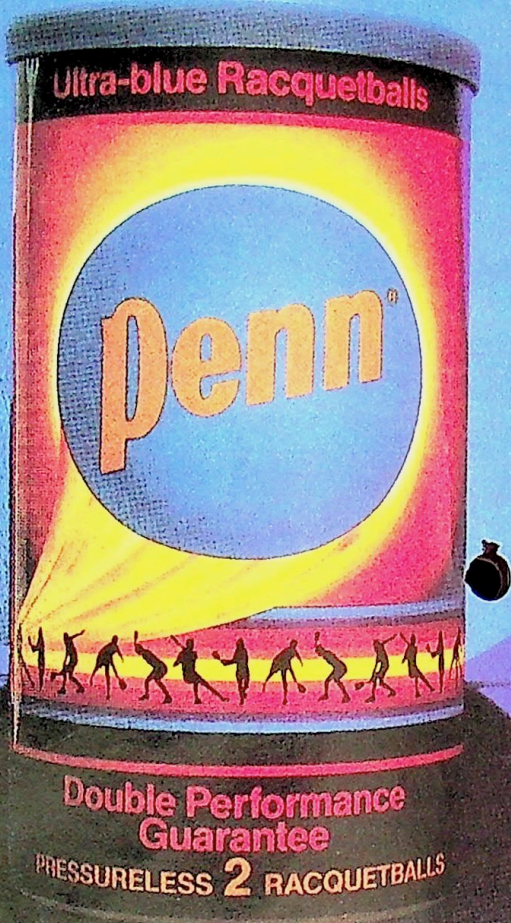


**1987 - 1988
Official
Rulebook**

AARA

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RULE CHANGE PROCEDURE

Racquetball is a relatively young sport in its middle 30's that continues to undergo change. To ensure its orderly growth, the AARA follows a specific procedure for the adoption of new rules. Any AARA member is welcome to submit an opinion or rule proposal. The procedure is:

- (1) All rule proposals must be submitted in writing to the AARA national office by October 1.
- (2) The AARA Board of Directors will review all proposals at its October board meeting and determine which proposals will be considered.
- (3) Selected proposals will appear on a ballot in the January edition of *Racquetball In Review* for a vote and comments by the general membership.
- (4) After reviewing membership input and the recommendation of the National Rules Committee and National Rules Commissioner, the proposals are discussed and voted upon at the annual Board of Directors, meeting in May.
- (5) Approved changes become effective September 1.

RULE CHANGES OR ADOPTIONS

Effective September 1, 1987 (unless noted otherwise)

1 — THE GAME



Rule 1.6 Doubles Team

- (a) **Change in partners (Effective 9/1/87).** A change in playing partners may be made so long as the first match of the posted team has not begun. For this purpose only, the match will be considered started once the teams have been called to the court. The team must notify the tournament director of the change prior to the beginning of the match.

2 — COURTS AND EQUIPMENT

Rule 2.1. Courts

- (5) **Drive Serve Lines.** The drive serve lines, which form the drive serve zone, are parallel with the side wall and are within the service zone. The outside edge of the line is three feet from the side wall. *Note: As a temporary measure, the lines may be designated by using plastic tape.*

Rule 2.5 Apparel

- (a) **Lensed Eyewear Required (Effective Dec. 1, 1987).** Lensed eyewear designed for racquet sports is required apparel for all players. The protective eyewear must be worn as designed and may not be altered. Players who require corrective eyewear also must wear lensed eyewear designed for racquet sports. (Note: An updated list of lensed eyewear designed for racquet sports is available by writing the AARA national office. The AARA recommends that players select eyewear with polycarbonate lenses with 3-mm center thickness.) Failure to wear protective eyewear will result in a technical and the player will be charged with a timeout to secure eyewear. The second infraction in the same match will result in a forfeit. (See Rule 4.18)

4 — PLAY REGULATIONS

Rule 4.6 Drive Service Zones. (See P. 12 for diagram). The drive serve lines will be three feet from each side wall in the service box, dividing the service area into two 17-foot service zones for drive serves only.

The Player may drive serve to the same side of the court on which he is standing so long as the start and finish of that service motion takes place outside the three-foot line. The call, or non-call, may be appealed.

- (a) The drive serve zones are not observed for cross-court drive serves, the hard-Z, soft-Z, lob or half-lob serves.
- (b) The racquet may not break the plane of the 17-foot zone while making contact with the ball.
- (c) The three-foot line is not part of the 17-foot zone. Dropping the ball on the line or standing on the line while serving to the same side is an infraction.

Rule 4.10. Fault Serves

- (h) **Illegal Drive Serve.** A drive serve in which the player fails to observe the 17-foot service zone outlined in Rule 4.6.
- (i) **Screen Serve.** A served ball that first hits the front wall and on the rebound passes so closely to the server, or server's partner in doubles, that it prevents the receiver from having a clear view of the ball. (The receiver is obliged to place himself in good court position, near center court, to obtain that view.)
The screen serve is the only fault serve which may not be appealed.

Rule 4.18. Technicals

- (10) Failure to wear lensed eyewear designed for racquet sports is an automatic technical on first infraction. (Effective 12/1/87)

Rule 4.21. Age Group Divisions

- (a) (13) Super Golden Masters — 75+
- (c) (6) 8 & Under
- (9) Juniors Mixed Doubles

Rule 4.22 Junlor Divislon Exceptions

- (2) **Blast Rule.** If the ball caroms from the front wall to the back wall on the fly, the receiver may retrieve the ball from any place on the court — including past the short line — so long as the ball is bouncing.

5 — TOURNAMENTS

Rule 5.5 Round Robin Positioning

Rule 5.10. Division Competition

Men and women may compete only in events for their respective sex during Regional and National Championships. If there is not sufficient number of players to warrant play in a specific division, the tournament director may place the entrants in a comparably competitive division.

Note: For the purpose of encouraging the development of women's racquetball, the governing bodies of numerous states permit women to play in men's divisions when a comparable skill level isn't available in the women's division.

1987-88 AARA OFFICIAL RULEBOOK

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*; when played by three, *cut-throat*; and when played by four, *doubles*.

Rule 1.2. DESCRIPTION

Racquetball is a competitive game in which a racquet is used to serve and return 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 player (or team in doubles), makes an error, is unable to return the ball before it touches the floor twice, or when a hinder is called.

Rule 1.4. POINTS AND OUTS

Points are scored only by the serving side when it serves an ace (an irretrievable serve) or wins a rally. Losing the serve is called an *out* in singles. In doubles, when the first server loses serve it is called a *handout* and when the second server loses the serve it is a *sideout*.

Rule 1.5. MATCH, GAME, TIEBREAKER

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

Rule 1.6. DOUBLES TEAM

A doubles team shall consist of two players who meet either the age requirements or player classification requirements to participate in a particular division of play. A team with different skill levels must play in the division of the player with the highest level of ability. When playing in age divisions, the team must play in the division of the youngest player.

- (a) **Change in Partners (Effective 9/1/87).** A change in playing partners may be made so long as the first match of the posted team has not begun. For this purpose only, the match will be considered started once the teams have been called to the court. The team must notify the tournament director of the change prior to the beginning of the match.

