



---

**AUSTRALIAN RACQUETBALL**

---

**RULES OF THE GAME**

---

**1st January 2013**

---

## 2013 RULE CHANGES FOR AUSTRALIAN RACQUETBALL SINGLES AND DOUBLES

---

The Singles and Doubles Rules for 2009 have been extensively reviewed by the National Racquetball Rules Committee, following a number of proposals received from the racquetball community.

The general format of the previous Rules has been followed, with an increased emphasis on player safety.

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.

---

### MAJOR RULE CHANGES

1. **Rule 4 – The Service: Rule 4.3.1 – Additional wording to clarify the number of bounces allowed prior to the server hitting the ball - ..... shall be bounced “once only” on the floor .....**
2. **Rule 4 - The Service: Rule 4.6: An additional note (c) to explain what happens when a let is called when the receiver is not ready to receive serve.**

*The Rule reads as follows:*

*The referee shall allow a let if the receiver is not ready and does not attempt to return the service, subject to Rule 16.4 – Undue Delay, in particular 16.4.1- Unduly slow preparation to serve or receive service*

3. **Rule 7 – Let: The addition of a note as to what happens when the ball goes out, or hits the tin after a let is called.**

**NOTE:** If a player makes an appeal for interference before the result of the opponent's return is known, this is regarded as an early appeal. If a player makes an early appeal and the opponent's return subsequently goes down or out, the Referee shall allow the result of the rally to stand, the player winning the rally.

4. **Rule 9 – Ball Hitting A Player – The Rule completely rewritten, refer 9.1, 9.2 & 9.3 below.**

**NOTE:** *The practice of hitting an opponent with the ball is considered contrary to the conduct of the game and a player should be reprimanded if, in the opinion of the Referee, it was avoidable. A Referee shall not hesitate to apply the penalties under the Rules if this practice is continued.*

**9.1** If the ball, on its way to the front wall, hits the non-striker (including anything worn or carried), 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 struck or would have struck any other wall before the front wall and the striker had not turned, a **let** is allowed;
- 9.1.4** If the striker had not turned and was making a **further attempt**, a **let** is allowed;
- 9.1.5** If the striker has turned before hitting the ball, a stroke is awarded to the non-striker, unless the non-striker made a deliberate movement to intercept the ball, in which case a stroke is awarded to the striker.

**Rule 9.1.5** above is a new rule. Referees decision has changed. If the striker has turned before hitting the ball into the non-striker, the Referee awards a stroke to the non-striker – previously a let.

- 9.2** If the ball, on its return from the front wall, hits a player before bouncing twice on the floor, then:
- 9.2.1** If the ball hits the non-striker (including anything worn or carried), before the striker has made an **attempt** to hit the ball and no interference has occurred, the striker wins the rally. If interference has occurred then, the rule 12 (Interference) applies;
  - 9.2.2** If the ball hits the non-striker ( including anything worn or carried) , after the striker has made one or more **attempts** to hit 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 12 (interference) applies

### **9.3 The following shots ARE ALLOWED in SINGLES**

#### **9.3.1**

- a)** Striking the ball between the striker's legs, or;
- b)** Striking the ball behind the striker's back, or;
- c)** Striking the ball after allowing it to pass behind the striker's body.

**9.3.2** In each of the above cases, if the striker hits the non-striker with the ball, a stroke will be awarded to the non-striker, unless the non-striker made a deliberate movement to intercept the ball, in which case a stroke is awarded to the striker

- 5. Rule 12.1.4 – Freedom to Return the Ball: Deletion of the words –“or either side wall, to within approximately one metre of the side wall”. The non-striker has to allow the striker freedom to hit the ball directly to the front wall.**
- 6. Rule 13 – Let When Allowed: Rule 13.1.2 – The Rule now reads: If the ball in play touches any article lying on the floor, except as identified in Rule 16.5.5 – which states – If a player has already made a clear winning return when the object falls on the floor of the court, then that player shall win the point.**
- 7. Rule 15.1 - Warm Up: In the case of a player electing to warm up separately, both players now are allowed no more than 2.5 minutes.**
- 8. Rule 16.6 – Injury: In the notes pertaining to Rule 16.6, we have expanded upon notes c) For a self-inflicted injury; d) for a contributed injury; e) for an opponent-inflicted injury.**

*c) For a self-inflicted injury (Rule 16.6.1) the Referee shall allow 3 minutes for the injured player to recover. The Referee shall call “Time” at the end of the 3 minute period after giving a 15 second warning. If the player requests additional recovery time beyond 3 minutes, the Referee shall require the injured player to concede one game, accept the 90 second time interval between games and then resume play or concede the match. If the injured player has not returned to the court when “Time” is called, the Referee shall award the match to the opponent.*

*d) For a contributed injury (Rule 16.6.2) the Referee shall allow one hour for the injured player to recover and such additional time as the time-schedule of the competition permits. The referee shall call “Time” at the end of any recovery time allowed. The injured player must, by the end of this period, resume play or concede the match. If the injured*

*player resumes play, the score at the conclusion of the rally in which the injury occurred shall stand.*

*e) For an opponent-inflicted injury (Rule 16.6.3) the Referee shall apply Rule 17 and if the injured player requires time to recover, the Referee shall award the match to the injured player*

**9. Appendix 2 – Definition of Turning – This now reads as follows:**

**If the striker has either followed the ball around, or allowed it to pass around him or her, in either case striking the ball to the right of the body after the ball had passed to the left or vice versa, then the striker has turned.**

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

**The National Rules Committee members are:**

- **Gavin Murphy (Chair)                      Victoria**
- **Sam Abishara                                      South Australia**
- **Murray Ashcroft                                New South Wales**
- **Marilyn Inia                                        Queensland**
- **David Maher                                        Victoria/ESRA**
- **Chris Fuhrmeister                                Victoria**
- **Shane Skidmore                                    Victoria**

**Paul Vear**

## **Table of Contents**

*NB: Ctrl + Click will take you to the selected report*

1	THE GAME - HOW PLAYED.....	6
2	THE SCORE .....	6
3	POINTS, HOW SCORED.....	6
4	THE SERVICE.....	7
5	THE PLAY .....	10
6	GOOD RETURN .....	10
7	LET.....	10
8	POINTS – HOW WON: .....	11
9	BALL HITTING A PLAYER.....	11
10	FURTHER ATTEMPTS TO HIT THE BALL.....	12
11	APPEALS.....	12
12	INTERFERENCE.....	14
13.	LET, WHEN ALLOWED:.....	16
14	BROKEN / SUBSTITUTED BALL .....	17
15	WARM UP .....	17
16	CONTINUITY OF PLAY - INCLUDING INJURY.....	18
17	CONDUCT ON COURT .....	20
18	CONTROL OF A MATCH.....	21
19	DUTIES OF A MARKER.....	21
20	DUTIES OF A REFEREE .....	22
	APPENDIX 1.....	23
	APPENDIX 2.....	31
	APPENDIX 3.....	35
	APPENDIX 4.....	36
	APPENDIX 5.....	37
	APPENDIX 6.....	38

### **RULES OF THE GAME OF AUSTRALIAN RACQUETBALL**

#### **DEFINITIONS:**

The use of the word “**shall**” in the rules indicates compulsion and the lack of any alternative. The word “**must**” indicates a required course of action, with considerations to be taken into account if the action is not carried out. The word “**may**” indicates the option of carrying out the action.

## **1 THE GAME - HOW PLAYED**

### **(a) SINGLES**

The game of Singles Racquetball is played between two players, each using a standard racquet, with a safety strap secured around the wrist, with a standard ball, in a court constructed to Australian Racquetball standard dimensions.

### **(b) DOUBLES**

The game of Doubles Racquetball is the same as Singles Racquetball, except that the doubles game is between four players, divided into two teams of two players each.

