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**AUSTRALIAN RACQUETBALL**  
**RULES FOR DOUBLES**

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**AS AT 1 FEBRUARY 2019**

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## AUSTRALIAN RACQUETBALL DOUBLES RULES FOR 2019

The Doubles Rules for 2019 have been reviewed by Australian Racquetball's National Rules Committee, following proposals received from the racquetball community.

### Rule Changes for Doubles Racquetball

#### Rule 4 The Warm Up

Rule 4.1 to now read – At the start of the match the team's go on court separately to warm up for a maximum of **2 minutes**. After **2 minutes** the other team does their warm up on court for 2 minutes.

#### Rule 8 Interference

Rule 8.1.3 - Now to read – the freedom to strike the ball to any part of the front wall, rather than the entire front wall.

#### Rule 8.8 Racquet Swing

**A new Rule 8.8.3** - where there has been no actual contact and the swing has been held by the striker for fear of hitting the opponent, the provisions of 8.6 apply.

Rule 8.10 – Now reads: Freedom to strike the ball to any part of the front wall. (Change from entire front wall).

The Rules are followed by a set of Appendices which include Guidelines on Rules Interpretations for players and referees. The Guidelines are to be read in conjunction with the Rules.

I would like to pay special thanks to my fellow members of the Australian Racquetball National Rules Committee, who brought a wealth of knowledge to the review and have greatly assisted in this review of the Rules. I sincerely thank them for their time, ideas, patience and reviews of draft documents.

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# **RACQUETBALL -DOUBLES RULES**

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## **RACQUETBALL - DOUBLES RULES**

The definition of words in italics may be found in Appendix 1.

### **INTRODUCTION**

Racquetball is played in a confined space. Two principles are essential for orderly play:

**Safety:** Players must always place safety first and not take any action that could endanger the opponent.

**Fair play:** Players must respect the rights of the opponent and play with honesty.

### **1 THE GAME**

- 1.1.** Doubles Racquetball is played in a court between four players in teams of two, each holding a racquet, with a safety strap attached to the racquet and secured around the wrist, to strike the ball. The court, ball and racquet must meet the specifications (see Appendix 4).
- 1.2** Each rally starts with a serve, and the players then return the ball alternatively until the rally ends (see Rule 6: The Play).
- 1.3** Play must be continuous as far as practical.

### **2 SCORING**

- 2.1** The winner of a rally scores 1 point and serves to begin the next rally.
- 2.2** Each game is played to 21 points, except that if the score reaches 20-all, the game continues until one team reaches 22 points. When the combined total of points for the 2 teams in the third game reaches 15 points both teams shall finally change servers.
- 2.3** A match is normally the best of 3 games.
- 2.4** Games and Matches may be altered in format as decided by the Match & Pennant, or Tournament, or Competition Committees, to suit their own particular requirements.

### **3 OFFICIALS**

- 3.1** A match should normally be officiated by a Marker and a Referee, both of whom must keep a record of the score and who is serving.

- 3.2** If there is only one Official, that Official is both Marker and the referee. A player may *appeal* any call or lack of call made by that Official as the Marker to that same Official as the Referee.
- 3.3** The correct position for the Officials is seated at the centre of the back wall, as close to that wall as possible and just above the out-line.
- 3.4** When addressing players, Officials must use the family name, where possible.
- 3.5 The Marker:**
- 3.5.1 must announce the match, introduce each game, and announce the result of each game and the match (see Appendix 2);
  - 3.5.2 must call "*fault*", "*down*", "*out*", "*not up*" or "*stop*", as appropriate;
  - 3.5.3 must make no call, if unsure about a serve or return;
  - 3.5.4 must call the score without delay at the end of a rally, with the server's score first, preceded by "*hand out*" when there is a change of server;
  - 3.5.5 must repeat the Referee's decision after a player's request for a let, and then call the score;
  - 3.5.6 must wait for the Referee's decision after a player's *appeal* against a Marker's call or lack of a call, and then call the score;
  - 3.5.7 must call "Game Ball" when a team needs 1 point to win a game, "Match Ball" when a player needs 1 point to win the Match.
- 3.6 The Referee**
- 3.6.1 must postpone the match if the court is not satisfactory for play; or suspend play if the match is already in progress, and when the match resumes later, allow the score to stand;
  - 3.6.2 must allow a let if through no fault of either team a change of court conditions affect a rally;
  - 3.6.3 may award the match to a player whose opponents are not on court ready to play within the time stated in the competition rules;
  - 3.6.4 must rule on all matters, including all requests for a let and all *appeals* against a Marker's call or lack of call;
  - 3.6.5 must rule immediately if disagreeing with the Marker's call or lack of call, stopping play immediately;
  - 3.6.6 must correct the score immediately if the Marker announces the score incorrectly, stopping play if necessary;
  - 3.6.7 must enforce all the Rules relating to time, announcing "15 seconds", "Half Time" and "Time", as appropriate;  
**Note:** It is the team's responsibility to be close enough to hear these announcements.
  - 3.6.8 must make the appropriate decision if the ball hits any player (see Rule 9: Ball Hitting A Player);

- 3.6.9 may allow a let if unable to decide an *appeal* against a Marker's call or lack of call;
- 3.6.10 must ask the player for clarification if uncertain about the reason for a request for a let or an *appeal*;
- 3.6.11 may give an explanation for a decision;
- 3.6.12 must announce all decisions in a voice loud enough to be heard by the players, the Marker and the spectators;
- 3.6.13 must apply Rule 15 (Conduct) if a player's conduct is unacceptable;
- 3.6.14 must suspend play if the behaviour of any person, other than a player, is disruptive or offensive, until the behaviour has ceased, or until the offending person has left the court area.