Rule 1.7. CONSOLATION MATCHES

- (a) Each entrant shall be entitled to participate in a minimum of two matches. Therefore, losers of their first match shall have the opportunity to compete in a consolation bracket of their own division. In draws of less than seven players, a round robin may be offered. See Rule 5.5 for determining round robin positioning.
- (b) Consolation matches may be waived at the discretion of the tournament director, but this waiver must be in writing on the tournament application.
- (c) Preliminary consolation matches will be two of three games to 11 points. Semifinal and final matches will follow the regular scoring format.

2 — COURTS AND EQUIPMENT

Rule 2.1. COURTS

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

- (a) **Dimensions.** The dimensions shall be 20 feet wide, 40 feet long and 20 feet high with a back wall at least 12 feet high. All surfaces shall be in play, with the exception of any gallery opening or surfaces designated as court hinders.
- (b) **Lines and Zones.** Racquetball courts shall be divided and marked with lines $1\frac{1}{2}$ inches wide as follows:
- (1) **Short Line.** The back edge of the short line is midway between, and is parallel with, the front and back walls.
 - (2) **Service Line.** The front edge of the service line is parallel with, and five feet in front of, the back edge of the short line.
 - (3) **Service Zone.** The service zone is the five-foot area between the outer edges of the short line and service line.



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- (4) **Service Boxes.** The service boxes are located at each end of the service zone and are designated by lines parallel with the side walls. The inside edges of the lines are 18 inches from the side walls.
- (5) **Drive Serve Lines (Effective 9/1/87).** The drive serve lines, which form the drive serve zone, are parallel with the side wall and are within the service zone. The outside edge of the line is three feet from the side wall. *Note: As a temporary measure, the lines may be designated by using plastic tape.*
- (6) **Receiving Line.** The receiving line is a broken line parallel to the short line. The back edge of the receiving line is five feet from the back edge of the short line. The receiving line begins with a line 21 inches long that extends from each side wall; the two lines are connected by an alternate series of six-inch spaces and six-inch lines (17 six-inch spaces and 16 six-inch lines.)
- (7) **Safety Zone.** The safety zone is the five-foot area bounded by the back edges of the short line and the receiving line. The zone is observed only during the serve. (See Rule 4.11.K and 4.12.)

Rule 2.2. BALL SPECIFICATIONS

- (a) The standard racquetball shall be $2\frac{1}{4}$ inches in diameter; weigh approximately 1.4 ounces; have a hardness of 55-60 inches durometer; and bounce 68-72 inches from a 100-inch drop at a temperature of 70-74 degrees Fahrenheit.
- (b) Only a ball carrying the endorsement or approval of the AARA may be used in an AARA sanctioned event.

Rule 2.3. BALL SELECTION

- (a) A ball shall be selected by the referee for use in each match. During the match the referee may, at his discretion or at the request of a player or team, replace the ball. Balls that are not round or which bounce erratically shall not be used.
- (b) The referee and the players shall agree to an alternate ball, so that in the event of breakage the second ball can be put into play immediately.

Rule 2.4. RACQUET SPECIFICATIONS

- (a) **Dimensions.** The racquet, including bumper guard and all solid parts of the handle, may not exceed 21 inches in length.
- (b) The racquet frame may be of any material judged to be safe.
- (c) The regulation racquet frame must include a thong that must be securely attached to the player's wrist.
- (d) The string of the racquet should be gut, monofilament, nylon graphite, plastic, metal, or a combination thereof, providing the strings do not mark or deface the ball.

Rule 2.5. APPAREL

- (a) **Lensed Eyewear Required (Effective 12/1/87).** Lensed eyewear designed for racquet sports is required apparel for all players. The protective eyewear must be worn as designed and may not be altered. Players who require corrective eyewear also must wear lensed eyewear designed for racquet sports. (Note: An updated list of lensed eyewear is available by writing the AARA national office. The AARA recommends that players select eyewear with polycarbonate plastic lenses with 3-mm center thickness.)
Failure to wear protective eyewear will result in a technical and the player will be charged with a timeout to secure eyewear. The second infraction in the same match will result in a forfeit. (See Rule 4.18.a.10.)
- (b) **Lensed Eyewear for Juniors.** All players under the age of 19 and those participating in a Junior Division must adhere to the Rule 2.5.a currently, as a result of a rule enacted 9/1/86.
- (c) **Clothing and Shoes.** The clothing may be of any color; however, a player may be required to change extremely loose fitting or otherwise distracting garments. Insignias and writing on the clothing must be considered to be in good taste by the tournament director. The shoes must have soles which do not mark or damage the floor.

3 — OFFICIATING

Rule 3.1. TOURNAMENT MANAGEMENT

All tournaments shall be managed by a committee or tournament director.

ment 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 a referee agreed upon by all participants. Two line judges and a scorekeeper also may be designated by the tournament director.

Rule 3.3. REMOVAL OF REFEREE

A referee may be removed upon the agreement of all participants (teams in doubles), or at the discretion of the tournament director or rules officials. In the event that a referee's removal is requested by one player or team and not agreed to by the other, the tournament director or officials may accept or reject the request. The tournament director may observe a match in progress to determine what, if any, action is to be taken.

Rule 3.4. RULE BRIEFING

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

Rule 3.5. REFEREES

- (a) **Pre-Match Duties.** Before each match begins, it shall be the duty of the referee to:
- (1) Check on adequacy of preparation of court with respect to cleanliness, lighting and temperature.
 - (2) Check on availability and suitability of materials — to include balls, towels, scorecards, pencils and timepiece — necessary for the match.
 - (3) Check the readiness and qualifications of the line judges and scorekeeper. Review appeal procedure and instruct them of their duties, rules and local regulations.
 - (4) *Go on court* to introduce yourself; brief players on court hindrances, local regulations, rule modifications for this tournament; explain misinterpreted rules.
 - (5) Inspect players' equipment, point out line judges; verify selection of a primary and alternate ball.
 - (6) Toss coin and allow winner choice of serving or receiving.
- (b) **Decisions.** During the match, the referee shall make all decisions with regard to the rules. Where line judges are used, the referee shall announce all final judgments. If both players in singles and three out of four in a doubles match disagree with a call made by the referee, the referee is overruled.
- (1) Spectators. The referee shall have jurisdiction over the spectators, as well as the players, while the match is in progress.
- (c) **Protests.** Any decision not involving the judgment of the referee may, on protest, be decided by the tournament director or designated official.
- (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) Any player or team who fails to report to play 10 minutes after the match has been scheduled to play. (The tournament director may permit a longer delay if circumstances warrant such a decision.)
- (e) **Defaults.** A player or team may be forfeited by the tournament director or official for failure to comply with the tournament or host facility's rules while on the premises between matches, or for abuse of hospitality, locker room, or other rules and procedures.
- (f) **Other Rulings.** The referee may rule on all matters not covered in the AARA Official Rules. However, the referee may be overruled by the tournament director.

Rule 3.6. LINE JUDGES

When Utilized. Two line judges should be selected for all semi-final and final matches, when requested by a player or team, or when the referee or tournament director so desires. However, the use of line judges is subject to availability and the discretion of the tournament director.

- (b) **Replacing Line Judges.** If any player objects to the selection of a line judge before the match begins, all reasonable effort shall be made to find a replacement acceptable to the officials and

players. If a player objects to a line judge after the match begins, any replacement shall be at the discretion of the referee and/or tournament director.