## **2 THE SCORE**

A match shall consist of the best of three games. Each game is to 21 points, in that the player who scores 21 points wins the game except that, on the score being called 20 all, the player who scores 2 more points wins the game.

**NOTE:** *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 POINTS, HOW SCORED**

After service each completed rally results in a point being scored by the winner of that rally.

## **4 THE SERVICE**

### **a) Singles:**

**4.1** The right to serve first is decided by the spin of a racquet or the toss of a coin, or a call by the marker. The server continues to serve until the opponent wins a rally, whereupon the opponent becomes the server. This procedure continues throughout the match. At the commencement of the second and third games, the winner of the previous game serves first.

**4.2** The server stands with both feet entirely in front of the "service line", the receiver with both feet behind the "service line."

### **4.3 Good service**

**4.3.1** For the service to be good - there must be no "foot fault" and the ball, before being struck, 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". 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 utilise the racquet to drop the ball before striking it.*

**4.3.2** A service is good when it is not a "fault" (Rule 4.4) or does not result in the server losing his service (Rule 4.5).

### **4.4 A service is a "fault"**

**4.4.1** If at the time of striking the ball the server fails to have both feet entirely in front of the "service line" (called a "foot fault") – see 4.5.7 below.

**4.4.2** If the bounce of the ball on the floor by the server is on or behind the "service line."

**4.4.3** If the first bounce of the ball on the floor, after it has struck the front wall on the serve, is on or in front of the "service line".

**4.4.4** If the ball, after being struck by the server, either with or without touching the side wall, touches the back wall on the full, including the junction of the back wall and the floor ("the nick").

**4.4.5** If the server serves one "fault", they shall serve again. The receiver cannot play a second service "fault".

### **4.5 The server loses the service**

**4.5.1** If two consecutive "faults" are served.

**4.5.2** If the ball touches the walls, ceiling, or any object suspended from the walls or ceiling before being struck by the server.

**4.5.3** If the server makes one or more attempts to strike the ball, but fails to do so.

**4.5.4** If in the opinion of the referee, the ball is not "correctly struck". (See Appendix 2 - Definitions)

**4.5.5** If the ball is served onto or below the “tin” (including the “fault line” forming part of the “tin”), or onto or above the “out of court line” or against any part of the court before touching the front wall.

**4.5.6** If the ball, before it has bounced more than once on the floor, or before it has been struck at by the receiver, touches the server or anything worn or carried by the server, whether the service was otherwise good or a “fault”.

**4.5.7** If at the time of striking the ball the server fails to have both feet entirely in front of the “service line” (a foot fault) and any of 4.5.2 to 4.5.6 above apply.

**4.6** The server shall not serve until the marker has completed calling the score.

**NOTE:**

- a) *The marker must not delay play by delaying the call of the score. However, if the server serves or attempts to serve prior to the calling of the score, the Referee shall stop play and require the server to wait until the call has been completed.*
- b) *A serve shall **NOT** be treated differently to any other stroke during a rally, with respect to “lets and penalties” as provided in accordance with the rules.*
- c) *The referee shall allow a let if the receiver is not ready and does not attempt to return the service, subject to Rule 16.4 – Undue Delay, in particular 16.4.1- Unduly slow preparation to serve or receive service.*

**b) Doubles:**

**4.7 The Service**

**4.7.1** The service for the doubles game of Racquetball includes all the service rules as for the singles game, as well as the following, 4.7.2 to 4.7.6 inclusive.

**4.7.2** 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 2 teams in the third game reaches 15 points both teams shall finally 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.

**4.7.3** Server's Position;

The server shall stand with both feet entirely in front of the “service line” (zone A).

**4.7.4** 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.

**4.7.5** Receivers' Positions;

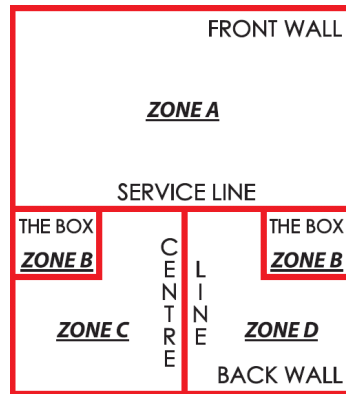
It is the responsibility of the receivers to nominate who shall receive from ZONE C and who shall receive from ZONE D prior to the server nominating to which zone he/she shall serve. The receivers must continue to receive service from their selected zones whilst the serving team is the server in an unbroken succession (i.e. until there is a change of service). When service is broken, the receivers may elect to change zones.

**4.7.6** 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 12 - Interference), until the ball has been struck by the server.

#### 4.8 THE COURT AND ITS ZONES:



#### 4.9 A service is a fault (doubles only);

**4.9.1** As for Singles (rule 4.4 above) plus;

**4.9.2** If the server serves to the incorrect receiving zone.

**4.9.3** 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".

**4.9.4** If the server's partner serves the ball.

**4.9.5** "Three wall serve" If the ball, before being struck by the receiver, touches both side walls on the full.

#### 4.10 The receiving team loses the point;

**4.10.1** As for Singles (rule 4.5 above) plus;

**4.10.2** If the receiver's partner returns the ball.

## 5 THE PLAY

After a good service has been delivered, the players (or doubles partners) shall return the ball alternately until one fails to make a good return, or on a call by the marker or the referee. The ball then ceases to be in play.

## 6 GOOD RETURN

### a) Singles

A return is good if the ball, after rebounding from the front wall on the serve and before it has bounced more than once on the floor, is "correctly struck" by the striker onto the front wall above the "tin" either directly or via sidewall(s) and/or the back wall without first touching the floor or any part of the striker's body or clothing, or the opponent's racquet, body or clothing, and provided the ball is not hit "out of court".

### b) Doubles

As for the singles except that the terms "striker" and "opponent" shall include their respective partner.

**NOTE:** *It shall be considered NOT a good return, if the ball touches the "tin" before or after it hits the front wall, or if the racquet is not in the player's hand at the time the ball is struck, or if the ball is carried for a prolonged time on the racquet. (See Appendix 2 – Definitions "correctly struck").*

## 7 LET

A let is an undecided rally.

**7.1** A rally shall immediately cease on the striker's call of "let please".

**7.2** The service or rally in respect of which a "let" is allowed shall not count and the server shall serve again.

**7.3** A "let" shall not cancel a previous "fault". The marker shall call "one fault" before the second service is made.

**NOTE:** If a player makes an appeal for interference before the result of the opponent's return is known, this is regarded as an early appeal. If a player makes an early appeal and the opponent's return subsequently goes down or out, the Referee shall allow the result of the rally to stand, the player winning the rally.

## 8 POINTS – HOW WON:

A player wins a point;

**8.1** When the player is the receiver and the server loses the service in accordance with rule 4.5.

**8.2** If the opponent fails to make a good return of the ball, unless a let is allowed.

**8.3** If the ball touches an opponent or anything worn or carried when the opponent is the non-striker, except as is otherwise provided by rules 6 (Good Return), 9 (Ball Hitting A Player), 10 (Further Attempts) and 13.1.1 (Striker Obscures Opponent).

**8.4** If a point is awarded to the player by the referee, as provided for in the Rules.

## 9 BALL HITTING A PLAYER

**NOTE:** *The practice of hitting an opponent with the ball is considered contrary to the conduct of the game and a player should be reprimanded if, in the opinion of the Referee, it was avoidable. A Referee shall not hesitate to apply the penalties under the Rules if this practice is continued.*

**9.1** If the ball, on its way to the front wall, hits the non-striker (including anything worn or carried), 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 struck or would have struck any other wall before the front wall and the striker had not turned, a **let** is allowed;

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

**9.1.5** If the striker has turned before hitting the ball, a stroke is awarded to the non-striker, unless the non-striker made a deliberate movement to intercept the ball, in which case a stroke is awarded to the striker.

