Racketball Rules Summary – April 2009

1. Racketball equipment
Racketball is played between two players on a squash court using a standard racket each, and a ball approved by the England Squash & Racketball.

2. Scoring
Matches are the best of 3 or 5 games at the option of the competition organizer. Each game is point a rally scoring to 11 (PAR 11). If the score in a game is tied at 10-10, a player must win by 2 clear points.

3. How to win points
Points can be scored by either player. When a player fails to serve or to make a good return, in accordance with the rules, the opponent wins the point. When the Receiver wins a point, they become the Server and add one to their score.

4. Service
a. The right to serve is decided by the spin of a racket or coin. Thereafter the Server continues to serve until they lose the point, the opponent becomes the Server.

b. At the beginning of each game and each hand, the Server has the choice of serving from either service box and shall thereafter alternate for as long as they score points and remains the Server.

c. The ball, before being struck, shall be dropped or thrown on to the floor, without touching the wall; it must be served direct on to the front wall between the tin and the out of court line, so that on its return, unless volleyed, it falls to the floor within the back quarter of the court opposite to the Server's box.

d. A service is a fault:
> (i) If at the time of striking the ball the Server fails to have at least one foot in contact with the floor within the service box, and no part of that foot touching the line surrounding the service box (called a foot-fault).
> (ii) If the ball touches the back wall before touching the floor. It may touch the side wall before touching the floor. *A ball which strikes the back wall and floor simultaneously is a good service.* (iii) If the ball first touches the floor on or outside the short or half court lines delimiting the back quarter of the court required in Rule 4(c).
> (iv) If it is not bounced on the floor before serving

5. Play
After a good service has been delivered, the players return the ball alternately until one or other fails to make a good return, or the ball otherwise ceases to be in play, in accordance with the rules.
NB: If any part of the ball touches the out of court lines or the tin, the ball is deemed out. Similarly, if the ball bounces on the short line from a service, the serve is deemed a fault.

6. A Good Return
A return is good if the ball, before it has bounced twice upon the floor, is returned by the striker on to the front wall above the tin, without touching the floor or any part of the striker's body or clothing, provided the ball is not hit twice or out.

7. Lets
A Let is an undecided stroke, and the service or rally in respect of which a Let is allowed, shall not count and the Server shall serve again from the same box. A Let shall not cancel a previous first fault which was not taken by the Receiver.
> (a) A let may be allowed:
> (i) If, owing to the position of the striker, the opponent is unable to avoid being touched by the ball before the return is made.
> (ii) If the ball in play touches any article lying in the court.
> (iii) If the striker refrains from hitting the ball owing to a reasonable fear of injuring opponent.
> (iv) If the striker, in the act of playing the ball, touches opponent.
> (v) If the Referee is asked to decide an appeal and is unable to do so.
> (vi) If a player drops the racket, calls out or in any other way distracts the opponent, and the

Referee considers that such occurrence has caused the opponent to lose the stroke.

(b) A Let shall be allowed:
(i) If the Receiver is not ready, and does not attempt to take the service. (ii)
If the ball breaks during play.
(iii) If an otherwise good return has been made, but the ball goes out of court on its first bounce.

8. How strokes (points) can be won
A player wins a stroke:

a) If the server serves a double fault
b) If the opponent fails to make a good return of the ball in play
c) If the ball in play touches the opponent or anything carried or worn by the opponent whilst on the way to the front wall

9. Freedom to play the ball
After playing a ball, a player must make every effort to get out of the opponents way.

(i) A player must make every effort to give the opponent a fair view of the ball, so that it
may be sighted adequately for the purpose of playing it.
(ii) A player must make every effort not to interfere with, or crowd, the opponent in the latter's attempt to get to, or play, the ball.
(iii) A player must make every effort to allow the opponent, as far as the latter's position permits, freedom to play the ball directly to the front wall, or to either side wall to within approximately one metre of the front wall.

10. Warm-Up
Immediately preceding the start of play, a period not exceeding five minutes shall be allowed on court for the purpose of warming-up.

Notes on Racketball rules from Devon SRA and verified by England Squash and Racketball
I have been asked by several members to clarify certain rules and questions, therefore above are the Racketball Rules Summary from the England Squash website.
Devon SRA wishes to keep Racketball as a more social League and not as strict as Squash. Therefore it is quite difficult to enforce some of rules whilst trying to keep it social.

Below are some of the questions and the answers to them.

1. If someone hits the ball to the front wall, the ball then comes back to the player and they jump over the ball, is this a stroke ball to the other player?
   The answer is: YES
2. Intentional blocking of your opponent. It has been mentioned to me that several players are either running across the path of the players shot or running into or blocking the racket swing of their opponent. This at present has been thought of as a LET and players think that even if they block their opponent the call will be a LET.
   The answer is: This is a difficult question to answer. We at present play with the blue ball and because the ball is quite bouncy there is normally enough time to get to the ball even if the other player is in the way.
   The problem arises with the definition of Intentional; everyone will have a different opinion. The best way to overcome this is for the referee to advise the player of intentional blocking and to award a warning. Then if this continues then to award a stroke to the other player!
   See: (9. Freedom to play the ball)
   Please note: Devon SRA wants everyone to enjoy their sport and does not wish for this to become a problem or arguments between teams. As a referee try not to get influenced by either player, but if you see someone intentionally blocking then a WARNING should be given first to the player, then if they persist then a STROKE should be given.
3. Another Intentional problem call is a player searching for LET, i.e. Stroke hunting, playing the player and not the ball.
   The answer is: This is the same answer as above. This is a bit more obvious but will probably cause the same controversy as above.
4. When someone serves the ball and the ball hits the back wall and floor at the same time and then rolls across the floor and the receiver has no chance to get it (Back Wall Nick), is this classed as a good serve or a fault.
   The answer is: If the ball rolls along the floor after hitting the knick then it is deemed a good serve, but if the ball bounces up slightly then this is classed as a fault. **See 4. Service d (ii)**