

I. THE GAME

• TYPES OF GAMES

When two play, it's called singles and when four play, it's doubles. A non-tournament game played by three players is called cut-throat.

• POINTS AND OUTS

Points are scored only by the serving side. Losing the serve is called a sideout in singles. In doubles, when the first server loses the serve it is called a "hand-out" or "half-out" and when the second server loses the serve it is then a sideout.

• 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. If each side wins one game, a tiebreaker game is played to 11 points. It is NOT required that a player "win by two" points.

II. COURTS & EQUIPMENT

• COURT SPECIFICATIONS

The four-wall racquetball court is 20 feet wide, 40 feet long and 20 feet high, with a back wall at least 12 feet high. Courts are marked with 1 1/2 inch wide lines (short line, service line, drive serve lines, and receiving line) that indicate the service zone, service boxes, and receiving zone.

• RACQUET SPECIFICATIONS

The racquet, including bumper guard and handle, may not exceed 22 inches in length. The frame may be any material judged to be safe, with a thong that securely attaches it to the player's wrist, and string that does not mark the ball.

• APPAREL

In sanctioned tournament play, lensed eyewear designed for racquetball (which meets or exceeds ASTM F803 or Canadian [CSA] impact standards) is **REQUIRED**. Players who require corrective eyewear also must also adhere to this rule. Protective eyewear must be worn as designed and may not be altered. Shoes must not mark or damage the floor. Approved eyewear must be worn and wrist thongs must be used during warm-up.

III. PLAY REGULATIONS

• SERVE

In tournament play, the player or team winning the coin toss has the option to either serve or receive at 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 one and two will have the option to serve or receive first at 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. In everyday play, the "lag" or courtesy "you serve" will determine the first server.

- **START**

The serve is started from any place within the service zone, with the exception of certain drive serves (see "Drive Service Zones" below). Stepping on, but not over, the lines is permitted. The server may not step over the short line until the ball passes the short line.

- **MANNER**

The player begins the service motion with any continuous movement which results in the ball being served. The ball must be bounced and hit before it bounces a second time.

- **DRIVE SERVICE ZONES**

The drive serve lines are three feet from each side wall in the service box. The player may drive serve between the body and the nearest side wall only if the player starts and remains outside of the 3-foot drive service zone, and the racquet does not break the plane of the zone while making contact with the ball. The drive serve zones aren't observed for crosscourt drive serves, the hard-Z, soft-Z, lob or half-lob serves.

- **SERVE IN DOUBLES**

At the beginning of each doubles game, when the first server is out, the team is out. Thereafter, both players on each team serve until the team receives a handout and a sideout. On each serve, the server's partner must stand erect with their back to the side wall and both feet on the floor within the service box until the served ball passes the short line.

- **DEFECTIVE SERVES**

There are three types of defective serves: 1) a dead-ball serve which results in no penalty and the server is given another serve (like a wet spot or broken ball), 2) any fault serve (foot fault, short, long, screen, three-wall, etc.), and 3) an out serve which results in an out (double fault, server hits self with serve, etc.)

- **RETURNS**

Once a "good serve" puts the ball into play, the receiver may not enter the marked safety zone until the ball bounces or crosses the plane of the dashed receiving line – particularly in making an on-the-fly return attempt. After "legal" contact with the ball (after the bounce, or behind the line), the receiver's follow-through may carry the racquet or the body past the receiving line. Failure to return a serve results in a point for the server.

- **SIDEOUT**

A server continues to serve until an out serve, OR two consecutive fault serves, OR one player hits partner with an attempted return (in doubles), OR a player or team loses a rally, OR a player or team commits an avoidable hinder. In singles, retiring the server is a sideout. In doubles, the side is retired when both partners have lost service.

- **RALLIES**

Play initiated after the successful return of serve is called the rally. Play stops when: the ball is carried (resting on the racquet long enough that the effect is more of a sling or throw than a hit); the ball caroms off a player's racquet (or rebounds from any court surface) into a gallery or wall opening; a ball obviously doesn't have the velocity or direction to hit the front wall and strikes another player; an avoidable hinder occurs. The ball remains in play until it touches the floor a second time regardless of how many walls it makes contact with—including the front wall. 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. 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.

- **HINDERS**

There are two types of hinders, 1) a dead-ball hinder which is replayed without penalty (court hinders, body contact, safety holdup, screens, etc.) and 2) avoidable which result in the loss of rally by the offender (these are not necessarily intentional, but clearly take away an offensive shot from your opponent, like blocking, making distracting noise, or playing so close as to be hit by the back swing, etc.). If your court position or manner takes away an offensive shot from your opponent, the right thing to do is call an avoidable hinder on yourself.

Come join us at Apollo Athletic Club, book your court today. 604-504-7560