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

**9.2.1** If the ball hits the non-striker (including anything worn or carried), before the striker has made an **attempt** to hit the ball and no interference has occurred, the striker wins the rally. If interference has occurred then, the rule 12 (Interference) applies;

**9.2.2** If the ball hits the non-striker (including anything worn or carried), after the striker has made one or more **attempts** to hit 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 12 (interference) applies.

### 9.4 The following shots ARE ALLOWED in SINGLES

#### 9.3.1

- f) Striking the ball between the striker's legs, or;
- g) Striking the ball behind the striker's back, or;
- h) Striking the ball after allowing it to pass behind the striker's body.

**9.3.2** In each of the above cases, if the striker hits the non-striker with the ball, a stroke will be awarded to the non-striker, unless the non-striker made a deliberate movement to intercept the ball, in which case a stroke is awarded to the striker.

**9.3.3** The striker, about to enter a situation covered by Rule 9.3.1, chooses not to continue the rally due to the possibility of striking the opponent and in the opinion of the Referee, is able to make a good return, a let shall be allowed.

**NOTE:** When a player has been struck by the ball, as described in Rule 9, the marker shall call "not up".

**9.4** The following shots **ARE NOT PERMITTED** in **DOUBLES**.

**9.4.1** Turning (See Appendix 2 – Definition - Turning), or;

- a) Striking the ball between the striker's legs, or;
- b) Striking the ball behind the striker's back, or;
- c) Three wall service or return.

**9.4.2** In each of these cases the rally shall cease immediately and a point shall be awarded to the receiving side.

**NOTE:** If the striker, about to enter a situation covered by Rule 9.4.1, chooses not to continue the rally and asks for a let due to the possibility of striking the opponent, a point shall be awarded to the receiving side even if, in the opinion of the Referee, the striker is able to make a good return.

## **10 FURTHER ATTEMPTS TO HIT THE BALL**

If the striker strikes at and misses the ball, further attempts may be made. If, after being missed, the ball touches an opponent or anything worn or carried by an opponent, including a racquet, then, if in the opinion of the Referee:

**10.1** The striker could otherwise have made a good return – a let shall be allowed, or

**10.2** The striker could not have made a good return – the opponent shall win the point.

**10.3** If any such further attempt is successful, but the resulting good return is prevented from reaching the front wall by hitting an opponent or anything worn or carried by an opponent, a let shall be allowed in **ALL** circumstances.

**10.4** If any such further attempt would not have resulted in a good return then the opponent shall win the point.

## **11 APPEALS**

**11.1.1** All appeals shall be made to the Referee, prefaced with the words "Appeal Please". Play shall then cease until the referee has made a decision.

**11.1.2** If the Referee is uncertain, a Let shall be allowed, except where provided for in the Note to Referee on Rule 11.3.1 (Marker's Call interrupted a winning return).

**11.1.3** In all cases under Rules 12 (Interference) and 13 (Let when allowed) where a Let or a point is desired, an appeal shall be made to the Referee with the words "Let Please". This appeal shall be immediate and no attempt should be made to strike the ball. Play shall then cease until the Referee has given a decision. Appeals upheld are dealt with in each specific situation below.

**NOTE:**

- a) *An appeal with respect to an infringement of the Rules shall be considered as "immediate" if, in the opinion of the Referee, the player;*
  - 1. *Has made no attempt to strike the ball, and;*
  - 2. *Has appealed to the Referee with the words "Let Please" as soon as practicable after the incident had occurred, and;*
  - 3. *Has not delayed the appeal until the result of the stroke is known.*
- b) *Players making a pointing gesture during a rally should be advised that such action is not a recognised form of appeal **and no decision shall be made until the end of the rally.***

**11.2 Appeals on Service:**

**11.2.1** If the marker calls "fault" or "foot fault" the server may appeal. If the appeal is upheld a "Let" shall be allowed.

**11.2.2** If the marker calls "out" or "not up" to a service, the server may appeal. If the appeal is upheld a "Let" shall be allowed.

**11.2.3** If the marker fails to call "fault" or "foot fault" to a service, the receiver may appeal either immediately or at the end of the rally. If the appeal is upheld on a first service a "Let" shall be allowed. If an appeal is upheld on a second service, the receiver shall win the point.

**11.2.4** If the marker fails to call "out" or "not up" to either first or second service, the receiver may appeal either immediately or at the end of the rally. If the appeal is upheld the receiver shall win the point.

**NOTE:** *If the marker has not called "one fault" prior to the delivery of a second service and that service is a "fault", the receiver, if not allowed the point, may appeal that the service was a second service. If the appeal is upheld the receiver shall win the point.*

**11.3 Appeals on play, other than service:**

**11.3.1** If the marker has called the ball "out" or "not up" following a player's return, the player may appeal. If the appeal is upheld a "Let" shall be allowed, except that if in the opinion of the Referee:

- a) The marker's call has interrupted that player's winning return, a point shall be allowed to that player.
- b) The marker's call has interrupted or prevented a winning return by the opponent, a point shall be allowed to the opponent.

**NOTE:** *In the latter case the Referee shall allow a point to the opponent if the Referee is unsure whether the marker's call was correct.*

**11.3.2.** When the marker has failed to call the ball "out" or "not up" following a player's return, the opponent may appeal either immediately or at the end of the rally if the ball has been played. If the appeal is upheld the opponent shall win the point.

**NOTE:**

- a) *No appeal under rule 11 may be made after the delivery of a service for anything that occurred before that service.*
- b) *Where there is more than one appeal concerning a rally, the Referee shall consider each appeal in the order in which the situations occurred.*
- c) *If a return is called "not up" or "out" by the marker and subsequently goes "not up" or "out" and if the Referee, on appeal, reverses the marker's call or is unsure of the marker's call the Referee shall then rule on the subsequent occurrence.*

## **12 INTERFERENCE**

**NOTE:** *The practice of impeding an opponent in his efforts to play the ball by crowding or obscuring his view is considered contrary to the conduct of the game as well as being dangerous. A Referee shall not hesitate to enforce the Rules 12.2 (not every effort) and 12.4 (unnecessary physical contact).*

*The player whose turn it is to play the ball is entitled to freedom from interference by the opponent.*

### **a) Singles:**

**12.1** *After playing a ball to avoid interference a player must make every effort to get out of the opponent's way.*

*That is-*

**12.1.1** *A player must make every effort to give the opponent a fair view of the ball.*

**NOTE:** *Fair view of the ball only applies to its rebound from the front wall.*

**12.1.2** *A player must make every effort "not to obstruct" the opponent in the latter's direct movement to the ball.*

**NOTE:** *The words "not to obstruct" must be interpreted to include the case of an opponent having to wait for an excessive follow through of the opponent's racquet. A player's excessive follow through may cause interference for the opponent when it becomes the latter's turn to play the ball.*

**12.1.3** *A player must make every effort to allow the opponent "freedom to play the ball".*

### **NOTE:**

a) *The freedom to play the ball must include a reasonable backswing, strike at the ball and a reasonable follow-through of the racquet. Interference caused by a player's excessive backswing cannot result in the award of a point to that player.*

b) *An opponent also must make every effort to get to and, where possible, to play the ball.*

**12.1.4** *A player must make every effort to allow the opponent, as far as the latter's position permits, freedom to return the ball directly to the front wall.*

