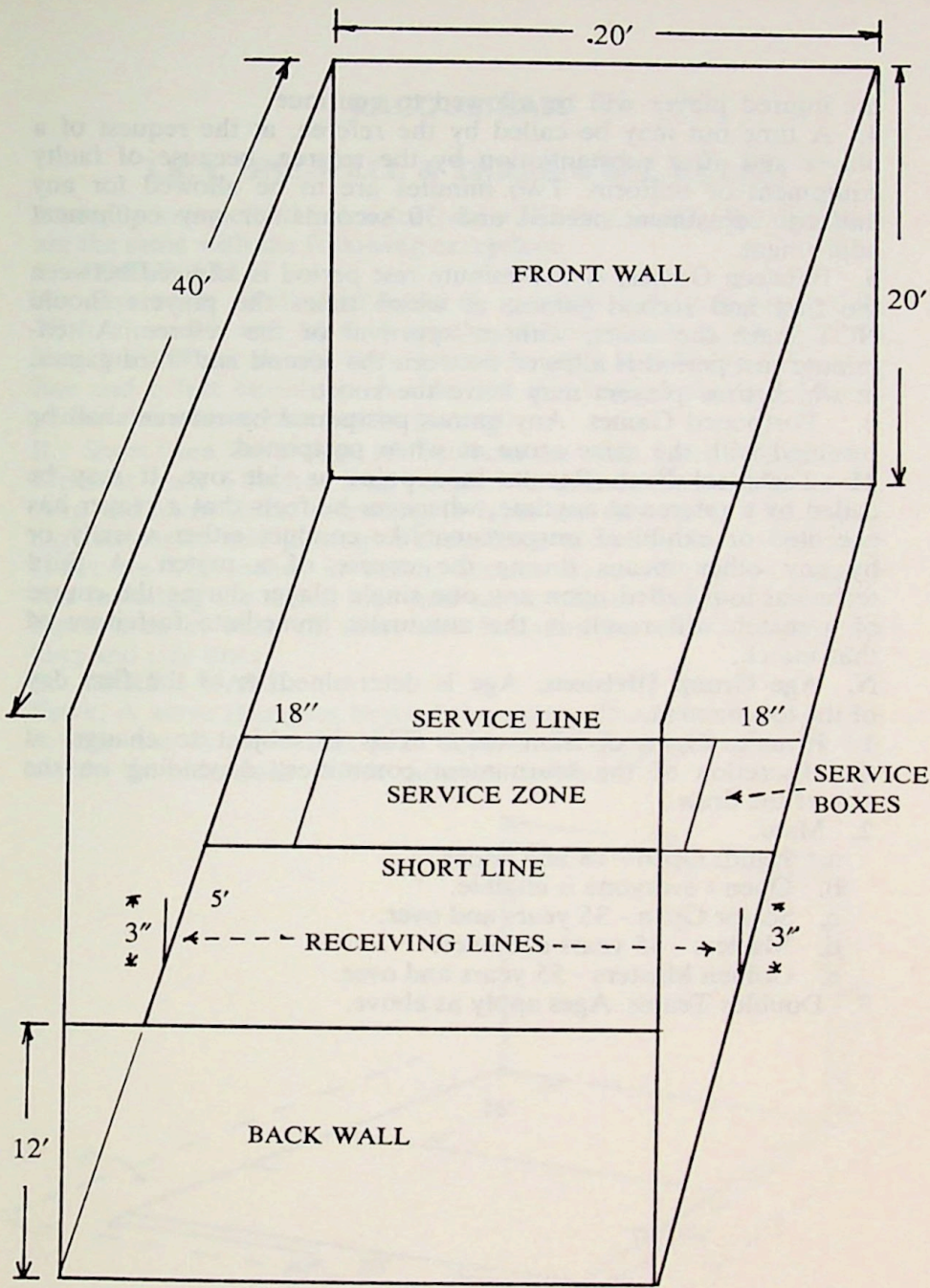
4. Pushing. Deliberately pushing or shoving an opponent during a rally.

**L. Rest Periods.**

1. Delays. Deliberate delay exceeding ten seconds by server, or receiver shall result in an out or point against the offender.

2. 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, change or adjustment. Each "time out" shall not exceed 30 seconds. No more than three "time outs" in a game shall be granted each singles player or each team in doubles. No player may call a time out once the ball is in play. See Rule A. 4.

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



the injured player will be allowed to continue.

4. 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 minutes are to be allowed for any uniform adjustment needed and 30 seconds for any equipment adjustment.

5. Between Games, A two-minute rest period is allowed between the first and second games, at which times the players should NOT leave the court, without approval of the referee. A ten-minute rest period is allowed between the second and third games, at which time players may leave the court.

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

**M. Technical Foul.** Results in a point or side out. It may be called by a referee at anytime, whenever he feels that a player has executed or exhibited unsportsmanlike conduct either vocally or by any other means during the course of a match. A third technical foul called upon any one single player during the course of a match will result in the automatic immediate forfeiture of that match.