- (c) **Position of Judges.** The players and referee shall designate the court location of the line judges. Any dispute shall be settled by the tournament director.
- (d) **Duties and Responsibilities.** Line judges are designated to help decide appealed calls. In the event of an appeal, and after a very brief explanation of the appeal by the referee, the line judges must indicate their opinion of the referee's call.
- (e) **Signals.** The signal to show agreement with the referee is arm extended with *thumbs up*, disagreement is *thumbs down*. The signal to show no opinion or that the disputed play wasn't seen is *open palm down*.
- (f) **Manner of Response.** Line judges should be careful not to signal until the referee acknowledges the appeal and asks for a ruling. In responding to the referee's request, line judges should not look at each other, but indicate their opinions simultaneously in clear view of the players and referee. If at any time a line judge is unsure of which call is being appealed or what the referee's call was, the line judge should ask the referee to repeat the call and the appeal.
- (g) **Result of Response.** If both line judges signal no opinion, the referee's call stands. If both line judges disagree with the referee, the referee must reverse the ruling. If one line judge agrees with the call and one disagrees, the referee's call stands. If one line judge agrees with the call and one has no opinion, the call stands. If one line judge disagrees with the referee's call and the other signals no opinion, the rally is replayed.

Any replays, with the exception of appeals on the second serve itself, will result in two serves.

Rule 3.7. APPEALS

- (a) **Appealable Calls.** In any match using line judges, a player may appeal only the following calls or non-calls by the referee: killshots; skip balls; fault serves, except screen serves; out serves; double bounce pickups; receiving line violations. At no time may a player appeal a screen serve, hinder of any type, technicals or other discretionary calls of the referee.
- (b) **How to Appeal.** A verbal appeal by a player must be made directly to the referee immediately after the rally has ended. A player who believes there is an infraction to appeal, should bring it to the attention of the referee and line judges by raising his non-racquet hand at the point of the serve or rally where the infraction occurred. The player is obligated to continue to play until the rally has ended or the referee stops play.
- (c) **Loss of Appeal.** A player or team forfeits its right of appeal for that rally if the appeal is made directly to the line judges or, if the appeal is made after an excessive demonstration or complaint. For an appeal to be valid while a game is in progress, the appeal must be made by the player prior to leaving the court for a timeout, etc., or before the next serve begins. In the instance of a game or match-ending point, the appeal must be made before the player making the appeal leaves the court.

Rule 3.8. OUTCOME OF APPEALS

- (a) **Outcome of Various Appeals.**
 - (1) **Killshot and Skip Ball.** If the referee makes a call of *good* on a killshot, pinch or pass attempt, the loser may appeal. If the call is reversed, the side which originally lost the rally is declared the winner. If the referee makes a call of *skip ball* on a pass, pinch, or killshot attempt, that call also may be appealed. If the call is reversed, the referee then must decide if the shot could have been returned had play continued. If in the opinion of the referee, the shot could have been returned, the rally shall be replayed. If the shot was not retrievable, the side which originally lost the rally is declared the winner.
 - (2) **Fault Serve.** If the referee makes a call of *fault* on a serve, the server may appeal. If the call is reversed, the serve is replayed, except: if the referee considered the serve an ace (not retrievable), a point is awarded to the server. If the referee makes no call on a serve (which indicated the serve was good), either side may appeal. If the non-call is reversed, it will result in second serve, or loss of serve if the infraction occurred on the second serve.

- (3) **Out Serve.** If the referee makes a call of *out serve*, the server may appeal. If the call is reversed, the serve will be replayed. If the call is reversed and the serve is considered an ace, a point will be awarded.
- (4) **Double-Bounce Pickup.** If the referee makes a call of *two bounces*, play stops and the side against whom the call was made may appeal. If the call is reversed, the rally is replayed, except: if the player against whom the call was made hits a shot that could not be retrieved, that player wins the rally. (Before awarding a rally in that situation, the referee must be certain that the shot would not have been retrieved even if play had not been halted.)
- (5) **Receiving Line Violation (Encroachment).** If the referee makes a call of encroachment thereby stopping the play, the receiving side may appeal the call. If the appeal is successful, the service shall be replayed, except: if in the opinion of the referee the shot was not retrievable it will result in a loss of serve. If the referee makes no call and the server feels there was encroachment, the server may appeal. If the appeal is successful the service results in a point. (For safety zone violation by server or doubles partner, see Rule 4.11.K.)

Rule 3.9. RULES INTERPRETATIONS

If a player feels the referee has interpreted the rules incorrectly, the player may require the referee or tournament director to show him the applicable rule in the rulebook. Having discovered a misapplication or misinterpretation, the official must correct the error by replaying the rally, awarding the point, calling sideout or taking whatever corrective measure necessary.

4 — PLAY REGULATIONS

Rule 4.1. SERVE

- (a) **Order.** The player or team winning the coin toss has the option to serve or receive for the start of the first game. The second game will begin in reverse order of the first game. The player or team scoring the highest total of points in games 1 and 2 will have the option to serve or receive for the start of the tiebreaker. In the event that both players or teams score an equal number of points in the first two games, another coin toss will take place and the winner of the toss will have the option to serve or receive.

Rule 4.2. START

The serve is started from any place within the service zone. (For exceptions, see Drive Serve Rule 4.6.) Neither the ball, nor any part of either foot may extend beyond the boundaries of the service zone. Stepping on, but not over, the lines is permitted. The server must remain in the service zone from the moment the service motion begins until the served ball passes the short line. See Rules 4.10.a, and 4.11.k for penalties for violation.

The server may not start any service motion until the referee has called the score or second serve.

Rule 4.3. MANNER

After taking a position inside the service zone, a player may begin service motion — a non-interrupted, continuous movement.

Once service motion begins, the ball is bounced in the zone and after the first bounce is struck by the racquet so that the ball hits the front wall first and on the rebound hits the floor behind the back edge of the short line, either with or without touching one side wall. A balk serve or fake swing at the ball is an out serve. Bouncing the ball outside the service zone is a fault serve.

Rule 4.4. READINESS

Serves shall not begin until the referee has called the score or the second serve and the server has visually checked the receiver. The referee shall call the score as both server and receiver prepare to move to their respective position, shortly after the previous rally has ended.

Rule 4.5. DELAYS

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

- (a) The 10-second rule is applicable to the server and receiver simultaneously. Collectively, they are allowed up to 10 seconds,

after the score is called, to serve or be ready to receive. It is the server's responsibility to look and be certain the receiver is ready. If the receiver is not ready, he must signal so by raising his racquet above his head or completely turning his back to the server. (These are the only two acceptable signals.)

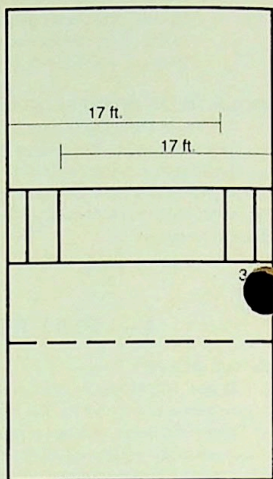
- (b) If the server serves the ball while the receiver is signaling *not ready*, the serve shall go over with no penalty and the server shall be warned by the referee to check the receiver. If the server continues to serve without checking the receiver, the referee may award a technical for delay of the game.
- (c) After the score is called, if the server looks at the receiver and the receiver is not signaling *not ready*, the server may then serve. If the receiver attempts to signal *not ready* after that point, the signal shall not be acknowledged and the serve becomes legal.