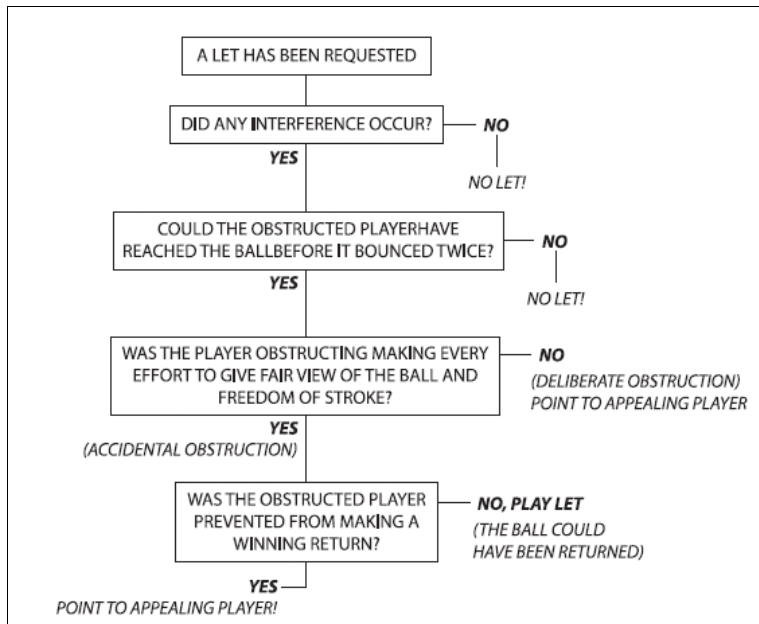
*If a player fails to fulfill one of the requirements of Rule 12.1 (1 to 4) above, whether or not every effort is made to do so, then interference will have occurred.*

**NOTE:** *In the case of Rule 11.1.1 the appeal should be immediate.*

**12.2** If interference has occurred and, in the opinion of the Referee, the player **HAS NOT MADE EVERY EFFORT** to avoid causing it, the Referee shall on appeal, allow the point to the opponent, provided the opponent was in a position to make a good return.

**12.3** If interference has occurred, but in the opinion of the Referee the player has made every effort to avoid causing it, and the opponent could have made a good return, the Referee shall on appeal, allow a “let”. Except that, if the opponent is prevented from making a winning return by such interference from the player including a rally won under Rule 9 (Ball Hitting A Player), the Referee shall allow the point to the opponent.

### LETS AND PENALTIES



**NOTE:**

- a) A player who continues to play, despite interference, forfeits the right of appeal concerning that interference.
- b) Where a player creates his or her own interference, including an excessive backswing, the Referee shall rule that interference has not occurred unless the opponent has contributed to it.
- c) When, in the opinion of the Referee, a player's swing is excessive and is considered to be dangerous, the Referee shall apply Rule 17 (Conduct on Court).

**12.4** If either player makes **UNNECESSARY PHYSICAL CONTACT** with his/her opponent, **THE REFEREE MAY STOP PLAY** if it has not already stopped, and allow the point to the offended player. If such behavior continues, the Referee shall apply the provisions of Rule 17 (Conduct on Court).

**(b) Doubles**

**12.5** Simultaneous Appeals

If both receivers make simultaneous appeals for a “let”, the Referee shall allow:

**12.5.1** A point to the strikers if the decision on both appeals would result in a point.

**12.5.2** A point to the opponents if the decision on both appeals would result in a point to the opponents.

**12.5.3** A let if any other combination would have resulted.

**NOTE:** *Doubles - Returning the ball back too close to one's partner shall be considered identical to the case of returning the ball too close to oneself in the singles game and should be penalized as under Rule 12 (Interference) and 13 (Let, when allowed).*

### **13. LET, WHEN ALLOWED:**

#### **13.1 A LET **MAY** BE ALLOWED:**

**13.1.1** If owing to the position of the striker, the opponent is unable to avoid being touched by the ball before the return is made.

**NOTE:** *This Rule shall be construed to include the case where the striker's position is in front of the opponent and makes it difficult for the latter to see the ball, or where the striker shapes as if to play the ball, but with a change of mind at the last moment, preferring to take the ball off the back wall and the ball in either case hits the opponent, who is between the striker and the back wall. This is not, however, to be taken as conflicting in any way with the duties of the Referee under Rule 12 (Interference).*

**13.1.2** *If the ball in play touches any article lying on the floor, subject to rule 16.5.5.*

**NOTE:** *Referees must ensure that the players place no articles on the floor.*

**13.1.3** If the striker refrains from hitting the ball owing to a reasonable fear of injuring the opponent.

**NOTE:** *This Rule shall be construed to include the case of the striker wishing to play the ball onto the back wall.*

**13.1.4** As provided for in Rule 12 (Interference).

**13.1.5** If, in the opinion of the Referee, either player is distracted by an occurrence on or off court.

**NOTE:** *This shall include the case of an obvious late call on the first service by the Marker.*

**13.1.6** If, in the opinion of the Referee, court conditions have affected the result of the rally.

#### **13.2 A LET **SHALL** BE ALLOWED:**

**13.2.1** If the receiver is not ready and does not attempt to return the service.

**13.2.2** If the ball breaks during play.

**13.2.3** If the Referee is asked to decide an appeal and is unable to do so.

**13.2.4** If an otherwise good return has been made but the ball goes "out of court" on the first bounce.



**13.2.5** Also as provided for In Rule 9 (Ball Hitting A Player), Rule 10 (Further Attempts to hit the ball), Rule 11 (Appeals), Rule 16.1 (Play suspended), Rule 17 (Conduct on court) and Rule 19.5 (Marker and Referee unsighted).

**13.2.6** In order for a let to be allowed in any of these Rules 13.1 (.2 to .6) and

**13.2.7**, the striker must have been able to make a good return.

### **13.3 A LET SHALL NOT BE ALLOWED:**

**13.3.1** When the player has made an attempt to play the ball, except where the Rules definitely provide for a let, namely Rules 9.3.1, 9.3.2, 10 (Further attempts), 11 (Appeals), 13 (Let, when allowed), 16.1 (Continuity of play), 17 (Conduct on court) and 19.5 (Referee is unsighted).

**13.3.2** Unless an appeal is made by one of the players, except where the Rules definitely provide for a let, namely Rules 9 (Ball Hitting A Player), 10 (Further attempts to hit the ball), 12 (Interference), 13 (Let, when allowed), 16.1 (Continuity of play), 17 (Conduct on court) and 19.5 (Referee is unsighted).

## **14 BROKEN / SUBSTITUTED BALL**

**14.1** If a ball breaks during play, it shall be replaced promptly by another ball. (See Rule 15.2 – Warm up).

**NOTE:** *The Referee shall decide whether or not a ball is broken.*

**14.2** At any time, when the ball is not in actual play, another ball may be substituted by mutual consent of the players or, on appeal of either player, at the discretion of the Referee. (See Rule 15.2 - Warm up).

**NOTE:** *Either player or the Referee may examine the ball at any time it is not in actual play.*

**14.3** An appeal with respect to a broken ball shall be made before the commencement of the subsequent rally. A "Let" shall be allowed for the last completed rally if the referee agrees the ball is broken.

**14.4** If a player stops play during a rally to appeal that the ball is broken only to find subsequently that the ball is not broken, then that player shall lose the point.

## **15 WARM UP**

**15.1** Immediately preceding the start of play, the Referee shall allow, on the court of play, a period of **no more than five (5) minutes** to the two players together for the purpose of warming up. With **2.5 minutes** of the warm up time remaining the Referee shall advise the players that they have used up half their warm up time with the call "Half-time" and ensure that they change sides unless they mutually agree otherwise. The Referee shall also advise when the warm up time is complete with the call "Time". In the event of a player electing to warm up separately on the court of play, the Referee shall allow the first player a period of **no more than 2.5 minutes** and his opponent **no more than 2.5 minutes** . In the case of a separate warm up, the choice of warming up first shall be decided by the spin of a racquet or the toss of a coin.