## **4 THE WARM-UP**

- 4.1** At the start of a match the team's go on court separately to warm up the ball for a maximum of 2 minutes. After 2 minutes the other team does their warm up on court for 2 minutes.
- 4.2** The team who wins the spin of the racquet decides which team warms up first.

## **5 THE SERVE**

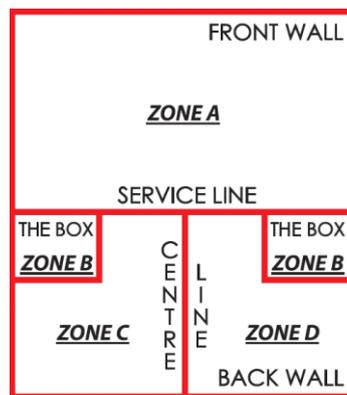
- 5.1**
  - 5.1.1 The team who wins the spin of the racquet serves first.
  - 5.1.2 Choice of server; at the beginning of the first game, the serving team shall decide which of them is to serve, thereafter alternating with their partner at the beginning of each game. When the combined total of points for the two teams in the third game reaches 15 points both teams shall change servers. At the commencement of service the server shall elect to serve either to receiving zone C or D, which includes their respective zones B. Thereafter the server shall serve alternately to zones D or C in succession whilst that team holds service.
  - 5.1.3 Server's Position;  
The server shall stand with both feet entirely in front of the "service line" (zone A).
  - 5.1.4 Server's Partner's Position; the server's partner shall stand with both feet entirely within the "box" (zone B), on the opposite side to the receiver, until the server strikes the ball.
  - 5.1.5 Receivers' Positions;  
It is the responsibility of the receivers to nominate who shall receive from ZONE C and who shall receive from ZONE D prior to the server nominating to which zone he/she shall serve. The receivers must continue to receive service from their selected zones whilst the serving team is the server in

an unbroken succession (i.e. until there is a change of service). When service is broken, the receivers may elect to change zones.

5.1.6 Only the intended receiver may return service.

**NOTE:** *The receiver and the receiver's partner may stand anywhere behind the "service line", except in the server's partner's zone B, (provided that their position does not infringe Rule 8 - Interference), until the ball has been struck by the server.*

## 5.2 THE COURT AND ITS ZONES:



5.2 If a rally ends in a let, the server must serve again.

5.3 After the Marker has called the score, all players must resume play without unnecessary delay. However, the server must not serve before the receiver is ready.

5.4 A serve is good, if:

5.4.1 The ball shall be bounced once only on the floor in front of the "service line" and struck with an underarm action. It shall be served directly onto the front wall above the "tin" so that on its return, unless volleyed, it reaches the floor behind the "service line", into the designated zone, either with or without touching the side wall and before touching the back wall, including the junction of the back wall and the floor ("the nick").

Should a player, having dropped the ball, make no attempt to strike it, it may be dropped again for that service.

**NOTE:** *A player with the use of only one arm may utilize the racquet to drop the ball before striking it.*

5.4.2 At the time of striking the ball the server has both feet entirely in front of the "service line".

5.4.3 If the server serves a fault they shall serve again. If the repeated serve is again a fault the server loses the point. The receiver cannot play a fault.

- 5.4.4 The server must not serve until the score has been called by the Marker, who must do so without delay. In such an event, the Referee must stop play and instruct the server to wait until the score has been called.
- 5.4.5 The receiving team loses the point if the receiver's partner returns the ball.

## **5.5 SERVICE IS A FAULT**

- 5.5.1 If the server serves to the incorrect receiving zone.
- 5.5.2 If, at the time of the server striking the ball, both of the server's partner's feet are not entirely within the appropriate zone B "box", called a "foot fault".
- 5.5.3 If the server's partner serves the ball.
- 5.5.4 "Three wall serve". If the ball, before being struck by the receiver, touches both side walls on the full.

## **6 THE PLAY**

- 6.1** If the serve is good, play continues as long as each return is good. or until a player requests a let or makes an *appeal*, or one of the Officials makes a call, or the ball hits either player or their clothing or the non-striker's racquet.
- 6.2** A return is good if the ball:
  - 6.2.1 is struck *correctly* before it has bounced twice on the floor; and
  - 6.2.2 without hitting either player, or their clothing or racquet, hits the front wall, either directly or after hitting any other wall(s), above the tin and below the out-line, without having first bounced on the floor; and
  - 6.2.3 rebounds from the front wall without touching the tin; and
  - 6.2.4 is not *out*.
- 6.3** The following shots are not permitted in Doubles:-
  - 6.3.1 Striking the ball between the striker's legs, or;
  - 6.3.2 Striking the ball behind the striker's back, or;
  - 6.3.3 Three wall service or return.
  - 6.3.4 Turning as per Rule 8.13

## **7 INTERVALS**

- 7.1** A maximum of 90 seconds is permitted between the end of the warm-up and the start of play, and between each game.
- 7.2** Teams must be ready to resume play at the end of any interval, but play may resume earlier if both teams agree.