Rule 4.6. DRIVE SERVICE ZONES (Effective 9/1/87).

The drive serve rule lines will be three feet from each side wall in the service box, dividing the service area into two 17-foot service zones for drive serves only.

The player may drive serve to the same side of the court on which he is standing so long as the start and finish of the service motion takes place outside the three-foot line. The call, or non-call, may be appealed.

- (a) The drive serve zones are not observed for cross-court drive serves, the hard-Z, soft-Z, lob or half-lob serves.
- (b) The racquet may not break the plane of the 17-foot zone while making contact with the ball.
- (c) The three-foot line is not part of the 17-foot zone. Dropping the ball on the line or standing on the line while serving to the same side is an infraction.



Rule 4.7. 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 shall be followed throughout the game. When the first server is out the first time up, the side is out. Thereafter, both players on each side shall serve until the team receives a handout and a sideout.
- (b) **Partner's Position.** On each serve, the server's partner shall stand erect with back to the side wall and with both feet on the floor within the service box from the moment the server begins service motion until the served ball passes the short line. Violations are called *foot faults*. However, if the server's partner enters the safety zone before the ball passes the short line the server loses service.

Rule 4.8. 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 fault serve.)
- (b) **Fault Serve.** Two fault serves result in a handout.
- (c) **Out Serve.** An out serve results in a handout.

Rule 4.9. DEAD-BALL SERVES

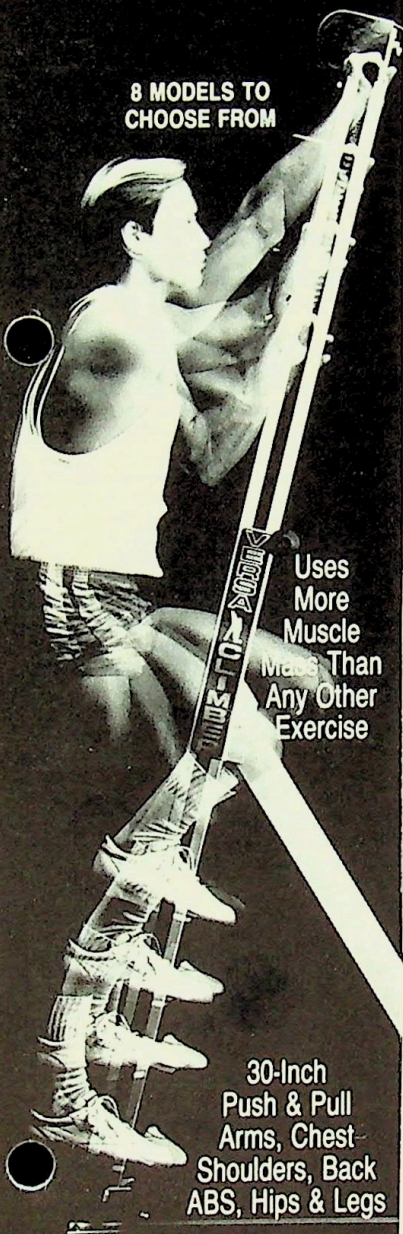
Dead-ball serves do not cancel any previous fault serve. The following are dead-ball serves:

- (a) **Ball Hits Partner.** A serve which strikes the server's partner while in the doubles box is a dead-ball serve. A serve which touches the floor before touching the server's partner is a dead-ball serve. (See Rule 4.11.j.)
- (b) **Court Hinders.** A serve that hits any part of the court, which under local rules is an obstruction, is a dead-ball serve.
- (c) **Broken Ball.** If the ball is determined to have broken on the serve, a new ball shall be substituted and the serve shall be replayed, not cancelling any prior fault serve.

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Rule 4.10. FAULT SERVES

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

- (a) **Foot Faults.** A foot fault results when:
 - (1) The server does not begin the service motion with both feet in the service zone.
 - (2) The server steps over the front service line before the served ball passes the short line.
 - (3) In doubles, the server's partner is not in the service box with both feet on the floor and back to the wall from the time the server begins the service motion until the ball passes the short line (See Rule 4.7.b).
- (b) **Short Service.** 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 (with or without touching a side wall).
- (c) **Three-Wall Serve.** A three-wall serve is any served ball that first hits the front wall and, on the rebound, strikes both side walls before touching the floor.
- (d) **Ceiling Serve.** A ceiling serve is any served ball that first hits the front wall and then touches the ceiling (with or without touching a side wall).
- (e) **Long Serve.** A long serve is a served ball that first hits the front wall and rebounds to the back wall before touching the floor (with or without touching a side wall).
- (f) **Out-Of-Court Serve.** An out-of-court serve is any served ball that first hits the wall and, before striking the floor, goes out of the court.
- (g) **Bouncing Ball Outside Service Zone.** Bouncing the ball outside the service zone as a part of the service motion is a fault serve.
- (h) **Illegal Drive Serve (Effective 9/1/87).** A drive serve in which the player fails to observe the 17-foot service zone outlined in Rule 4.6.
- (i) **Screen Serve (Effective 9/1/87).** A served ball that first hits the front wall and on the rebound passes so closely to the server, or server's partner in doubles, that it prevents the receiver from having a clear view of the ball. (The receiver is obligated to place himself in good court position, near center court, to obtain that view.)
The screen serve is the only fault serve which may not be appealed.

Rule 4.11. OUT SERVES

Any of the following serves results in an out:

- (a) **Two Consecutive Fault Serves.** See Rule 4.10.
- (b) **Failure to Serve Promptly.** Failure of server to put the ball into play within 10 seconds of the calling of the score by the referee.
- (c) **Missed Serve Attempt.** Any attempt to strike the ball that results in a total miss or in the ball touching any part of the server's body.
- (d) **Touched Serve.** Any served ball that on the rebound from the front wall touches the server or server's racquet, or any ball intentionally stopped or caught by the server or server's partner.
- (e) **Fake or Balk Serve.** Such a serve is defined as any non-continuous movement of the racquet towards the ball as the server drops the ball for the purpose of serving.
- (f) **Illegal Hit.** An illegal hit includes contacting the ball twice, carrying the ball, or hitting the ball with the handle of the racquet or part of the body or uniform.
- (g) **Non-Front Wall Serve.** Any served ball that does not strike the front wall first.
- (h) **Crotch Serve.** Any served ball that hits the crotch of the front wall and floor, front wall and side wall, or front wall and ceiling is an out serve (because it did not hit the front wall first). A serve into the crotch of the back wall and floor is a good serve and in play. A served ball that hits the crotch of the side wall and floor beyond the short line is in play.
- (i) **Out-Of-Order Serve.** In doubles, when either partner serves out-of-order, the points scored by that server will be subtracted and an out serve will be called; if the second server serves out-of-order, the out serve will be applied to the first server and the second server will resume serving. If the player designated as the first server serves out-of-order, a sideout will be called. In a match with line judges, the referee may enlist their aid to recall the number of points scored out-of-order.
- (j) **Ball Hits Partner.** A served ball that hits the doubles partner while outside the doubles box results in loss of serve.
- (k) **Safety Zone Violation.** If the server, or doubles partner, enters

into the safety zone before the served ball passes the short line, it shall result in the loss of serve.