**15.2** Where a ball has been substituted under Rule 14 (Broken / Substituted ball) or when the match is being resumed after considerable delay, the Referee shall allow the ball to be warmed up to playing condition. Play shall resume on the direction of the Referee, or upon mutual consent of the players, whichever is the earlier.

**15.3** Between games the ball shall remain on the floor of the court in view and shall not be hit by either player except by mutual consent of the players.

**NOTE:** *The Referee must ensure that both players receive equal opportunity to warm up. An unfair warm up shall be dealt with under the provision of Rule 17 (Conduct on court).*

## **16 CONTINUITY OF PLAY - INCLUDING INJURY**

After the first service is delivered, play shall be continuous so far as is practical, provided that:

**16.1** At any time play may be suspended, owing to bad light or other circumstances beyond the control of the players, for such period as the Referee shall decide. The score shall stand. If another suitable court is available when the court originally in use remains unsuitable, the match may be transferred to it if both players agree, or as directed by the Referee. In the event of play being suspended for the day, the score shall stand unless both players disagree, in which case the match shall start again.

**16.2** An interval of ninety seconds shall be permitted between the end of the warm up and commencement of the first game and also between all games. A player may leave the court during such intervals, but must be ready to resume play prior to the expiry of the ninety second time interval. By mutual consent the players may commence or resume prior to the expiry of the ninety second time interval. When fifteen (15) seconds of the interval permitted between games remain, the Referee shall call "Fifteen seconds" to warn the players to be ready to resume play. At the end of the interval between games the Referee shall call "Time". **All calls should be made in a loud voice.**

**IT IS THE RESPONSIBILITY OF THE PLAYERS TO BE IN A POSITION TO HEAR THE CALLS OF "FIFTEEN SECONDS" AND "TIME".**

**NOTE:** *Should any or all the players fail to be ready to resume play when "Time" is called, the Referee shall apply the provisions of Rule 17 (Conduct on court).*

**16.3** If a player satisfies the Referee that a change of equipment, clothing or footwear is necessary, the Referee may allow the player to effect the change as quickly as possible with the maximum allowance of two (2) minutes. If the player fails to return within the allotted time, the Referee shall apply the provisions of Rule 17 (Conduct on court).

**16.4** Undue Delay.

The Referee shall award the point, game or match to the opponent of a player, who in the opinion of the Referee persists, after due warning, in delaying the play unreasonably.

Such delay may be caused by:

**16.4.1** Unduly slow preparation to serve or receive service.

**16.4.2** Prolonged discussion with the Referee, or

**16.4.3** Delay in returning to the court having left under terms of Rules 16.2 (Ninety seconds between games) and 16.3 (Change of equipment).

**16.5** If an object, other than a player's racquet, falls to the floor of the court whilst a rally is in progress the requirements are:

**16.5.1** The Referee, on becoming aware of a fallen object, shall stop play immediately.

**16.5.2** A player becoming aware of a fallen object may stop play and appeal for a let.

**16.5.3** If the object falls from a player then that player shall lose the point unless Rule 16.5.5 applies.

**16.5.4** If the object falls from a source other than a player a let shall be allowed unless Rule 16.5.5 applies.

**16.5.5** If a player has already made a clear winning return when the object falls to the floor of the court then that player shall win the point.

**16.5.6** If a player drops a racquet the Referee shall allow the rally to continue unless Rules 12, 13 or 17 apply.

**16.6 INJURY** - In the event of an injury to a player, the Referee shall decide if it was:

**16.6.1** Self - inflicted.

**16.6.2** Contributed to accidentally by the opponent, or

**16.6.3** Caused by the opponent's deliberate or dangerous play or action.

**16.6.4** If the injury involves visible blood flow the provisions of Rule 16.7 shall apply.

**NOTE:**

- a)** *In 16.6.2 and 16.6.3 above, the Referee must, to the best of their ability, determine that the injury is genuine.*
- b)** *The Referee must recognise that "Contributed too accidentally by his opponent" shall not include the situation where the injury to the player is as a result of that player occupying an unnecessarily close position to the opponent.*
- c)** *For a self-inflicted injury (Rule 16.6.1) the Referee shall allow 3 minutes for the injured player to recover. The Referee shall call "Time" at the end of the 3 minute period after giving a 15 second warning. If the player requests additional recovery time beyond 3 minutes, the Referee shall require the injured player to concede one game, accept the 90 second time interval between games and then resume play or concede the match. If the injured player has not returned to the court when "Time" is called, the Referee shall award the match to the opponent.*
- d)** *For a contributed injury (Rule 16.6.2) the Referee shall allow one hour for the injured player to recover and such additional time as the time-schedule of the competition permits. The referee shall call "Time" at the end of any recovery time allowed. The injured player must, by the end of this period, resume play or concede the match. If the injured player resumes play, the score at the conclusion of the rally in which the injury occurred shall stand.*
- e)** *For an opponent-inflicted injury (Rule 16.6.3) the Referee shall apply Rule 17 and if the injured player requires time to recover, the Referee shall award the match to the injured player*
- f)** *Doubles - Should any player be unable to continue play, that game of doubles shall be deemed to be completed, and the remaining points in the match recorded to the continuing team. The injured team shall retain all points scored up to the cessation of play.*

**16.7 Blood:**

**16.7.1** If the referee detects a player who is bleeding or has blood on his clothing or equipment, the Referee shall immediately stop play and require the player to leave the court.

**16.7.2** If the Referee considers a player is bleeding as a result of a **DELIBERATELY DANGEROUS ACTION BY THE OPPONENT THE REFEREE SHALL AWARD THE MATCH** to the bleeding player.

**16.7.3** If a player is bleeding for any reason other than a deliberate, dangerous action by the opponent, the Referee shall allow the player sufficient time (up to 10 [ten] minutes) to stop the bleeding, clean away the blood and, if possible, cover the wound. At the end of this reasonable time the Referee shall require the match to be resumed.

**16.7.4** If the bleeding player is unable to resume and the Referee considers the player is bleeding as a result of:-

**16.7.5** The **OPPONENT'S ACCIDENTALLY DANGEROUS ACTION** the Referee shall award the match to the bleeding player.

**16.7.6 ANY OTHER REASON** the Referee shall award the match to the opponent.

**16.8** There shall be a maximum of 2 (two) interruptions under this rule for each match. If there should be further reason under this rule for the Referee to intervene in a match he shall immediately award the match using the criteria set out in 16.2 and 16.4 above.

**16.9** If the Referee detects blood on any court surface he shall immediately stop play and order that the blood be cleaned from the court surface or that the surface be wiped with a suitable antiseptic.

**16.10** The **REFEREE SHALL BE THE SOLE JUDGE** of whether play should be stopped under this rule and whether bleeding has stopped so that play can be resumed.

## **17 CONDUCT ON COURT**

If the Referee considers that the behaviour of a player could be offensive or intimidating to an opponent, official, or spectator or could in any other way bring the game of Racquetball into disrepute, the Referee shall discipline the offending player in accordance with these Rules.

Offences which should be dealt with under this Rule include audible and visible obscenities, verbal and physical abuse, dissent to the marker or referee, abuse of the racquet, ball or court and coaching other than during the break between games.

Other offences include those listed in the Rules 12.4 (Unnecessary physical contact), 15.2 (Fair warm up), 15.3 (Ball on floor between games), 16.2 (Resume play after intervals), 16.3 and 20.4 (Impending infringement), or the Code of Conduct (Appendix 5).

For these and any other offences which, in the opinion of the referee, justify the application of the rule, any of the following penalty provisions may be applied.