- 7.3** A maximum of 90 seconds is permitted to change damaged equipment. This includes glasses, protective eye-wear or a dislodged contact lens. The player must complete the change as quickly as possible, or Rule 15 (Conduct) must be applied.
- 7.4** Intervals in the case of injury or bleeding are specified in Rule 14 (Injury).
- 7.5** During any interval any player may strike the ball.

## **8 INTERFERENCE**

- 8.1** The players whose turn it is to play the ball are entitled to freedom from interference by the opponents. After the striker has completed a reasonable follow-through, both players on the striker's team must make an effort to clear, so that when the ball rebounds from the front wall both opponents have:
- 8.1.1. unobstructed direct access to the ball; and
  - 8.1.2. the space to make a reasonable swing at the ball; and
  - 8.1.3. the freedom to strike the ball to any part of the front wall.
- 8.2.** Interference occurs when any player does not provide their opponents with all of these requirements.
- 8.2.1. A striker who believes that interference has occurred may stop and request a let, preferably by saying "Let, please." That request must be made without undue delay.
  - 8.2.2. Only the player(s) who encountered interference and whose teams turn it is to play the ball may appeal, except that if both players were attempting to play the ball then both may appeal.

### **Notes:**

- Before accepting any form of request the Referee must be satisfied that a player is actually requesting a let.
  - A request for a let includes a request for a stroke.
  - Normally, only a striker may request a let for interference. However, if a non-striker requests a let for lack of access before the ball has reached the front wall, that request may be considered, even though that player is not yet a striker.
- 8.3.** The Referee, if uncertain about the reason for a request, must ask the player for an explanation.
- 8.4.** The Referee may allow a let or award a stroke without a request having been made, stopping play if necessary, especially for reasons of safety.
- 8.5.** If the striker strikes the ball and an opponent then requests a let, but then the ball goes down or out, the opponent's team wins the rally.
- 8.6. General**

The following provisions apply to all forms of interference:

- 8.6.1. if there was neither interference nor reasonable fear of injury, no let is allowed;
- 8.6.2. if there was interference but neither striker would have been able to make a good return, no let is allowed;
- 8.6.3. if the striker(s) continued play beyond the interference and then requested a let, no let is allowed;
- 8.6.4. if same-team obstruction occurred, in that the partners themselves solely caused the interference, no let is allowed;
- 8.6.5. if there was interference, but it did not prevent the striker(s) from getting to the ball to make a good return, this is minimal interference and no let is allowed;
- 8.6.6. if the striker(s) would have been able to make a good return but the opponents were not making any effort to avoid the interference, a stroke is awarded to the strikers' team;
- 8.6.7. if there was interference that the opponents were making some effort to avoid and the striker(s) would have been able to make a good return, a let is allowed, unless Rule 8.10 applies;
- 8.6.8. if there was interference and the striker(s) would have made a winning return, a stroke is awarded to the striker's team;
- 8.6.9. if both partners of the striking team request a let and the Referee's decision would be different for the two requests, the decision giving the greater reward to the striking team stands, e.g. if the Referee's decisions would be stroke for one request and let for the other, the Referee must award a stroke; if the Referee's decisions would be Let for one request and No Let for the other, the Referee must allow a Let. In addition to Rule 8.6, the following provisions apply to specific situations.

## **8.7. Direct Access**

If one of the strikers requests a let for lack of direct access to the ball, then:

- 8.7.1. if there was interference but neither striker made every effort to get to and play the ball, no let is allowed;

Note: Every effort to get to and play the ball should not include contact with an opponent. If any contact that could have been avoided is made, Rule 15 (Conduct) must be applied.

- 8.7.2. if the striker(s) had direct access but instead took an indirect path to the ball and then requested a let for interference, no let is allowed, unless Rule 8.7.3 applies;
- 8.7.3. if a striker was wrong-footed, but showed the ability to recover and make a good return, and then encountered interference, a let is allowed.

## **8.8. Racket Swing**

A reasonable swing comprises a reasonable backswing, a strike at the ball and a reasonable follow-through. A striker's backswing and follow-through are reasonable as long as they do not extend more than is necessary. If the striker requests a let for interference to the swing, then:

- 8.8.1. if the opponent was making some effort to avoid the interference a let is allowed;
- 8.8.2. if the opponent was making no effort to avoid the interference, a stroke is awarded to the striker's team.
- 8.8.3 where there has been no actual contact and the swing has been held by the striker for fear of hitting the opponent, the provisions of 8.6 apply.