Rule 4.12. RETURN OF SERVE

- (a) **Receiving Position.**
- (1) The receiver may not enter the safety zone until the ball bounces.
 - (2) On the fly return attempt, the receiver may not strike the ball until the ball breaks the plane of the receiving (five-foot) line. The follow-through may carry the receiver and/or his racquet past the receiving line.
 - (3) Neither the receiver nor his racquet may break the plane of the short line during the service return, except if the ball is struck after rebounding off the back wall. Any violation by the receiver results in a point for the server.
- (b) **Defective Serve.** A player on the receiving side may not intentionally catch or touch a served ball (such as an apparently long or short serve) until the referee has made a call or the ball has touched the floor for a second time. Violation results in a point.
- (c) **Legal Return.** After a legal serve, a player on the receiving team must strike the ball on the fly or after the first bounce, and before the ball touches the floor the second time; and return the ball to the front wall, either directly or after touching one or both side walls, the back wall or the ceiling, or any combination of those surfaces. A returned ball may not touch the floor before touching the front wall (see Rule 4.11.f.)
- (d) **Failure to Return.** The failure to return a serve results in a point for the server.

Rule 4.13. CHANGES OF SERVE

- (a) **Outs.** A server is entitled to continue serving until:
- (1) Out Serve. See Rule 4.11.
 - (2) Two Consecutive Fault Serves. See Rule 4.10.
 - (3) Ball Hits Partner. Player hits partner with attempted return.
 - (4) Failure to Return Ball. Player, or partner, fails to keep the ball in play as required by Rule 4.12.c.
 - (5) Avoidable Hinder. Player or partner commits an avoidable hinder. (Rule 4.16.)
- (b) **Sideout.** In singles, retiring the server is a sideout. In doubles the side is retired when both partners have lost service, except: the team which serves first at the beginning of each game loses serve when the first server is retired. (See Rule 4.7.)
- (c) **Effect of Sideout.** When the server (or the serving team) receives a sideout, the server becomes the receiver and the receiver becomes the server.

Rule 4.14. RALLIES

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

- (a) **Legal Hits.** Only the head of the racquet may be used at any time to return the ball. The racquet may be held in one or both hands. Switching hands to hit a ball, touching the ball with any part of the body or uniform, or removing the wrist thong results in a loss of the rally.
- (b) **One Touch.** In attempting returns, the ball may be touched or struck only once by a player or team, or the result is a loss of rally. The ball may not be *carried*. (A carried ball is one which rests on the racquet in such a way that the effect is more of a sling or throw than a hit.)
- (c) **Failure to Return.** Any of the following constitutes a failure to make a legal return during a rally:
- (1) The ball bounces on the floor more than once before being hit.
 - (2) The ball does not reach the front wall on the fly.
 - (3) The ball caroms off a player's racquet into a gallery or wall opening without first hitting the front wall.
 - (4) A ball which obviously did not have the velocity or direction to hit the front wall strikes another player on the court.
 - (5) A ball struck by one player on a team, hits that player or that player's partner.
 - (6) Committing an avoidable hinder (Rule 4.16.)
 - (7) Switching hands during a rally.
 - (8) Failure to use wrist thong on racquet.
 - (9) Touching the ball with the body or uniform.
 - (10) Carry or sling the ball with the racquet.
- (d) **Effect of Failure to Return.** Violations of Rule 4.14.a.b.c. result in a loss of rally. If the serving player or team loses the rally, it

is an *out* (handout or sideout). If the receiver loses the rally, it results in a point for the server.

(e) **Return Attempts.**

- (1) In singles, if a player swings at the ball and misses it, the player may continue to attempt to return the ball until it touches the floor for the second time.
- (2) In doubles, if one player swings at the ball and misses it, both partners may make further attempts to return the ball until it touches the floor the second time. Both partners on a side are entitled to return the ball.

(f) **Out-Of-Court Ball.**

- (1) After Return. Any ball returned to the front wall which, on the rebound or the first bounce, goes into the gallery or through any opening in a sidewall shall be declared dead and the server shall receive two serves.
- (2) No Return. Any ball not returned to the front wall, but which caroms off a player's racquet into the gallery or into any opening in a sidewall either with or without touching the ceiling, side wall, or back wall, shall be an out for the player failing to make the return, or a point for the opponent.

(g) **Broken Ball.** If there is any suspicion that a ball has broken on the serve, or during a rally, play shall continue until the end of the rally. The referee or any player may request the ball be examined. If the referee decides the ball is broken the ball will be replaced and the rally replayed. The server will get two serves. The only proper way to check for a broken ball is to squeeze it by hand. (Checking the ball by striking it with a racquet will not be considered a valid check and shall work to the disadvantage of the player or team which struck the ball after the rally.)

(h) **Play Stoppage.**

- (1) If a foreign object enters the court, or any other outside interference occurs, the referee shall stop the play.
- (2) If a player loses a shoe or other properly worn equipment, the referee shall stop the play if the occurrence interferes with ensuing play or player's safety; however, safety permitting, the offensive player is entitled to one opportunity to hit a rally ending shot. (See Rule 14.16.i.)

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

Rule 4.15. DEAD-BALL HINDERS

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

(a) **Situations.**

- (1) **Court Hinders.** Play stops when a ball hits any part of the court that was designated as a court hinder (such as a door handle); play also is stopped when the ball takes an irregular bounce off a rough or irregular surface which the referee determines affected the rally (such as a strange or dead bounce off a court light).
- (2) **Ball Hits Opponent.** When an opponent is hit by a return shot in flight, it is a dead-ball hinder. If the opponent is struck by a ball which obviously did not have the velocity or direction to reach the front wall, it is not a hinder, and the player that hit the ball will lose the rally. A player who has been hit by the ball can stop play and make the call, though the call must be made immediately and acknowledged by the referee.
- (3) **Body Contact.** If body contact occurs which the referee believes was sufficient to stop the rally, either for the purpose of preventing injury by further contact or because the contact prevented a player from being able to make a reasonable return, the referee shall call a hinder. Incidental body contact in which the offensive player clearly will have the advantage should not be called a hinder, unless the offensive player obviously stops play. Contact with the racquet on the follow-through normally is not considered a dead-ball hinder.
- (4) **Screen Ball.** Any ball rebounding from the front wall so close to the body of the defensive team that it interferes with, or prevents, the offensive player from having a clear view of the ball. (The referee should be careful not to make the screen call so quickly that it takes away a good offensive opportunity.)
A ball that passes between the legs of the side that just returned the ball is not automatically a screen. It depends on the proximity of the players. Again, the call should work to the advantage of the offensive player.