**N. Age Group Divisions.** Age is determined as of the first day of the tournament.

1. Female. Open division only. (This is subject to change, at the discretion of the tournament committee, depending on the size of the draw.)

2. Male.

- a. Junior Open - 18 and under.
- b. Open - everyone is eligible.
- c. Senior Open - 35 years and over.
- d. Masters - 45 years and over.
- e. Golden Masters - 55 years and over.

3. Doubles Teams. Ages apply as above.

## RACQUETBALL

### I.R.A. ONE-WALL & THREE-WALL RULES

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

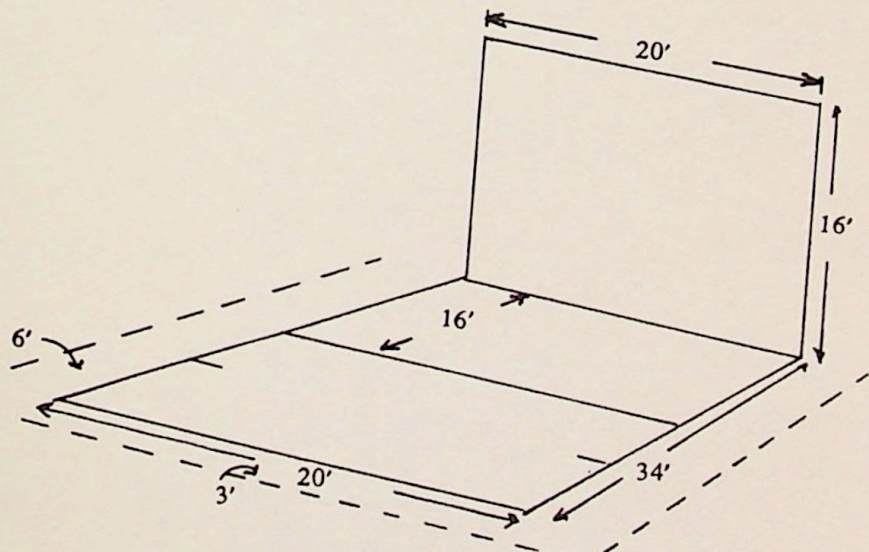
#### 1. ONE-WALL

A. 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 3 feet beyond the long line and 6 feet outside each side line and behind the long line to permit movement area for the players.

B. Short Line. Back edge 16 feet 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 1½ inches in width. Service Zone—Floor area inside and including the short, side and service lines. Receiving Zone—Floor area in back of short line bounded by and including the long and side lines.

#### 2. THREE-WALL

Serve. A serve that goes beyond the side walls on the fly is player or side out. A serve that goes beyond the long line on a fly but within the side walls is the same as a "short."