1. WARNING BY THE REFEREE (called a CONDUCT WARNING).
2. POINT AWARDED TO OPPONENT (called a CONDUCT POINT).
3. GAME AWARDED TO OPPONENT (called a CONDUCT GAME).
4. MATCH AWARDED TO OPPONENT (called a CONDUCT MATCH).
5. REPORT TO DISCIPLINARY COMMITTEE.

If the Referee awards a game, that game shall be the one in progress or the next game if one is not in progress. The offending player shall retain any points already scored.

## NOTES TO REFEREES:

- A. *If the Referee stops play to give a warning a let shall be allowed.*
- B. *If the Referee stops a rally to award a conduct point then that point award becomes the result of the rally. If the Referee awards a conduct point at the conclusion of a rally, the result of the rally stands and the conduct point award is additional but without change of service.*

**A conduct point awarded after the end of a game shall be carried over to the next game.**

- C. *If the Referee awards a game that game shall be the one in progress or the next one if one is not in progress, in which case the interval between games shall not apply. The offending player shall retain any points already scored in the game awarded.*

## 18 CONTROL OF A MATCH

The appointed Referee, assisted by the appointed Marker normally controls a match. One person may be appointed to carry out the functions of both the Referee and Marker. After making a decision, the Referee shall announce it to the players and the Marker shall repeat it with the subsequent score.

**NOTE:** *Having only one official to carry out the roles of both Referee and Marker is undesirable.*

*Up to 30 minutes before the commencement of a match either player may request a Referee and/or Marker other than those appointed and this request may be considered and a substitute appointed. Players are not permitted to request any such change(s) after the commencement of the match, unless both agree to do so. In either case the decision as to whether or not an official is to be replaced must remain in the hands of the Tournament Referee or the Adjudicator where applicable.*

## 19 DUTIES OF A MARKER

**19.1** The Marker announces the current status of the game, followed by the score, with the server's score first, indicating "Game ball" when one further point will decide the game. The Marker shall call "Fault", "Foot fault", "Out", or "Not up" as appropriate, and shall repeat the Referee's decisions.

**19.1.1** The Marker shall keep note of the current server.

**19.1.2** Doubles - The Marker shall keep note of the current server and the current receiver's zones and in the third game shall announce the change of server for both teams when the combined total of points for the 2 teams in the third game reaches 15 points.

**19.2** If in the course of play the Marker calls "Not up" or "Out", or in the case of a serve, "Fault" or "Foot fault", the rally shall cease.

**NOTE:** *If the Marker is unsighted or uncertain no call shall be made.*

**19.3** Any service or return shall be considered good unless otherwise called.

**19.4** After the server has served a "Fault", the Marker shall repeat the score and add the words "One fault", before the server serves again. If the subsequent rally ends in a "Let", this call shall be repeated until the rally is finally won.

**19.5** If play ceases, and the Marker is unsighted or uncertain as to the result of that rally, the Marker shall all upon the Referee to make the relevant decisions. If the Referee is unable to do so, a "Let" shall be allowed.

**NOTE:** Markers must use recognised Marker's calls. (Appendix 3)

## **20 DUTIES OF A REFEREE**

**20.1** The Referee shall allow or disallow appeals for lets, and award strokes; make decisions where called for by the rules, including all cases **when the non-striker** is struck by the ball, and for injuries; and shall decide all appeals including those against the Marker's calls or lack of calls. **THE DECISION OF THE REFEREE SHALL BE FINAL!**

### **20.2 THE REFEREE SHALL NOT INTERVENE IN THE MARKER'S CALLING EXCEPT: -**

**20.2.1** Upon appeal by one of the players.

OR

**20.2.2** As provided for in the Rules 12 (Interference) and 17 (Conduct on court).

OR

**20.2.3** When it is evident that the score has been called incorrectly, in which case he shall have the Marker call the correct score.

**NOTE:** *It is recommended that both Marker and Referee record the score.*

OR

**20.2.4** When the referee is certain that the marker has incorrectly permitted play to continue after a player has failed to make a good return.

**NOTE:** *A referee should only take advantage of this rule when **ABSOLUTELY CONVINCED** the marker has incorrectly permitted play to continue after a player has failed to make a good return.*

**20.3** The Referee is responsible for ensuring that all times laid down in the Rules are strictly adhered to.

**20.4** The Referee is responsible for ensuring that court conditions are appropriate for play.

**20.5** The Referee may order play to be stopped by use of the expression "Stop play please" in order to warn one or both of the players that an infringement of the Rules is impending. In this case a "Let" shall be allowed.

**20.6** In exceptional cases the Referee may award a point, a game or the match to the opponent of a player whose conduct is, in the opinion of the Referee, intimidatory or offensive and/or detrimental to the game of Racquetball in general.

**NOTE:** *A Referee shall take advantage of this disciplinary control as early as possible when any player is showing a tendency to break the provisions of Rules 12 (Interference), 16.4 (Undue delay) and 17 (Conduct on court).*

**REMEMBER - THE REFEREE'S DECISION IS FINAL!**

## **APPENDIX 1**

### **OFFICIAL GUIDELINES ON RULES INTERPRETATIONS FOR PLAYERS AND REFEREES THESE GUIDELINES HAVE BEEN PREPARED USING THE GUIDELINES PREPARED BY THE WORLD SQUASH FEDERATION AND ADAPTED FOR RACQUETBALL**

#### **CONTENTS**

1. Introduction
2. Change of Equipment
3. Illness Or Disability On Court
4. Time Wasting
5. Fallen Object
6. Player Struck By the Ball
7. Shaping To Play the Ball
8. Making Every Effort
9. Timing of Appeals
10. Method of Appeal
11. Early Appeal
12. Created Interference
13. Unnecessary Physical Contact
14. Appeals For Fear Of Injury
15. Broken Ball
16. Self-inflicted Injury
17. Coaching and Crowd Control
18. Progression of Penalties
19. Single Official
20. Marker's Calls
21. Marker's Guidelines
22. Addressing the Players
23. Explanation by Referees

## **1 INTRODUCTION**

This introduction is adapted from the introduction to the first Rules of Australian Racquetball drafted by GARY WESTBROOK in November 1987.

These rules have been drafted to assist the orderly conduct of Racquetball matches in Australia. The primary concern is to encourage the development of an enjoyable competitive game in which the safety of the players is paramount. Where there is any question of a player's safety the rules are drafted to give maximum protection to the player. It is hoped all referees will adopt this approach and where their discretion is required it shall be given in such a way as to maintain this philosophy.

Because of the obvious similarities between Squash and Racquetball it was decided to use the International Rules of Squash as the framework.

## **2 CHANGE OF EQUIPMENT**

In order to avoid the situation of one player gaining an unfair rest interval through a change of equipment, the Referee, before allowing a player to leave the court to make the change, must be satisfied that there has indeed been a material deterioration of the equipment. The preference for another racquet, or a different pair of shoes where no physical deterioration is evident, is not sufficient reason for allowing a change of equipment. Although up to ninety seconds are allowed for a change of equipment players are required to carry out the change as quickly as possible.

If a player's glasses break or the player loses a contact lens, then following the appropriate time interval for change of equipment, that player must resume play or an appropriate Rule 16 penalty will be applied.

If a player is unable to resume play because of lack of alternative equipment then the Referee should award the match to the opponent.

## **3 ILLNESS OR DISABILITY ON COURT**

A player suffering illness or disability on court has the options, except for a blood flow situation, of completing the game in progress or of conceding it or the match.

A player who does not wish to concede the match but who requires recovery time or who needs to leave the court must concede the game. After informing the Referee, the player should take the time interval between games for recovery; then be ready to play; or concede the match. One game only may be conceded.

If a player vomits on or fouls the court, so that the court conditions become such that play cannot continue, the Referee should award the match to the opponent, irrespective of whether the sick player is able to resume play (Rule 17. Conduct On Court). The Referee's decision with regard to court conditions is final.