- (5) **Backswing Hinder.** Any body or racquet contact, on the backswing or en route to or just prior to returning the ball, which impairs the hitter's ability to take a reasonable swing. This call can be made by the player attempting the return, though the call must be made immediately and is subject to the referee's approval. Note: The interference may be considered an avoidable (point or sideout) hinder. (See Rule 4.16.b.)
 - (6) **Safety Holdup.** Any player about to execute a return who believes he is likely to strike his opponent with the ball or racquet may immediately stop play and request a dead-ball hinder. This call must be made immediately and is subject to acceptance and approval of the referee. (The referee will grant a dead-ball hinder if he believes the hold-up was reasonable and the player would have been able to return the shot, and the referee may also call an avoidable hinder if warranted.)
 - (7) **Other Interference.** Any other unintentional interference which prevents an opponent from having a fair chance to see or return the ball. Example: The ball obviously skids after striking a wet spot on the court floor or wall.
- (b) **Effect of Hinders.** The referee's call of hinder stops play and voids any situation which follows, such as the ball hitting the player. The only hinders a player may call are specified in 14.15.a.2,5,6 and are subject to the approval of the referee. A dead-ball hinder stops play and the rally is replayed. The server receives two serves.
 - (c) **Avoidance.** While making an attempt to return the ball, a player is entitled to a fair chance to see and return the ball. It is the responsibility of the side that has just hit the ball to move so the receiving side may go straight to the ball and have an unobstructed view of the ball. In the judgment of the referee however, the receiver must make a reasonable effort to move towards the ball and have a reasonable chance to return the ball in order for a hinder to be called.

Rule 4.16. AVOIDABLE HINDERS (Point or Sideout Hinders)

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

- (a) **Failure to Move.** A player does not move sufficiently to allow an opponent a shot; or a player moves in such a direction that it prevents an opponent from taking a shot.
- (b) **Stroke Interference.** This occurs when a player moves, or fails to move, so that the opponent returning the ball does not have a free, unimpeded swing. This includes unintentionally moving the wrong direction which prevents an opponent from making an open offensive shot.
- (c) **Blocking.** Moves into a position which blocks the opponent from getting to, or returning, the ball; or in doubles, a player moves in front of an opponent as the player's partner is returning the ball.
- (d) **Moving into the Ball.** Moves in the way and is struck by the ball just played by the opponent.
- (e) **Pushing.** Deliberately pushes or shoves opponent during a rally.
- (f) **Intentional Distractions.** Deliberate shouting, stamping of feet, waving of racquet, or any manner of disrupting the player who is hitting the ball.
- (g) **View Obstruction.** A player moves across an opponent's line of vision just before the opponent strikes the ball.
- (h) **Wetting the Ball.** The players, particularly the server, have the responsibility to see that the ball is kept dry at all times. Any wetting of the ball, deliberately or by accident, that is not corrected prior to the beginning of the rally, shall result in an avoidable hinder.
- (i) **Equipment.** The loss of any improperly worn equipment, or equipment not required on court, which interferes with the play of the ball or safety of the players is a point/sideout hinder. Examples include improperly fastened eyewear, loss of hand towel, etc. (Rule 4.14.h.)

4.17. TIMEOUTS

Rest Periods. Each player or team is entitled to three 30-second timeouts in games to 15 and two 30-second timeouts in games to 11. Timeouts may not be called by either side after service motion has begun. Calling for a timeout when none remain or after service motion has begun, or taking more than 30 seconds in a timeout, will result in the assessment of a technical for delay of game.

- (b) **Injury.** If a player is injured during the course of a match as a result of contact with the ball, racquet, opponent, wall or floor, he shall be granted an injury timeout. An injured player shall not be allowed more than a total of 15 minutes of rest during the match. If the injured player is not able to resume play after total rest of 15 minutes, the match shall be awarded to the opponent. Muscle cramps and pulls, fatigue, and other ailments that are not caused by direct contact on the court will not be considered an injury.
- (c) **Equipment Timeouts.** Players are expected to keep all clothing and equipment in good, playable condition and are expected to use regular timeouts and time between games for adjustment and replacement of equipment. If a player or team is out of timeouts and the referee determines that an equipment change or adjustment is necessary for fair and safe continuation of the match, the referee may award an equipment timeout not to exceed two minutes.
- (d) **Between Games.** The rest period between the first two games of a match is two minutes. If a tiebreaker is necessary, the rest period between the second and third game is five minutes.
- (e) **Postponed Games.** Any games postponed by referees shall be resumed with the same score as when postponed.

Rule 4.18. TECHNICALS

- (a) **Technical Fouls.** The referee is empowered to deduct one point from a player's or team's score when, in the referee's sole judgment, the player is being overtly and deliberately abusive. The actual invoking of this penalty is called a Referee's Technical. If the player or team against whom the technical was assessed does not resume play immediately, the referee is empowered to forfeit the match in favor of the opponent. Some examples of actions which may result in technicals are:
 - (1) Profanity. Profanity is an automatic technical and shall be invoked by the referee whenever it occurs.
 - (2) Excessive arguing.
 - (3) Threat of any nature to opponent or referee.
 - (4) Excessive or hard striking of the ball between rallies.
 - (5) Slamming of the racquet against walls or floor, slamming the door, or any action which might result in injury to the court or other players.
 - (6) Delay of game, either in the form of taking too much time during timeouts and between games, in drying the court, in excessive questioning of the referee on the rules, or in excessive or unnecessary appeals.
 - (7) Intentional front line foot faults to negate a bad lob serve.
 - (8) Anything considered to be unsportsmanlike behavior.
 - (9) Player under age of 19 who fails to wear eyeguards or wear them properly is an automatic technical on the first infraction. (See Rule 2.5.b.)
 - (10) Failure to wear lensed eyewear designed for racquet sports is an automatic technical on the first infraction. (**Effective 12/1/87**).
- (b) **Technical Warning.** If a player's behavior is not so severe as to warrant a referee's technical, a technical warning may be issued without point deduction.
- (c) **Effect of Technical or Warning.** If a referee issues a referee's technical, one point shall be removed from the offender's score. If a referee issues a technical warning, it shall not result in a loss of rally or point and shall be accompanied by a brief explanation of the reason for the warning. The awarding of the technical shall have no effect on service changes or sideouts. If the technical occurs either between games or when the offender has no points, the result will be that the offender's score will revert to a minus (-1).

Rule 4.19. PROFESSIONAL

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

- (a) A player may participate in a tournament which awards prizes but will not be considered a professional if no prize money is accepted.
- (b) The acceptance by a player of merchandise or travel expenses shall not be considered prize money, and thus does not jeopardize a player's amateur status.

Rule 4.20. RETURN OF AMATEUR STATUS

Any player who has been classified as a professional can recover amateur status by requesting, in writing, this desire to be reclassified as an amateur. This application shall be tendered to the Executive Director of the American Amateur Racquetball Association (AARA), or his designated representative, and shall become effective immediately as long as the player making application for reinstatement of amateur status has received no money in any tournament, as defined in Rule 4.19, for the past 12 months.

Rule 4.21. AGE GROUP DIVISIONS

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

- (a) **Men's and Women's Age Divisions:**
 - Open — All players other than Pro
 - Junior Veterans — 19+
 - Junior Veterans — 25+
 - Veterans — 30+
 - Seniors — 35+
 - Veteran Seniors — 40+
 - Masters — 45+
 - Veteran Masters — 50+
 - Golden Masters — 55+
 - Senior Golden Masters — 60+
 - Veteran Golden Masters — 65+
 - Advanced Golden Masters — 70+
 - Super Golden Masters — 75+
- (b) **Other Divisions.**
 - Doubles
 - Mixed Doubles
 - Disabled
- (c) **Junior Divisions.** Age determined as of January 1st of each calendar year. Junior Boy's and Girl's age divisions:
 - 18 & Under
 - 16 & Under
 - 14 & Under
 - 12 & Under
 - 10 & Under
 - 8 & Under
 - 8 & Under Multi-Bounce
 - Doubles
 - Mixed Doubles

Rule 4.22. JUNIOR DIVISION EXCEPTIONS.