## **8.9. Excessive Swing**

- 8.9.1. If either striker caused the interference by using an excessive swing, no let is allowed.
- 8.9.2. If there was interference but the striker exaggerated the swing in attempting to earn a stroke, a let is allowed.
- 8.9.3. A striker's excessive swing can contribute to interference for an opponent when it becomes the latter's turn to play the ball, in which case the opponent may request a let.

## **8.10. Freedom to strike the ball to any part of the front wall**

If a striker refrains from striking the ball because of front-wall interference, and requests a let, then:

- 8.10.1. If the previous striker has hit the ball too close to himself/herself and has not made a reasonable effort to avoid the interference, a stroke is awarded to the striker's team;
- 8.10.2. If the previous striker has hit the ball too close to his/her partner and the partner has made no effort to avoid the interference, a stroke is awarded to the striker's team;
- 8.10.3. If the previous striker and his/her partner have made the required amount of effort to avoid the interference, a let is allowed;
- 8.10.4. If the ball would first have hit a non-striker and then a side wall before reaching the front wall, a let is allowed; or
- 8.10.5. If the ball would first have hit a side-wall and then a non-striker before reaching the front wall, a let is allowed.

## **8.12 Further Attempt**

If the striker requests a let for interference while making a further attempt to strike the ball, and could have made a good return, then:

- 8.12.1 if the non-striker had no time to avoid the interference, a let is allowed.

### 8.13 Turning

Turning is the action of the player who strikes, or is in a position to strike the ball to the right of the body after the ball has passed behind it to the left or vice versa. The player follows the ball around by rotating the body to strike the ball.

### 8.14 Virtual Turning

This is permitted in doubles in that the player allows the ball to pass from one side of the body to the other side but without rotating the body to follow the ball.

Should a player Virtual Turn and hit an opponent then the striker loses the point irrespective if the ball was heading directly to the front wall or not. The only exception would be if a non-striker deliberately intercepts the ball. In this case the point is awarded to the striker. If any danger a striker should refrain from hitting the ball and request a let. If the return would have been good then a Let should be allowed.

## 9 BALL HITTING A PLAYER

**9.1** If the ball, on its way **to the front wall**, hits a non-striker or a non-striker's racket or clothing, play must stop; then:

9.1.1 if the return would not have been good, the non-striker wins the rally;

9.1.2 if the return was going directly to the front wall, and if the striker was making a first *attempt* without having *turned*, a stroke is awarded to the striker;

9.1.3 if the ball had hit or would have hit any other wall before the front wall and the striker had not *turned*, a let is allowed, unless the return would have been a *winning return*, in which case a stroke is awarded to the striker;

9.1.4 if the striker had not *turned* but was making a *further attempt*, a let is allowed;

**9.2** If the ball on its return **from the front wall**, hits a player before bouncing twice on the floor, play must stop; then:

9.2.1 if the ball hits a **non-striker**, or a non-striker's racket, before the striker has made an *attempt* to strike the ball and no interference has occurred, the striker wins the rally, unless the striker's position has caused the non-striker to be hit, in which case a let is allowed.

9.2.2 if the ball hits a non-striker, or a non-striker's racket, after the striker has made one or more attempts to strike the ball, a let is allowed, providing

the striker could have made a good return. Otherwise, the non-striker wins the rally.

9.2.3 if the ball hits **the striker** and there is no interference, the non-striker wins the rally. If interference has occurred, Rule 8 (Interference) applies.

**9.3** If the striker hits a non-striker with the ball, the Referee must consider if the action was dangerous and rule accordingly.

## **10 APPEALS**

**10.1** Either player may stop play during the rally and appeal against any lack of call by the Marker by saying "Appeal, please."

**10.2** The loser of a rally may appeal against any call or lack of a call by the Marker by saying "Appeal, please."

**10.3** if the referee is uncertain which return is being appealed, the Referee must ask for clarification. If there is more than one appeal, the Referee must consider each one.

**10.4** After the ball has been served, no player may appeal anything that occurred before that serve, with the exception of a broken ball.

**10.5** At the end of a game any appeal regarding the last rally must be immediate.

**10.6** In response to an appeal against a Marker's call or lack of call the Referee must:

10.6.1 if the Marker's call or lack of call was correct, allow the result of the rally to stand; or

10.6.2 if the Marker's call was incorrect, allow a let, unless the Marker's call interrupted a *winning return* by any player, in which case award the rally to that player; or

10.6.3 if the Marker made no call on a second serve or return that was not good, award the rally to the other team; or

10.6.4 if the Referee was uncertain whether the serve was good, allow a let; or

10.6.5 if the Referee was uncertain whether the return was good, allow a let, unless the Marker's call interrupted a *winning return* by the other team, in which case award the rally to that team.

**10.7** In all cases the Referee's decision is final.

## **11 THE BALL**

**11.1** If the ball breaks during a rally, a let is allowed for that rally.

**11.2** If a team stops play to *appeal* that the ball is broken, and it is found that the ball is not broken, that team loses the rally.