If the illness or disability involves visible blood flow the player will be required by the Referee to leave the court immediately. A resumption of play is not permitted while the blood flow is visible. However, recovery time will be permitted and if the player intends to resume play after treatment the Referee is to apply the procedures applicable to a self-inflicted blood flow injury. The Referee, when advising of the requirements applicable to the situation, should ascertain the player's intentions regarding a resumption of play.



#### 4 TIME WASTING

Time wasting represents an attempt by one player to gain an unfair advantage over the opponent. Prolonged discussion with the Referee and slow preparation to serve or receive service are particularly mentioned in Rule 16. Where this occurs the Referee should apply an appropriate Rule 17 penalty at the earliest opportunity.

It should be noted that while excessive ball bouncing prior to service does constitute time wasting, the server should not be considered to have served the hand out.

Players should be aware that during permitted 90-second intervals, the Referee's call of "Fifteen seconds" is advice for them to return to court. A player who is not ready to resume play on the call of "Time" is gaining an unfair advantage and shall be penalised under Rule 17.

#### 5 FALLEN OBJECT

Rule 16.5 now makes it clear that if any object falls (or is thrown) to the floor of the court then play must cease. Cessation of play could be initiated by the Referee with the word "Stop" or by one of the players stopping and appealing. The reason for the stoppage is that injury could occur if a player treads on any object of significant size or texture. Obviously if a tiny or light object falls to the floor and is not noticed then play will not be stopped.

Players are responsible for ensuring that all of their own equipment is retained and, as a general rule, a player will lose the stroke if equipment is dropped. Exceptions to stroke loss are a collision (although in a collision resulting in an appeal for interference Rule 12 will take precedence over the "let" decision normally appropriate to a collision), and the considerations of a winning return having been hit. If a player drops a racquet then under most circumstances the rally will be allowed to continue. It is accepted that a player dropping a racquet is already at a significant disadvantage because that player **must** pick up the racquet to remain in the rally.

The Referee under the provisions of Rule 17 should of course, deal with deliberate dropping or throwing of an object to the floor of the court by a player. Conduct On Court.

#### 6 PLAYER STRUCK BY THE BALL

If the ball strikes the non-striker the Referee is required to make a decision in all cases and the Marker's call is not required until **after** the Referee has made this decision.

If the ball coming **from** the front wall (without interference) hits the non-striker then the non-striker loses the stroke unless further attempt applies (Rule 10). The definition of "Attempt" makes it clear that even a fake swing of the racquet or feint at the ball is to be interpreted as an attempt, but stroke preparation comprising only backswing, with no racquet movement towards the ball, is **not** an attempt.

The various situations where the non-striker is hit by the ball going to the front wall are covered in Rules 9 and 10.

If the striker is hit by the ball (without interference) then the striker loses the stroke and the Marker should make the call of "Not up", because the ball has not been struck "correctly". The Referee is not required to make a decision.

However, in any case where either player is struck by the ball in an interference situation then the Referee should apply the provisions of Rule 12.

## **7 SHAPING TO PLAY THE BALL**

When a player shapes to play the ball on one side and then brings the racquet across the body to take the ball on the other side (i.e. from right to left or vice versa) then this is **not** considered to be either turning or making a further attempt, and the provisions of Rule 12 apply if interference occurs.

This position frequently occurs after the ball has hit the side/front wall nick and then rebounds into the middle of the court.

## **8 MAKING EVERY EFFORT**

The outgoing striker is required to make every effort to clear the ball after playing a return. This route should be on a path which allows the incoming striker direct access to the ball, provided the incoming striker has not moved in to play the ball so quickly as to block the outgoing striker's exit.

However, it is equally important for the incoming striker to make every effort to get to the ball. If the incoming striker does not make every effort to get to the ball, then that is a significant factor in the Referee's assessment of whether or not that player could have reached the ball and made a good return.

The degree of effort that is required by the incoming striker, in order to demonstrate "making every effort," is for the Referee to decide. Players should note that this does not give them licence to abuse their opponents physically, and unnecessary physical contact will be penalised under Rules 12 and 17.

A Referee, however, should not refuse lets in situations where the player was clearly making every effort (albeit short of physical contact with the opponent) to get to the ball and had demonstrated to the Referee the ability to reach the ball.

## **9 TIMING OF APPEALS**

The timing of an appeal on interference is important.

In the case of an appeal concerning fair view and freedom to hit the ball directly to the front wall (commonly known as "crossing the flight"), the Referee must consider the situation at the time the player could have hit the ball.

In the case of interference on backswing the appeal must be immediate, and before the player makes any attempt to play the ball. Any attempt to hit the ball after backswing interference has occurred indicates that the striker has accepted the interference and thus forfeits the right of appeal.

If, in the act of playing the ball, which includes the downswing, hit and reasonable follow-through, there is interference, an appeal is justified. The Referee should consider whether crowding has occurred in deciding whether to allow a let or to award a stroke.

## **10 METHOD OF APPEAL**

The correct method of appeal in interference situations is with the words "Let please". Other forms of appeal are sometimes used by players including a raised hand or racquet, especially where communication between players and Referee is poor.

A Referee accepting any form of appeal other than the standard "Let please" must be satisfied that an appeal is actually being made (not a rally conceded), if necessary clarifying this with the player.

## **11 EARLY APPEAL**

If a player makes an early appeal because of interference and the opponent's service or return prior to that appeal subsequently goes down or out, the Referee should not consider the appeal but should rule on the service or return and award the stroke to the player.

## **12 CREATED INTERFERENCE**

At all times a player must be allowed direct access to play the ball and the opponent, having completed a return, must always endeavour to provide this direct access.

However, sometimes the situation arises where the opponent has caused no interference (i.e. the opponent has clearly provided the required access) but the player has taken an indirect route to the ball which takes the player through, or very close to, the opponent's position. The player then appeals for a let because of being "obstructed" in access to the ball.

But if there is no genuine reason for this indirect route, the player has in effect created the interference where none otherwise existed and if appealing for a let should not be allowed one. Whether a good return could have been made is not even a consideration; in order to remain in the rally the player must get to and play the ball.

This is not to be confused with two situations where a player, in attempting to recover from a position of disadvantage, does not have direct access to the ball. The first is where a player is "wrong-footed" and anticipates the opponent hitting the ball one way, starts moving that way, but having guessed wrongly, changes direction to find the opponent in the way. In this situation the player should be allowed a let on appeal if the recovery is sufficient to demonstrate that a good return would have been made. In fact, if the incoming player has been prevented from playing a winning return that player may be awarded a stroke.

Secondly, if a player plays a poor return that gives the opponent a position of advantage, the player should be allowed a let only if, in taking the direct line to the ball for the next return, it is obvious to the Referee that, but for the interference, that player would have been able to get to, and play, the ball.

## **13 UNNECESSARY PHYSICAL CONTACT**

Unnecessary physical contact is both detrimental to the game and potentially dangerous. In blatant cases the Referee should stop the rally and award the appropriate penalty accordingly. The Referee should also be aware of a player who "pushes off" the opponent. Where this has no significant effect on the opponent, then the rally should be allowed to continue and a warning given at the end of the rally.

## **14 APPEALS FOR FEAR OF INJURY**

When an appeal for a let has been made and there has been no interference the Referee's decision is usually "No let". However, occasionally, although interference as defined in Rule 12.1 does not exist, there may be reasonable fear of injury to the opponent, in which case a let should be allowed under Rule 13.1.3.

## **15 BROKEN BALL**

When the receiver makes an appeal prior to attempting to return the service, the Referee has discretionary power to decide whether to replay the previous rally or to allow a let in respect of the rally in which the ball was found to be broken. This also applies if the service is not good.