- (a) **8 & Under Multi-Bounce Modifications.** After a legal serve, the ball remains in play as long as it is bouncing, though the player may swing only once at the ball. The ball is considered dead at the point it stops bouncing and begins to roll.
 - (1) During the serve or rally, and after rebounding off the back wall, the ball must be struck before it touches the short line en route to the front wall. The one exception is explained in the Blast Rule.
 - (2) Blast Rule. If the ball caroms from the front wall to the back wall on the fly, the receiver may retrieve the ball from any place on the court — including past the short line — so long as the ball is bouncing.
 - (3) Front Wall Lines. Tape is placed across the front wall one foot from the floor and three feet from the floor. If the ball hits the front wall between the one-foot and three-foot lines during a rally, the ball must be returned before the third bounce. If the ball hits below the one-foot level, it must be returned before the second bounce.
 - (4) Matches. All games in a match are to 11 points.
- (b) **Mandatory Lensed Eyewear.** See Rule 2.5.b.

5 — 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 American Amateur Racquetball Association (AARA).
- (b) The draw and seeding committee shall be chaired by the AARA's Executive Director, National Commissioner and the host tournament director. No other persons shall participate in the draw or seeding unless at the invitation of the draw and seeding committee.
- (c) In local and regional tournaments the draw shall be the respon-

sibility of the tournament director. In regional play, the tournament director 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 two singles events or a singles and doubles event. If possible, the schedule should provide at least one hour rest period between 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 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 tournament director 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 or 4th position, then the points shall be awarded evenly.

Rule 5.5. ROUND ROBIN POSITIONING

The position of players or teams in round robin competition is determined by the following sequence:

- (1) Winner of the most matches;
- (2) In a two-way tie, winner of the head-to-head match prevails;
- (3) In a tie of three or more, the player who lost the fewest games is awarded the highest position;
 - (a) If a two-way tie results, revert to No. 2;
 - (b) If a multiple tie remains, total points scored against the player in all matches will be tabulated. The player with the least points scored against will prevail.

Note: Forfeits will count as a match won in two games. In cases where points scored against is the tiebreaker, the points scored by the forfeiting team will be discounted from consideration of points scored against all teams.

Rule 5.6. AARA REGIONAL TOURNAMENTS

AARA Regional Tournaments — The United States and Europe are divided into a combined total of 15 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. Players are encouraged to participate in their own region; however, for the purpose of convenience players may participate outside their region.
- (c) A player can participate in only two championship events in a regional tournament.
- (d) Awards and remuneration to the AARA National Championships will be posted on the entry blank.

Rule 5.7. TOURNAMENT MANAGEMENT

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

Rule 5.8. TOURNAMENT CONDUCT

In all AARA sanctioned tournaments, the referee is empowered to default a match, if the conduct of a player or team is considered detrimental to the tournament and the game. (See Rule 3.5.d.e.)

Rule 5.9. AARA ELIGIBILITY

Any paid-up AARA member in good standing, who has not been

classified as a professional (see Rule 4.19) may compete in any AARA sanctioned tournament.

Rule 5.10. DIVISION COMPETITION

Men and women may compete only in events for their respective sex during Regional and National Championships. If there is not sufficient number of players to warrant play in a specific division, the tournament director may place the entrants in a comparably competitive division.

Note: For the purpose of encouraging the development of women's racquetball, the governing bodies of numerous states permit women to play in men's divisions when a comparable skill level isn't available in the women's divisions.

Rule 5.11. AARA National Championships

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

(a) Regional Qualifications.

- (1) The National Ratings Committee may handle the rating of each region and determine how many players shall qualify from each regional tournament.
- (2) All national finalists in each division may be exempt from qualifying for the same division the following year.
- (3) There may be a tournament one day ahead of the National Tournament at the same site to qualify 8 players in each division who were unable to qualify or who failed to qualify in the Regionals.
- (4) This rule is in force only when a region is obviously over subscribed.

(b) Definition of Regions.

- (1) Qualifying Singles. A player may have to qualify at one of the 16 regional tournaments.
- (2) Qualifying Doubles. There will be no regional qualifying for doubles.

(c) AARA Regions.

- (1) Maine, New Hampshire, Vermont, Massachusetts, Rhode Island, Connecticut
- (2) New York, New Jersey
- (3) Pennsylvania, Maryland, Virginia, Delaware, District of Columbia
- (4) Florida, Georgia, North Carolina, South Carolina
- (5) Alabama, Mississippi, Tennessee
- (6) Arkansas, Kansas, Missouri, Oklahoma
- (7) Texas, Louisiana
- (8) Wisconsin, Iowa, Illinois
- (9) West Virginia, Ohio, Michigan
- (10) Indiana, Kentucky
- (11) North Dakota, South Dakota, Minnesota, Nebraska
- (12) Arizona, New Mexico, Utah, Colorado
- (13) Montana, Wyoming
- (14) California, Hawaii, Nevada
- (15) Washington, Idaho, Oregon, Alaska
- (16) Americans in Europe

Rule 5.12. NATIONAL JUNIOR CHAMPIONSHIP

It will be conducted on a separate date and location under the same parameters provided in Rule 5.11.a & b.

Rule 5.13. INTERCOLLEGIATE TOURNAMENT

It will be conducted at a separate date and location.

6 — NATIONAL WHEELCHAIR RACQUETBALL ASSOCIATION OFFICIAL RULES

Rule 6.1. MODIFICATIONS OF STANDARD RULES

- (a) Where the AARA Rulebook rules refer to server, person, body or other similar variations, for wheelchair play such reference shall include all parts of the wheelchair in addition to the person sitting on it.
- (b) Where the rules refer to *feet*, *standing* or other similar variations, for wheelchair play it means where only the rear wheels are located.
- (c) Where the rules mention body contact, for wheelchair play it shall mean any part of the wheelchair in addition to the player.
- (d) Where the rules refer to *double bounce* or after the first bounce, it shall mean three bounces. All variations of the same phrases

shall be revised accordingly.

Rule 6.2. DIVISIONS

- (a) **Novice Division.** The Novice Division is for the beginning player who has never played racquetball or is just learning to play.
- (b) **Intermediate Division.** The Intermediate Division is for the player who has played tournaments before and has a skill level to be competitive in the division.
- (c) **Open Division.** The Open Division is the highest level of play and is for the advanced player.
- (d) **Multi-Bounce Division.** The Multi-Bounce Division is for the individuals (men or women) whose mobility is such that wheelchair racquetball would be impossible if not for the Multi-Bounce Division.
- (e) **Junior Division.** The Junior Division is for the player who is 18-years-old or younger. The Junior Division will have both the two-bounce and multi-bounce rule as determined by the tournament director. Age divisions are 8-11, 12-15, 16-18.