- 11.3** If the receiver, before *attempting* to return serve, appeals that the ball is broken, and the ball is found to be broken, the Referee, if uncertain when it broke must allow a let for the previous rally.
- 11.4** Any player who wishes to appeal at the end of a game that the ball is broken must do so immediately and before leaving the court.
- 11.5** The ball must be changed if both teams agree or if the Referee agrees with one team's request.
- 11.6** If a ball has been replaced, or if the teams resume the match after a delay, the teams may warm up the ball. Play resumes when both teams agree or at the discretion of the Referee, whichever is sooner.
- 11.7** The ball must remain in the court at all times, unless the Referee permits its removal.
- 11.8** If the ball becomes wedged in any part of the court, a let is allowed.
- 11.9** A let may be allowed if the ball touches any article in the court.
- 11.10** No let is allowed for any unusual bounce.
- 11.11** If an otherwise good return has been made but the ball goes *out* on the first bounce a Let is allowed.

## **12 DISTRACTION**

- 12.1** Either team may request a let because of distraction, but must do so immediately.
- 12.2** If the distraction was caused by one of the players, then:
  - 12.2.1 if **accidental**, a let is allowed, unless a player's *winning return* was interrupted, in which case the rally is awarded to that player's team;
  - 12.2.2 if **deliberate**, Rule 15 (Conduct) must be applied.
- 12.3** If the distraction was not caused by one of the players, a let is allowed, unless a player's *winning return* was interrupted, in which case the rally is awarded to that player's team.
- 12.4** At some events crowd reactions during play may occur. To encourage spectator enjoyment, Rule 12.3 may be suspended, and if sudden crowd noise occurs, players will be expected to continue play and Referees will not ask spectators to be quiet. However, a player who stops play and requests a let because of a loud or isolated noise from off the court may be allowed a let for distraction.

## **13 FALLEN OBJECT**

- 13.1** A player who drops a racket may pick it up and play on, unless the ball touches the racket, or distraction occurs, or the Referee applies a Conduct Penalty.
- 13.2** A striker who drops the racket because of interference may request a let.

- 13.3** A non-striker who drops the racket because of contact during the striker's effort to reach a ball may request a let, and Rule 12 (Distraction) applies.
- 13.4** If any object, other than a player's racket, falls to the floor during a rally, play must stop; then:
- 13.4.1 if the object fell from a player without any contact with the opponent, the opponent's team wins the rally;
  - 13.4.2 if the object fell from a player because of contact with the opponent, a let is allowed, unless the striker has struck a winning return, or requests a let for interference, in which case Rule 8 (Interference) is applied;
  - 13.4.3 if the object falls from a source other than a player, a let is allowed, unless;
  - 13.4.4 the striker's *winning return* was interrupted, in which case the rally is awarded to the striker's team;
  - 13.4.5 if the object was not seen until the rally ended and it had no effect on the outcome of the rally, the result of the rally stands.

## **14 ILLNESS, INJURY AND BLEEDING**

### **14.1 Illness**

- 14.1.1 A player who suffers an illness that involves neither an injury nor bleeding must either continue play immediately, or concede the game in progress and take the 90-second interval between games to recover. This includes conditions such as cramp, nausea, and breathlessness, as well as asthma. Only 1 game may be conceded. The player must then resume play, or his/her team concedes the match.
- 14.1.2 If a player's vomiting or other action causes the court to become unplayable, the match is awarded to the other team.

### **14.2 Injury**

The Referee:

- 14.2.1 if not satisfied that the injury is genuine, must advise the player to decide whether to resume play immediately, or to concede the game in progress and take the 90-second interval between games and then resume play, or concede the match. Only one game may be conceded;
- 14.2.2 if satisfied that the injury is genuine, must advise both teams of the category of the injury and of the time permitted for recovery. Recovery time is permitted only at the time the injury takes place;
- 14.2.3 if satisfied that this is a recurrence of an injury sustained earlier in the match, must advise the player to decide whether to resume play immediately or concede the game in progress and take the 90-second interval between games, or concede the match. Only one game may be conceded.

**Note:** A team who concedes a game retains any points already scored.

### **14.3 Categories of injury:**

**14.3.1 Self-inflicted:** where the injury is the result of the player's own action.

This includes a muscle tear or sprain, or a bruise resulting from a collision with a wall or falling over.

A player injured by contact with the partner or the partner's return or racket is considered to have suffered a self-inflicted injury.

The player is permitted 3 minutes to recover and, if not then ready to resume play, must concede that game and take the 90-second interval between games for further recovery. Only 1 game may be conceded. The player must then resume play or concede the match.

**14.3.2 Contributed:** where the injury is the result of accidental action by an opponent.

The injured player is permitted 15 minutes to recover. This may be extended by a further 15 minutes at the discretion of the Referee. If the player is then unable to continue, the match is awarded to the opposing team.

The score at the conclusion of the rally in which the injury occurred, stands.

**14.3.3 Opponent-inflicted:** where the injury is caused solely by an opponent.

**14.3.3.1** Where the injury is **accidentally** caused by an opponent, Rule 15 (Conduct) must be applied. The injured player is permitted 15 minutes to recover. If the player is then unable to resume play, the match is awarded to the injured player's team.

