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**OFFICIAL RULES
AND REGULATIONS
OF RACQUETBALL**

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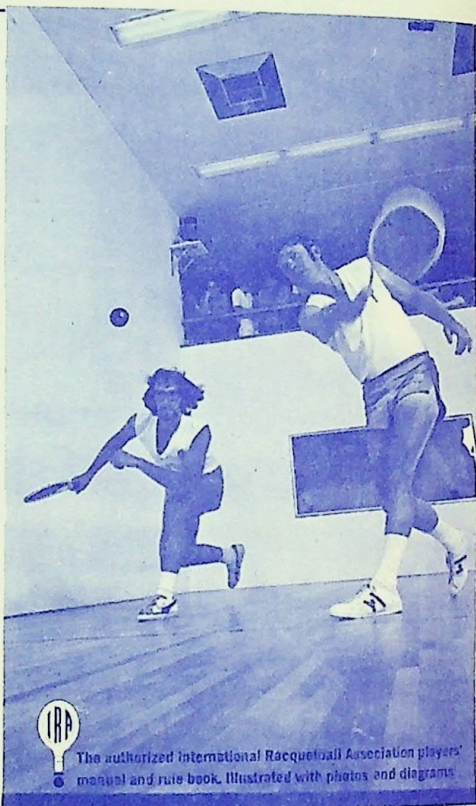
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INTERNATIONAL RACQUETBALL ASSOCIATION

The International Racquetball Association is an organization dedicated to promoting racquetball. Formed in 1969 to band together all the various factions of an emerging sport, the IRA quickly brought standardization to the rules and regulations of the game. Equally important is its work with manufacturers to encourage high quality equipment and facilities.

The IRA is governed by a Board of Directors elected at large from its membership. Through its headquarters operated by the Executive Director the IRA coordinates most of the racquetball activities in the world. It has representatives and affiliated associations in all states and many cities.

The activities of the IRA are numerous. Probably its most popular function is the publication RACQUETBALL magazine which is distributed free to its members every two months. Racquetball contains instructional articles, tournament information, equipment discussion, and many other items of general racquetball interest.

Another function of the IRA is its sponsoring and sanctioning of tournaments at all levels. From its International Championships through ten regional tournaments, state and local tournaments and a number of invitational tourneys, the IRA offers tournament competition to players of all ages and abilities.

If you are not already a member the IRA invites you to join.





Official Rules and Regulations of Racquetball

FOUR-WALL

PART 1. THE GAME

Rule 1.1 – Types of Games.

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

Rule 1.2—Description.

Racquetball, as the name implies, is a competitive game in which a racquet is used to serve and return the ball.

Rule 1.3—Objective.

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

Rule 1.4—Points and Outs.

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

Rule 1.5—Game.

A game is won by the side first scoring 21 points. In Masters class (over 45) and Golden Masters (over 55) games shall be played to fifteen points and the player winning 2 games shall win the match. In doubles games shall be 21 points.

Rule 1.6—Match.

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

a) In the event that each participant wins one game, the match shall be decided by a fifteen point tie-breaker.

b) Player, (team in doubles) totalling the greater number of points in the first two games, shall be the first server in the tie-breaker.

c) If player(s) have the same total, server shall be determined by a coin flip conducted by the referee.

d) Player(s) shall be limited to two (2) time-outs in the tie-breaker.

Rule 1.7—Consolation Matches

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

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

c) Consolation matches for all rounds through the quarterfinals shall consist of one 31 point game played without a referee with the participants keeping their own score.

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

e) This Rule (1.7) may be waived at the discretion of the Tournament Director.

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 $1\frac{1}{2}$ inch wide red or white lines as follows:

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

(2) Service Line. The service line is parallel with and located 5 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 side wall.

(5) 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 4.7(a).

Rule 2.2—Ball Specifications

a) The specifications for the standard racquetball are: the ball shall be $2\frac{1}{4}$ inches in diameter; weight approximately 1.40 ounces; and at a temperature of 70-74°F. with a 100 inch drop, rebound is to be 68-72 inches; hardness, 55-60 durometers; and internal pressure 2-4 pounds.

b) Official ball. IRA's official ball is the Seamco 444.

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 his 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 the IRA official ball shall be used in all sanctioned tournaments.

Rule 2.4—Racquet Specifications

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

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

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

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

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

Rule 2.5—Uniform.

a) The basic body of the uniform must be of a light or bright color so as not to blend in with the ball when it passes close to the body of the player. The uniform trim and shoes may be of any color. The shirt may contain any insignia or writing considered in good taste by the referee (final determiner to be the tournament director). Doubles teams should wear similar colors to ease the problems of the referee identification.