Rule 6.3. RULES

- (a) **Two-Bounce Rule.** Two bounces are used in wheelchair racquetball in all divisions except the Multi-Bounce Division. The ball may hit the floor twice before being returned.
- (b) **Out of Chair Rule.** The player cannot intentionally jump out of his chair to hit or retrieve a ball. Nor can the player stand up in the chair to serve a ball. If a player unintentionally leaves the chair to make a play no penalty is assessed. If the referee determines a player intentionally left his chair to make a return it will result in the loss of serve for the offender or point for the opponent. Repeat offenders will be warned by the referee.
- (c) **Equipment Standards.** In order to protect playing surfaces, the tournament officials may not allow a person to participate with black tires or anything which will mark or damage the court.
- (d) **Start.** The serve is started from any place within the service zone. Front casters may extend beyond the short service line, but may not extend beyond the service line before the ball is served. At no time shall the rear wheels cross the front line or short line until the serve is completed.
- (e) **Maintenance Delay.** A maintenance delay is a delay in the progress of a match due to a malfunction of a wheelchair, prosthesis, or assistive device. Such delay must be requested by the player, granted by the referee during the match, and shall not exceed five minutes. Only two such delays may be granted for each player for each match. After using both maintenance delays the player has the following options:
 - (1) Continue play with the defective equipment.
 - (2) Immediately substitute replacement equipment.
 - (3) Postponement of game, with the approval of the referee and opponent.

Rule 6.4. DEAD-BALL HINDERS

- (a) **Hitting Opponent.** Any returned ball that touches an opponent or an opponent's wheelchair on the fly before it returns to the front wall (Refer to Rule 4.15.a.2.)
- (b) **Backswing Hinder.** Any body or wheelchair contact either on the backswing or en route to or just prior to returning the ball which impairs the hitter's ability to take a reasonable swing. (Refer to Rule 4.15.a.5.)

Rule 6.5. MULTI-BOUNCE RULES

- (a) The ball may bounce as many times as the receiver wants though the player may swing only once to return the ball to the front wall.
- (b) The ball must be hit before it crosses the short line on its way back to the front wall.
- (c) The receiver cannot cross the short line after the ball contacts the back wall.

7 — ONE-WALL AND THREE-WALL RULES

Rule 7.1. ONE-WALL AND THREE-WALL RULE MODIFICATIONS

The rules for one-wall and three-wall racquetball are very similar to the standard indoor four-wall game. The exceptions follow:

- (a) **One Wall.** There are two playing surfaces, the front wall and the floor. The wall is 20 feet wide and 16 feet high. The floor is 20 feet wide and 34 feet to the back edge of the long line. To permit movement by players, there should be a minimum of three feet (six feet is recommended) beyond the long line and six feet

outside each side line.

- (1) **Short line.** The back edge of the short line is 16 feet from the wall.
 - (2) **Service Markers.** Lines at least six inches long which are parallel with, and midway between, the long and short lines. The extension of the service markers form the imaginary boundary of the service line.
 - (3) **Service Zone.** It is the entire floor area in back of the short line, including the side lines and long line.
- (b) **Three Wall with Short Side Wall.** The front wall is 20 feet wide and 20 feet high. The side walls are 20 feet long and 20 feet high, though the sidewall tapers down to 12 feet high. The floor length and court markings are the same as four-wall.
- (c) **Three Wall with Long-Side Wall.** The court is 20 feet wide, 20 feet high and 40 feet long. The side walls may taper from 20 feet high at the front wall down to 12 feet high at the end of the court. All court markings are the same as four-wall.
- (d) **Service in Three Wall Courts.** A serve that goes beyond the side walls on the fly is considered long. A serve that goes beyond the long line on a fly, but within the side walls, is the same as a short.

8 — HOW TO REFEREE WHEN THERE IS NO REFEREE

SAFETY IS THE RESPONSIBILITY OF EVERY PLAYER WHO ENTERS THE COURT.

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

SCORE

Since there is no referee, or scorekeeper, it is important for the server to announce both the server's and receiver's score before every first serve.

DURING RALLIES

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

SERVICE

- (a) **Fault Serves.** The receiver has the primary responsibility to make these calls, though either player may make the call. The receiver must make the call immediately, and not wait until he hits the ball and has the benefit of seeing how good a shot he can hit. *It is not an option play.* The receiver does not have the right to play a short serve just because he thinks it's a setup.
- (b) **Screen Serves.** When there is no referee, the screen serve call is the sole responsibility of the receiver. If the receiver has taken the proper court position, near center court, does not have clear view of the ball the screen should be called *immediately*. The receiver may not call a screen after attempting to hit the ball or, after taking himself out of proper court position by starting the wrong way.
- The server may not call a screen under any circumstances and must expect to play the rally unless he hears a call from the receiver.*

Other Situations. Foot faults, 10-second violations, receiving line violations, service zone infringement, and other technical calls really require a referee. However, if either player believes his opponent is abusing any of the rules, be sure there is agreement on what the rule is, and to put each other on notice that the rules should be followed.

HINDERS

Generally, the hinder should work like the screen serve — as an

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

AVOIDABLE HINDERS

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

DISPUTES

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

9 — AARA NATIONAL RULES COMMITTEE

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11 — AARA QUESTIONS AND ANSWERS

What Is The American Amateur Racquetball Association?

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

How Is The AARA Managed?

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

How Do You Join the AARA?

Membership in the Association is open to anyone by paying yearly dues.

Where Do You Join?

You may join through private court clubs, by participating in an AARA sanctioned event, by securing an application form from various publications, or by contacting the national office. National headquarters are located at 815 N. Weber, Suite 101, Colorado Springs, CO 80903.

How Is The AARA Funded?

The association is funded primarily by membership dues — thus making the AARA responsive only to its members.

Why Is The AARA The Only National Association Speaking For The Amateur?

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

What Is "Sanctioning"?

AARA sanctioning insures that the event will receive the prestige and prominence that comes with AARA support. All participants in an AARA sanctioned event must be current members of the association

or join before participating in that event. Benefits of sanctioning include points awarded to winners through eighth place, for amateur national rankings.

What Other Benefits Are There In Sanctioning?

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

What Does Sanctioning Entail?

We ask only that our rules are followed, that one of our approved ball products is used and that each participant is a current member of the AARA.

How Does The AARA Support Court Clubs, JJC And Other Racquetball Facilities?

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

What Programs Does The AARA Have That Develop And Advance The Sport Of Racquetball?

- (1) State organization in all 50 states
- (2) Junior programs in all 50 states
- (3) Intercollegiate programs in all 50 states
- (4) 16 regional organizations
- (5) High School programs
- (6) Court club programs
- (7) Holds over 24 categories of competition for players from 8 to 75.
- (8) Represents the U.S. in the World Games and World Championships
- (9) Sanctions more than 800 events annually
- (10) National rankings in all categories
- (11) Regional and National competition in Junior, Intercollegiate, and adult competition.
- (12) Minority Council
- (13) Member of the United States Olympic Committee.

How Can Court Clubs, YMCA, JJC And Other Racquetball Facilities Support The AARA?

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

JOIN THE



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- Over 800 Tournaments Annually
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Yes!

Sign me up for an AARA membership kit which includes all the above plus an official membership card that makes me eligible for tournament play and discount coupons for merchandise and services.

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- \$10.00 for a one-year membership
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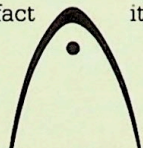
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