**14.3.3.2** Where the injury is caused by an opponent's **deliberate or dangerous** play or action, if the injured player requires any time for recovery, the match is awarded to the injured player's team. If the injured player is able to continue without delay, Rule 15 (Conduct) must be applied.

### **14.4 Bleeding**

**14.4.1** Whenever bleeding occurs, play must stop and the player must leave the court and attend to the bleeding promptly. Reasonable time for treatment is allowed. Play may resume only after the bleeding has stopped and, where possible, the wound has been covered.

**14.4.2** If the bleeding was **accidentally caused** by an opponent, then Rule 15 (Conduct) must be applied.

**14.4.3** If the bleeding is the result of an opponent's **deliberate or dangerous** play or action, the match is awarded to the injured player's team.

**14.4.4** A player who is unable to stop the bleeding within the time permitted must either concede 1 game and take the 90-second interval and then continue play, or concede the match.

**14.4.5** If blood is again visible during play, no further recovery time is permitted, and the player must concede the game in progress and use the 90-second

interval between games for further treatment. If the bleeding has not then stopped, the player must concede the match.

14.4.6 The court must be cleaned and bloodstained clothing replaced.

**14.5** An injured player may resume play before the end of any permitted recovery period. Both teams must be given reasonable time to prepare to resume play.

**14.6** It is always the injured player's decision whether or not to resume play.

## **15 CONDUCT**

**15.1** Players must comply with any tournament regulations additional to these Rules.

**15.2** Players may not place any object within the court.

**15.3** Players may not leave the court during a game without the permission of the Referee.

**15.4** Players may not request a change of any Official.

**15.5** Players must not behave in a manner that is unfair, dangerous, abusive, offensive, or in any way detrimental to the sport.

**15.6** If a player's conduct is unacceptable, the Referee must penalise the player, stopping play if necessary.

Unacceptable behaviour includes, but is not limited to:

15.6.1 audible or visible obscenity;

15.6.2 verbal, physical or any other form of abuse;

15.6.3 unnecessary physical contact, which includes pushing off an opponent;

15.6.4 dangerous play, including an excessive racket swing;

15.6.5 dissent to an Official;

15.6.6 abuse of equipment or court;

15.6.7 unfair warm-up;

15.6.8 delaying play, including being late back on court;

15.6.9 deliberate distraction;

15.6.10 receiving coaching during play.

**15.7** A player guilty of an offence may be given a Conduct Warning or penalised with a Conduct Stroke, a Conduct Game, or a Conduct Match, depending on the severity of the offence.

**15.8** The Referee may impose more than one warning, stroke or game to a player for a subsequent similar offence, providing any such penalty may not be less severe than the previous penalty for the same offence.

**15.9** A warning or a penalty may be imposed by the Referee at any time, including during the warm-up and following the conclusion of the match.

**15.10** If the Referee:

15.10.1 stops play to issue a Conduct Warning, a let is allowed;

15.10.2 stops play to award a Conduct Stroke, that Conduct Stroke becomes the result of the rally;

- 15.10.3 awards a Conduct Stroke after a rally has finished, the result of the rally stands, and the Conduct Stroke is added to the score;
  - 15.10.4 awards a Conduct Game, that game is the one in progress or the next one if a game is not in progress. In the latter case an additional interval of 90 seconds does not apply;
  - 15.10.5 awards a Conduct Game or a Conduct Match, the offending team retains all points or games already won;
- 15.11** When a Conduct Penalty has been imposed, the Referee must complete any required documentation.

## APPENDIX 1 - DEFINITIONS

APPEAL	A player's request to the Referee to review a Marker's call or lack of a call, or to appeal that the ball is broken.
ATTEMPT	Any forward movement of the racket towards the ball. A fake swing is also an attempt, but racket preparation with only a backswing and no forward movement towards the ball is not an attempt.
BOX, SERVICE-BOX	A square area on each side of the court bounded by the short-line, a side wall and by 2 other lines.
CORRECTLY STRUCK	When the ball is struck with the racket, held in the hand, not more than once, and without prolonged contact on the racket.
DOWN	A return that hits the tin or the floor before reaching the front wall, or hits the front wall and then the tin.
FAIR VIEW	Enough time to view the ball and prepare to strike it as it returns from the front wall.
FAULT	A serve that is not good.
FURTHER ATTEMPT	A subsequent attempt by the striker to serve or return a ball that is still in play, after having already made one or more attempts.
GAME	A part of a match. A team must win 3 games to win a best of 5-game match and 2 games to win a best of 3-game match.
GOOD RETURN	A return that is struck correctly and that travels to the front wall either directly or after hitting another wall or walls without going out, and that hits the front wall above the tin and below the out-line.
HAND OUT	A change of server.
LET	The result of a rally that neither team wins. The server serves again.
MATCH	The complete contest, including the warm-up.
NOT UP	A return that: a player does not strike correctly; or bounces more than once on the floor before being struck; or touches the striker or the striker's clothing.
OUT	A return that: hits the wall on or above the out-line; or hits any fixture above the out-line; or hits the top edge of any wall of the court; or passes over a wall and out of the court; or passes through any fixture.
QUARTER-COURT	One of two equal parts of the court bounded by the short-line, a side wall, the back wall and the half-court line.
RALLY	A good serve followed by one or more alternate returns until one player fails to make a good return.
SERVICE-BOX	See BOX, SERVICE-BOX.
STRIKER	A player is the striker from the moment the opponent's return rebounds from the front wall until the player's return hits the front wall.