# RACIBETAL

## THE RACIBETAL-3 THREE-WALL SYSTEM

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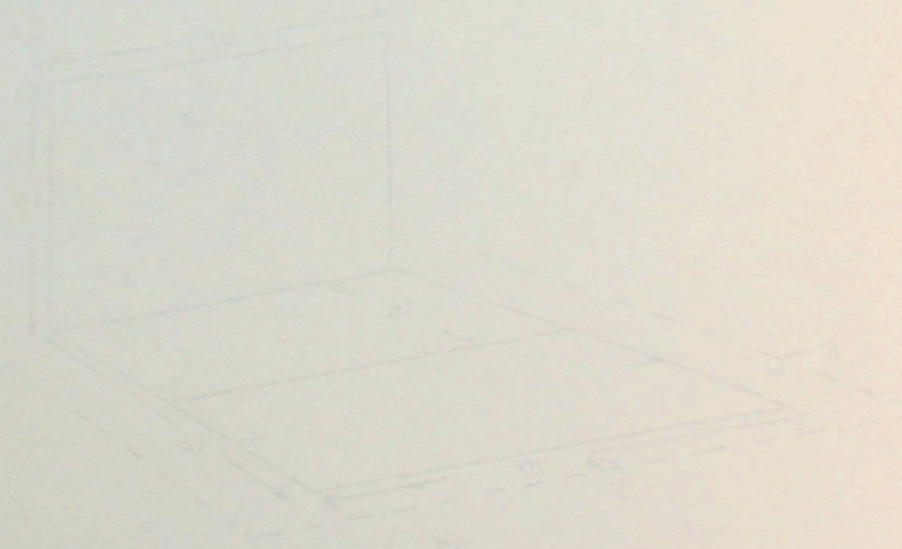
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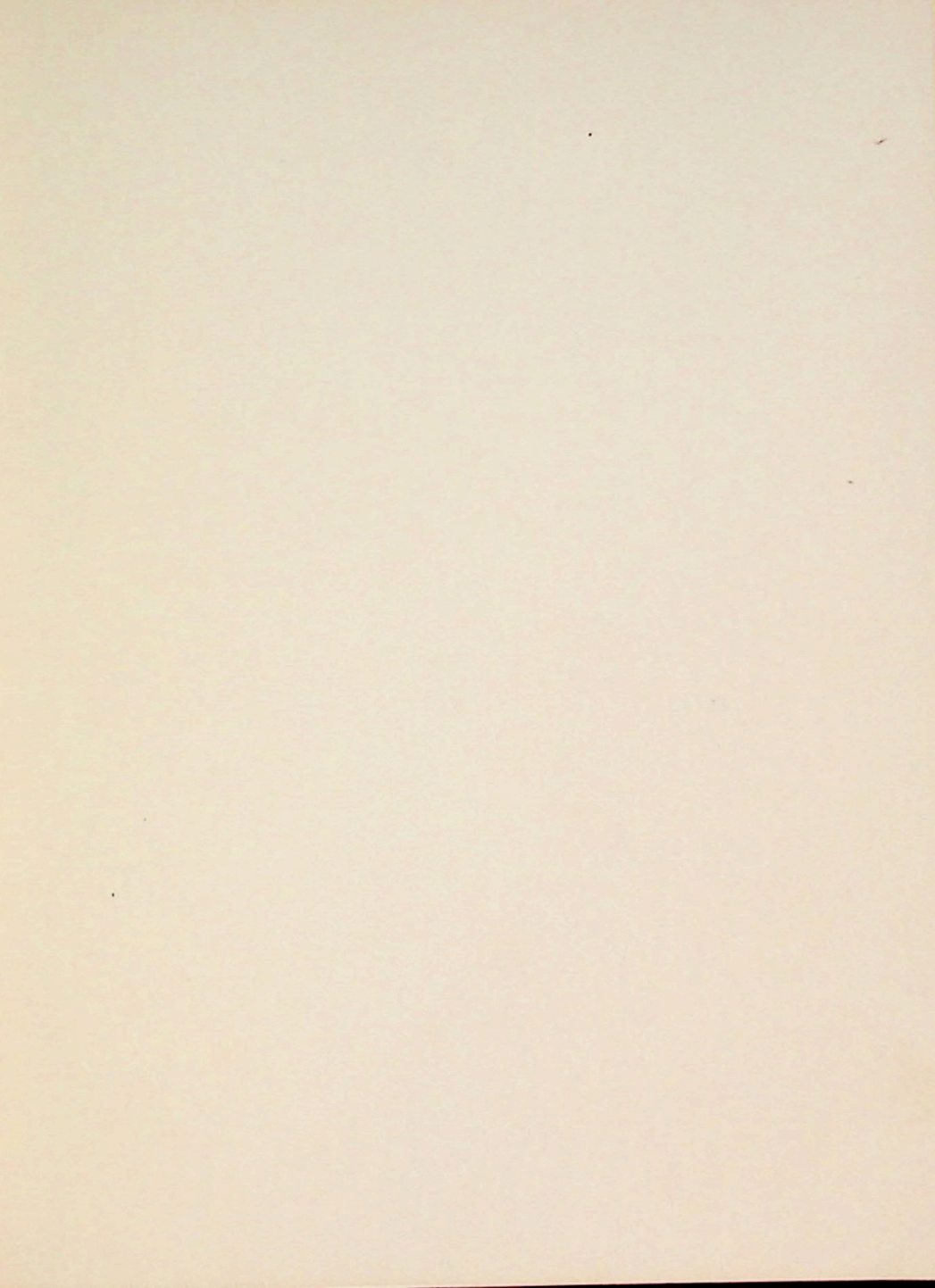
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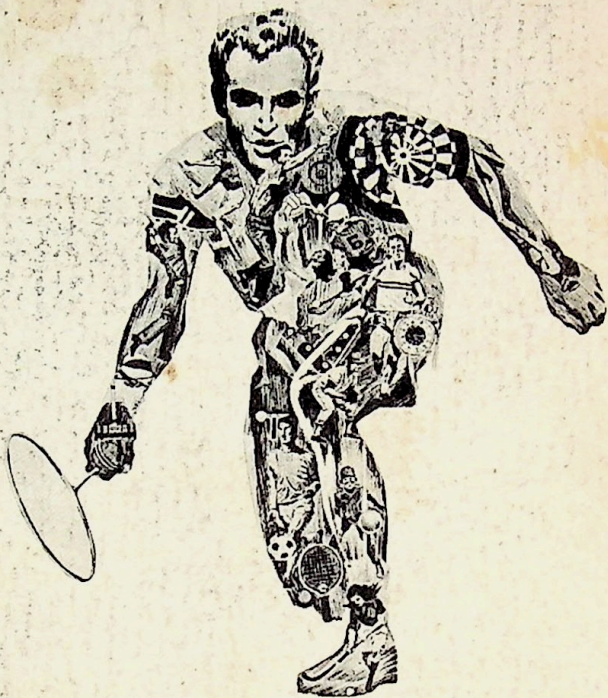
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