Warmup suits not worn in actual play may be of any color and may have any insignia anywhere. Players may not play without shirts in tournament competition.

b) Each player shall have within easy access an extra shirt which he may be requested to put on, if in the judgment of the referee excess perspiration is creating hazardous playing conditions and causing unnecessary delay in play. *(Footnote No. 1)*

PART III OFFICIATING

Rule 3.1—Tournaments.


All tournaments shall be managed by a committee or chairman, who shall designate the officials. *(Footnote No. 2)*

Rule 3.2—Officials

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

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 his designated assistant(s) may accept or reject the request.



Rule 3.4—Rule Briefing.

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

Rule 3.5—Referees. *(Footnote No. 3)*

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

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

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

(3) Instruct players ON COURT

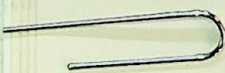
(4) Point out court hindrances and local regulations if applicable.

(5) Inspect equipment and toss coin.

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

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

b) **Decisions.** During the match, referees shall make all decisions with regards to the rules. Where linesmen are used the referee shall announce all final judgments. The decision, once announced, is final and warrants no further discussion.



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

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

(1) Any player refuses to abide by the referee's decision, or engages in unsportsmanlike conduct.

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

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

(4) 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 chairman. 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

may designate additional persons to keep more detailed records for statistical purposes of the progress of the game.

Rule 3.8 — Linesmen.

In any IRA sanctioned tournament, linesmen may be designated in order to help decide appealed rulings. Two linesmen will be designated by the tournament chairman and shall, at the referee's signal either agree or disagree with the referee's ruling. The signal by a linesman 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 linesmen must disagree with the referee in order to reverse his ruling. If both linesmen disagree with the referees call, he shall be over ridden, and the call reversed. If either linesmen agrees with the referee, the call shall stand. In the event that one linesmen disagrees, and the other signals that he did not see the call in question, the point shall be REPLAYED.

Rule 3.9—Appeals.

Where linesmen are designated, they shall have the same responsibility for all calls as does the referee. This includes the players' right to appeal hinder calls. A player may not ask for a hinder if one has not been called. However, if a player appeals a hinder call and is upheld the point shall be replayed. The assessing of technical fouls is the exclusive right of the referee.

PART IV. PLAY REGULATIONS

Rule 4.1—Serve, Generally.

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

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

c) **Place.** The server may 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."

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 so that it hits the front wall and on the rebound hits the floor back of the short line, either with or without touching one of the side walls. A balk serve, or fake swing at the ball although the ball has only been bounced once, shall be deemed an infraction and be judged a handout.

e) **Readiness.** Serves shall not be started until the referee has announced the score and then WITHIN ten seconds of that announcement. (See footnote No. 3)



Rule 4.2—Serve, in Doubles.

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

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

Rule 4.3—Defective Serves.

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

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

b) **Fault Serve.** Two fault serves result in a handout.

c) **Out Serves.** An out serve results in a hand-out.

Rule 4.4—Dead Ball Serves.

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

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

b) **Screen Balls.** Passes too close to the server or the server's partner to obstruct the view of the returning side. Any serve passing behind the server's partner and the side wall is an automatic screen. (see Footnote No. 4)

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 handout:

a) **Foot Faults.** A foot fault results:

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

(2) When the server's partner leaves the service box before the served ball passes the short line.

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

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

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



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

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

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

Rules 4.6—Out Serves.

Any one of the following serves results in a handout:

a) **Failure of Server.** Failure of server to put the ball into play within ten 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 his racquet.

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

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

e) **Out-of-Order Serve.** In doubles, when either partner serves out of order. Any points which may have been scored during an out-of

order serve will be automatically void with the score reverting to the score prior to the out-of-order serve.

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

g) **Fake or balk serve.** (see Footnote No. 5)

Rule 4.7—Return of Serve.

a) **Receiving Position.** The receiver or receivers must stand at least five feet back of the short line, as indicated by the three inch vertical line on each side wall, and cannot enter into this safety zone until the ball has been served and passes the short line. At that point the receiver may enter the safety zone to return serve, however, neither his racquet nor his 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 should 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 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.

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

Rule 4.8—Changes of Serve.

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

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

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

(3) Hits Partner. He hits his partner with an attempted return before the ball touches the floor a second time.

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

(5) Avoidable Hinder. He or his 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 his 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 handout or point.

c) Return Attempts.

(1) 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 for the second time.

(2) 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 the 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 his, or his partner's attempt again to play the ball there is an unintentional interference by an opponent it shall be a hinder. (see Rule 4.10)

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

e) Out of Court Ball.