TIN	The area of the front wall covering the full width of the court and extending from the floor up to and including the lowest horizontal line.
TURNING	The action of the striker who strikes, or is in a position to strike, the ball to the right of the body after the ball has passed behind it to the left or vice versa, whether the striker physically turns or not. <b>Note:</b> Shaping (preparing) to play the ball on one side and then bringing the racket across the body to strike the ball on the other side is neither turning nor making a further attempt.
UNDERARM ACTION	The act of striking the ball when serving the arm cannot be elevated above the horizontal position from the body. If this occurs then the result of the serve is a "Fault".
WINNING RETURN	A good return that an opponent could not reach.
WRONG-FOOTED	The situation when a player, anticipating the path of the ball, moves in one direction, while the striker strikes the ball in another direction.

## APPENDIX 2 - OFFICIALS' CALLS

### 2.1 MARKER

DOWN	To indicate that a player's return hit the tin, or the floor before reaching the front wall, or hit the front wall and then the tin.
FAULT	To indicate that a serve was not good.
HAND OUT	To indicate a change of server.
NOT UP	To indicate that a return: was not struck correctly; or bounced more than once on the floor before being struck; or touched the striker or the striker's clothing.
OUT	To indicate that a return: hit the wall on or above the out-line; or hit any fixture above the out-line; or hit the top edge of any wall of the court or passed over a wall and out of the court; or passed through any fixture.
20-ALL:	FIRST TEAM TO REACH 22 POINTS WINS THE GAME
GAME BALL	To indicate that a team requires one point to win the game.
MATCH BALL	To indicate that a team requires one point to win the match.
YES, LET/ LET	To repeat the Referee's decision that a rally is to be replayed.
STROKE TO (TEAM)	To repeat the Referee's decision to award a stroke to a team.
NO LET	To repeat the Referee's decision that a request for a let is disallowed.

### Examples of Marker's Calls

1. Match introduction:  
"Smith to serve, Jones to receive, best of 3 games, love-all."
2. Order of calls:
  - i) Anything affecting the score (e.g. Stroke to Brown/Smith).
  - ii) The score with the server's score always called first.
  - iii) Comments on the score (e.g. Game ball).
3. Calling the score:  
"Not up. Hand-out, 4-3."  
"Yes let, 3-4."  
"Stroke to Jones/White, 20-19, Game Ball."  
"Fault, hand-out, 8-3."  
"Not up, 20-all: first team to reach 22."  
"20-16, Match Ball."  
"20-15, Match Ball."

4. End of a game:
  - “21-19, game to Brown/Smith. Brown/Smith leads 1 game to love.”
  - “21-14, game to Jones/White. One game all.”
  - “21 – 8, match to Jones/White, 2 games to 1, 19-21, 21-14, 21-8.”
5. Start of successive games:
  - “Brown/Smith leads 1 game to love. Love-all.”
  - “1 game all. Jones/White to serve, love-all.”

## 2.2 REFEREE

FIFTEEN SECONDS	To advise that 15 seconds of a permitted interval remain.
HALF-TIME	To advise that 2 ½ minutes of the warm-up period have passed.
LET / PLAY A LET	To advise that a rally is to be replayed in circumstances where the wording: “Yes, Let” is not appropriate (e.g. when neither team has requested a let).
NO LET	To disallow a let.
STROKE TO (team)	To advise that a stroke is being awarded.
TIME	To indicate that a permitted interval has elapsed.
YES, LET	To allow a let.
CONDUCT WARNING	To advise that a Conduct Warning is being issued, e.g.: “Conduct Warning Smith for delaying play.”
CONDUCT STROKE	To advise that a Conduct Stroke is being awarded, e.g.: “Conduct Smith, Stroke to (other team) for delay of game.”
CONDUCT GAME	To advise that a Conduct Game is being awarded, e.g.: “Conduct Jones, Game to (other team) for abuse of opponent.”
CONDUCT MATCH	To advise that a Conduct Match is being awarded, e.g.: “Conduct Jones, Match to (other team) for dissent to Referee.”

## **APPENDIX 3 - PROTECTIVE EYEWEAR**

Current National Standards for Racket Sport Eye Protection are published by the Canadian Standards Association, the United States ASTM, Standards Australia/New Zealand and British Standards Institution. It is the responsibility of the player to ensure that the quality of the product worn is appropriate for the purpose.

Protective eyewear, meeting any of the above standards (or equivalent), is mandatory for all Juniors, nineteen years or younger, when on court at any time.

The Australian Racquetball Association also strongly recommends the wearing of protective eyewear manufactured to an appropriate National Standard, properly over the eyes at all times during play including the warm-up, whether social, league or tournament, by all players over nineteen years for Doubles Racquetball.