(1) **After Return.** Any ball returned to the front wall which on the rebound or on the first bounce goes into the gallery or through any opening in a side wall shall be declared dead and the serve replayed.

(2) **No Return.** Any ball not returned to the front wall, but which caroms off a player's racquet into the gallery or into any opening in a side wall either with or without 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.

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

Rule 4.10—Dead Ball Hinders.

Hinders are of two types—"dead ball" and "avoidable." Dead ball hinders as described in this rule result in the 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.

(3) **Body Contact.** Any body contact with an opponent **that interferes with** seeing or returning the ball.

(4) **Screen Ball.** Any ball rebounding from the front wall close to the body of a player on the side which just returned the ball, to interfere with or prevent the returning side from seeing the ball. See Rule 4.4 (b).

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

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

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

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

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

Rule 4.11—Avoidable Hinders.

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

(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.

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

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

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

Rules 4.12—Rest Periods

a) **Delays.** Deliberate delay exceeding ten 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 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 play. An injured player shall not be allowed more than a cumulative total of fifteen minutes to rest. If the injured player is not able to resume play after total rests of fifteen minutes the match shall be awarded to the opponent or opponents. 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 minutes are to be allowed for any uniform adjustment needed and 30 seconds for any equipment adjustment.

e) A two-minute rest period is allowed between the first and second games with

a 10 minute rest period between the second and third games.

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

Rule 4.13—Technical Foul.

The assessment of a technical foul on a player (or team in doubles) shall result in the loss of a point from the offending player(s) score. It shall not result in an out call, if assessed against the server. It should be called by the referee whenever he 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 the 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 amount, in any tournament.

(1) A player may participate in a tournament which awards cash prizes but will not be considered a professional if he or she does not accept prize money.

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

Rule 4.15—Return to amateur status.

Any player who has been classified as a professional (see Rule 4.14) can recover his amateur status by requesting, in writing, his desire to be reclassified as an amateur. This application shall be tendered to the Executive Director of the International Racquetball Association and shall become effective one (1) year from the date of said application PROVIDED that the applying player has refrained from accepting any prize money during the course of that year.

Rule 4.16—Age Group Division.

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

a) Female.

(1) Open Division - All Females other than professional.

(2) Seniors - Amateur females thirty-five and over.

(3) Juniors: 17 and under - Amateur females who have not reached their eighteenth birthday.

(4) Juniors: 15 and under - Amateur females who have not reached their sixteenth birthday.

(5) Juniors: 13 and under - Amateur females who have not reached their fourteenth birthday.

b) Male.

(1) Juniors: 17 and under - Amateur males who have not reached their eighteenth birthday.

(2) Juniors: 15 and under - Amateur males who have not reached their sixteenth birthday.

(3) Juniors: 13 and under - Amateur males who have not reached their fourteenth birthday.

(4) Open Division - All players other than professionals.

(5) Senior Open - Amateur males thirty-five and over.

(6) Masters - Amateurs forty-five and over.

(7) Golden Masters - Amateurs fifty-five and over.

(8) Golden Masters - 60 and over.

(9) Golden Masters - 65 and over.

c) **Doubles Team.** Ages apply as above.

PART V. TOURNAMENTS

Rule 5.1—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 International Racquetball Association.

b) The draw and seeding committee shall be chaired by the IRA Executive Director and shall consist of the Executive Director, The National Commissioner, National Seeding Chairman, and the host tournament chairman. 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 chairman. In regional play the tournament chairman should work in coordination with the IRA 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. If possible the schedule should provide at least a one hour rest period between all matches.

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

- (1) The singles match be played first.
- (2) A rest period of not less than ONE HOUR be allowed between the finals in singles and doubles.

Rule 5.3—Notice of Matches.

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

Rule 5.4—Third Place.

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

Rule 5.5—IRA Regional Tournaments.

IRA Regional Tournaments - The United States, and Europe are divided into a combined total of nine 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 his 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 his 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 IRA International Championships will be posted on the entry blank.

Rule 5.6—Tournament Management.

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

Rule 5.8—IRA Eligibility.

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

Rule 5.9 IRA International Championship.

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

a) **Qualifying Singles.** A player will have to qualify at one of the nine regional tournaments. Regions are Northeast, Mid-Atlantic, South, Mid-West, North, Southwest, West, Northwest, and Europe. See Rule 5.5 (a).

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

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

(3) There will be a tournament one day

ahead of the International Tournament, at the same site, to qualify eight players in each division who were unable to qualify or who failed to qualify in the regionals.

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

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

Rule 5.10—Intercollegiate Tournament.