A list of WSF-certified protective eyewear may be found at: <http://www.worldsquash.org/> (See: "Courts and Equipment".)

## **APPENDIX 4 - TECHNICAL SPECIFICATIONS**

### **APPENDIX 4.1**

#### **DESCRIPTION AND DIMENSIONS OF A SINGLES COURT**

##### **DESCRIPTION**

A racquetball court is a rectangular area bounded by 4 walls: the front wall, 2 side walls and the back wall. It has a level floor and a clear height above the court area.

##### **DIMENSIONS**

Length of court between playing surfaces	9750 mm
Width of court between playing surfaces	6400 mm
Diagonal	11665 mm
Height above floor to lower edge of front-wall line	4570 mm
Height above floor to lower edge of back-wall line	2130 mm
Height above floor to lower edge of service-line on front wall	1780 mm
Height above floor to upper edge of tin	480 mm
Distance to nearest edge of short-line from back wall	4260 mm
Internal dimensions of service-boxes	1600 mm
Width of all lines	50 mm
Minimum clear height above the floor of the court	5640 mm

## **NOTES**

1. The side-wall lines connect the front-wall line and the back-wall line.
2. The service-box is a square formed by the short-line, one side wall and two other lines marked on the floor.
3. The length, width and diagonal of the court are measured at a height of 1000 mm above the floor.
4. It is recommended that the front-wall line, side-wall lines, back-wall line and the top 50mm of the tin be shaped so as to deflect any ball that strikes them.
5. The tin must not project from the front wall by more than 45 mm.
6. It is recommended that the door to the court be in the centre of the back wall.
7. The general configuration of a squash court, its dimensions and its markings are illustrated on the diagram at Appendix 4.2.

## **CONSTRUCTION**

A racquetball court may be constructed from various materials providing they have suitable ball rebound characteristics and are safe for play; however, the World Squash Federation (WSF) publishes a Squash Court Specification which contains recommended standards. A National or Regional Governing Body may require that the WSF standards must be met for competitive play



The only exception to this rule will be when a player submits a medical certificate to the Australian Racquetball Association advising of a medical condition which precludes them from wearing a wrist strap, which is subsequently approved by the Australian Racquetball Association.

- c) The Racquet frame may be made of any material, as long as it conforms to the above specifications.

## **CONSTRUCTION**

- a) The head of the racket is defined as that part of the racket containing or surrounding the strung area.
- b) Strings and string ends must be recessed within the racket head or, in cases where such recessing is impractical because of racket material, or design, must be protected by a securely attached bumper strip.
- c) The bumper strip must be made of a flexible material which cannot crease into sharp edges following abrasive contact with the floor or walls.
- d) The bumper strip shall be of a white, colourless or unpigmented material. Where for cosmetic reasons a manufacturer chooses to use a coloured bumper strip, then the manufacturer shall demonstrate that this does not leave a coloured deposit on the walls or floor of the court after contact.
- e) The frame of the racket shall be of a colour and/or material which will not mark the walls or floor following an impact in normal play.
- f) Strings shall be gut, nylon or a substitute material, provided metal is not used.
- g) Only two layers of strings shall be allowed and these shall be alternately interlaced or bonded where they cross and the string pattern shall be generally uniform and form a single plane over the racket head.
- h) Any grommets, string spacers or other devices attached to any part of the racket shall be used solely to limit or prevent wear and tear or vibration and be reasonable in size and placement for such purpose. They shall not be attached to any part of the strings within the hitting area (defined as the area formed by overlapping strings).
- i) There shall be no unstrung areas within the racket construction such that will allow the passage of a sphere greater than 50mm in diameter.
- j) The total racket construction including the head shall be symmetrical about the centre of the racket in a line drawn vertically through the head and shaft and when viewed face on.
- k) All changes to the racket specification will be subject to a notice period of two years before coming into force.

The Australian Racquetball Association shall rule on the question of whether any racket or prototype complies with the above specifications, or is otherwise approved or not approved for play and will issue guidelines to assist in the interpretation of the above.

## **THE BALL**

The specifications for the standard Australian Racquetball ball are:

- a)** It shall be a blue rubber ball.
- b)** It shall be 57 mm (2.25") in diameter and weigh 43.3 - 45.7gms.
- c)** Its rebound is to be 56% - 61%.
- d)** Its "deflection" is to be 28 - 31 mm where "deflection" represents a measure conducted to ascertain compression on impact

## **APPENDIX 5 - COACHING LIMITATIONS**

Coaching is considered to be communication, advice or instruction of any kind and by any means to a player, and during matches is only permitted in the intervals between games.

### **Player Analysis Technology**

Player analysis technology as detailed here may be incorporated into the playing equipment of players if it allows that the equipment specification to continue to be adhered to. Any equipment affixed to the body must fulfil safety and other Rules, as applicable.

Player analysis technology is equipment that may perform any of the following functions with respect to player performance information:

- A     Recording
- B     Storing
- C     Transmission
- D     Analysis
- E     Communication to the player by any kind or means.

Player analysis technology may record and/or store information during a match. Such information may not be accessed by a player during a match.