It will be conducted at a separate date and location.

Rule 5.11—Invitational Tournaments.


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

Rule 5.12—Round Robin Invitational Tournaments.

Consists of 10 players (singles) or 10 teams (doubles). Tournament is conducted over three consecutive days. Each day's play consists of three (3) matches played on a round robin basis. Each match consists of one 31 point game. An individual or team limit of four times out is permitted for each match.

ONE-WALL & THREE-WALL

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



following exceptions:

ONE WALL: Court Size — Wall shall be 20 ft. in width and 16 ft. high, floor 20 ft. in width and 34 ft. from the wall to the back edge of the long line. There should be a minimum of 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.

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.

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."

FOOTNOTES

One: Especially among top-flight players, the wet floor syndrome has been used (and abused) to afford illegal delays of game. While it is impossible to halt this practice completely, it can certainly be curtailed through the enforcement of Rule 2.5 (b).

Referees should insist that the players have extra, dry shirts readily available and if necessary that they also change their shorts during the intervals between games. This call should be made at the discretion of the referee and should not be a time-out charged to the players. Change of glove should fall into this same category.

Two: *It should be mandatory, especially in the early rounds of a tournament, that the winner of a match be required to officiate the following match on the same court. This procedure greatly aids the floor manager's difficult job, offers the greatest utilization of available court time and helps in expediting the continuity of the tournament.*

Three: *See special section on referees.*

Four: *Screen balls are a judgment call on the part of the referee. Any ball that passes within eighteen inches of the server's body on either side of the server shall be deemed a screen ball. It shall not be ruled a screen if the receiving player is obviously over-playing his position in order to protect his offside.*

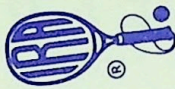
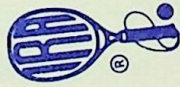
Five: *A balk serve is defined as a non-continuous movement of the racquet towards the ball as the server drops the ball for the purpose of serving. It shall be ruled an "out."*

Six: *If both players have scored a like number of points in games 1 and 2 a coin flip will decide who serves the tiebreaker.*



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REFEREES

A good referee makes a match between good players better. Listed, herewith, are the "rules" a good referee should follow.

- 1) All calls should be made sharp and loud.
- 2) Calls should be made fast. (Caution do not anticipate).
- 3) Calls should be consistent.
- 4) Your instructions to the players should always be made on the court regardless of how many times you might have refereed a match between the same players. Proceed as follows:

a) Explain how you intend to call the match stressing that you insist that they permit their opponent(s) a free, unimpeded and uninhibited swing at the ball. A free and unimpeded path to the ball and a clear view of the ball after it leaves the front wall. Failure to do so will result in your calling an avoidable hinder.

b) Bodily contact, ball through the legs are not necessarily hinder calls. This is your judgement and you would not want to take away a player's obvious set-up just because the players happened to brush against each other during the course of play. You will only call a hinder when you feel that the contact has interfered with the player's best shot.

c) Advise players you expect their help on double bounces and skip balls and if you feel they are not cooperating you will "guess" and will probably "guess" against the uncooperative player.

d) Advise players that striking their opponent with the racquet on the follow through is no cause for cessation of play since this is generally the fault of the defending player, and could result in an avoidable hinder call on that player. However, contact when you are cocking your racquet to make a shot should be a hinder and player should signal such contact immediately. It is the Only call a player is permitted to make.

e) Advise the players that if at any time they are fearful of striking their opponent(s) with the racquet they should hold up their swing and that you will give them every benefit of the doubt that they acted in the interest of safety. Intentionally moving into the path of the ball or being out of position due to poor courtmanship will result in the call going against them.

f) Point out any court hinders that may be applicable.

g) If circumstances warrant, point out the linesman and advise the players of the appeal calls available to them.

h) Finally, advise that they are not to serve until the score has been announced, that there will be no further warnings; that you expect good sportsmanship from them and that failure on their parts to adhere to good sportsmanship or any derogatory behavior will result in your assessing a technical foul and possible forfeiture of the match.

CALLING THE SCORE:

As a referee; 1) allow no unnecessary delay in play 2) Set the tempo of the match. Use the following method:

As soon as a rally ends, call "out" or tally (or point), as the case may be. Wait a reasonable amount of time for the defending player to get into position and then announce the score. If the defending player stalls discernibly call the score whether he is ready or not. Since the server can serve at any time after the score is announced, it behooves the receiving player to be ready. If it is the server who takes an unreasonably long time to reach serving position announce the score and start counting. There is no such thing as the receiving player holding aloft his racquet to delay receiving the serve for any period.

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