## 16 SELF-INFLICTED INJURY

When a player suffers a self-inflicted injury, i.e. an injury which clearly does not involve the opponent or which is described in Rule 16.6 Note C, the Referee should allow the recovery time permitted in Rule 16.2 when:

1. There is reasonably clear evidence to the Referee that an injury has occurred. This could be as the result of a blow, especially to the face or head, as a result of the player coming into heavy contact with walls or floor, or a sudden stoppage action by the player that might be caused by a muscle tear or sprained joint.

Or

2. Any occurrence, including injury, illness or disability, results in visible blood flow. In the case of symptoms of tiredness, alleged injuries not reasonably evident to the Referee or pre-existing ailments, recovery time should not be permitted (except that the player concerned must be allowed the option of conceding one game to gain a ninety-second interval between games). Included in this category are occurrences such as cramps, whether abdominal pains or muscle cramps, actual or impending nausea, and breathlessness including asthma conditions.

Where recovery time for blood flow is permitted the requirements of Rule 16.7 apply. A player unable to stop blood flow within the total time permitted by the Referee must either concede one game to gain a further ninety seconds and then continue play without blood flow, or concede the match.

If a player's clothing has become blood-stained as a result of the injury then that clothing must also be changed before the player is permitted to resume play.

It is the responsibility of the injured player to be back at the court when "Time" is called by the Referee, either to resume play, or to request an extension of recovery time, if required, in the case of an injury which is still bleeding. If the player is not present when "Time" is called then the Referee must award the match to the opponent.

Any decision to resume play **must** be made by the player. The Referee's role is to decide whether an injury exists, to apply and monitor time intervals, and to apply the laid-down requirements when total allocated time has elapsed.

## 17 COACHING AND CROWD CONTROL

Coaching of players is permitted only during the interval between games. Coaching should not be taken to mean brief comments of encouragement between rallies which clearly have no effect on the continuity of play. The Referee is expected to exercise discretion in deciding between such comments and what constitutes coaching a player. The use of external communication aids is prohibited.

The Referee may penalise coaching in any form during play by applying Rule 17. Conduct On Court, to the player being coached.

If the behaviour of any spectator, official, manager or coach is considered by the Referee to be disruptive to the continuity of play, then the Referee should suspend play until the disruption has ceased. If necessary play should be suspended until the offending person has left the court area.

## 18 PROGRESSION OF PENALTIES

The penalties available to the Referee under Rule 17 are:

- ? A warning.
- ? A stroke.
- ? A game.
- ? The match.

The guidelines for applying the penalties are as follows:

The first penalty imposed by the Referee for a particular offence may be at any level to suit the seriousness of the offence, i.e. a warning, stroke, game or match. However, any subsequent penalty for the same type of offence should not be of a lesser severity than the previous penalty for that offence. Thus the Referee may award several warnings or several strokes for the same type of offence if of the opinion that the offence did not warrant a more severe penalty.

When issuing penalties the Referee should use the following terminology:

Conduct warning.... (player's name) for..... (offence).

Conduct stroke..... (player's name) for..... (offence), stroke to (opponent's name).

Conduct game..... (player's name) for..... (offence), game to (opponent's name).

Conduct match..... (player's name) for..... (offence), match to (opponent's name).

The Marker should repeat only that part of the Referee's decision which affects the score.

## 19 SINGLE OFFICIAL

If it is not possible to have two Officials for a match then the single Official acts as both Marker and Referee. The Official calls the play and the score as Marker and answers appeals as Referee.

Decisions, which are made directly by the Referee such as when a player is struck by the ball or in answering appeals, made by the players under Rule 12. Interference, present no problems when there is a single Official.

However, players should be aware of the limitations in the appeals process when they appeal against a decision made by the Marker. A Marker making a positive call (e.g. "Out") is unlikely to reverse that decision on appeal as the Referee. In the event of a **failure** to call by the Marker (e.g. a suspected service fault) an appeal **may** be worthwhile because the Marker/Referee's opinion will be either "Good" or "Uncertain" in which latter case a let would be allowed.

## 20 MARKER'S CALLS

The Marker must call to stop a rally if of the opinion that a player has failed to deliver a good service or make a good return.

However, if because of a service or return which was obviously not good, both players cease play without the Marker making a call, then the appropriate call of "Not up", "Down" or "Out" may be omitted.

## 21 MARKER'S GUIDELINES

In general the correct order of calls is:

1. Anything affecting the score.
2. The score (with the server's score always called first).
3. Comments on the score:

Examples are:

### **Match introduction:**

"Smith serving, Jones receiving, best of 3 games to 21, love-all."

"Not up, 4-3."

"Not up, 20-17, game ball."

"Yes let, 3-4."

"No let, 5-7."

"Stroke to Jones, 20-17, match ball."

### **End of a game:**

"21-17, game to Smith. Smith leads one game to love."

### **Start of 2nd game:**

"Smith leads one game to love. Love-all."

### **End of 2nd game:**

"21-19. Game to Jones. One game all."

### **Start of 3rd game:**

"One game all, Jones to serve. Love-all."

### **End of 3rd game:**

"22-21. Match to Jones. 17-21, 21-19, 22-21."

### **After award of Conduct penalty:**

"Point to Smith, 7-2".

## 22 ADDRESSING THE PLAYERS

The use of first names should be avoided to eliminate any risk of familiarity with either player which could be interpreted as favouritism.

## 23 EXPLANATION BY REFEREES

Following an appeal by a player, the Referee will normally give the decision and play resumes. However, on some occasions, it may be appropriate to explain the decision in order to clarify the situation for the players. Where appropriate the Referee should give the decision followed by a concise and objective statement of explanation.

It is helpful to the players if the Referee uses the terminology of the appropriate rule when explaining a decision.

## **APPENDIX 2**

### **DEFINITIONS**

#### **ADMINISTRATOR**

One who is responsible for the conduct of the players and officials throughout a tournament.

#### **APPEAL**

A player's request to the Referee to consider an on or off court situation. "Appeal" is used throughout the Rules to convey a player's:

1) Request to the Referee to consider varying a Marker's decision or under Rule 13.1.5 and 13.1.6 relating to off-court distractions and court conditions.

2) The correct form of "Appeal" by a player is "Appeal please".

#### **THE BOX (SERVER'S PARTNER)**

Refers to Zone B in the court diagram at Rule 4.8; where the server's partner stands at the commencement of each Rally.

#### **BACKSWING - REASONABLE / EXCESSIVE**

The initial action used by a player in moving the Racquet away from the body as preparation prior to the Racquet movement forward toward the ball for contact. A backswing is reasonable if it is not excessive. An excessive backswing is one in which the player's racquet arm is extended toward a straight arm position and/or the Racquet is extended to a straight arm position and/or the Racquet is extended with the shaft approximately horizontal. The Referee's decision on what constitutes a reasonable as distinct from an excessive backswing is final.

#### **BOARD**

The lowest horizontal marking on the front wall, with the tin beneath it, covering the full width of the court.

#### **CENTRE LINE**

A line set on the floor parallel to the side walls, dividing the back of the court into two (2) equal parts, meeting the "Service Line" at its midpoint forming the "T".

#### **CORRECTLY STRUCK**

Occurs when, the ball has been hit no more than once, nor with prolonged contact, by the Racquet being held in the striker's hand.

#### **DOWN**

The expression used to indicate that an otherwise good service or return has struck the floor before reaching the front wall, or has struck the board or tin. ("DOWN" is also used as a Marker's call).

## **FOLLOW THROUGH - REASONABLE / EXCESSIVE**

The action used by the player in continuing the movement of the racquet after it has struck the ball. A "follow - through" is reasonable if it is not excessive. An excessive "follow - through" is one in which the player's racquet arm is extended towards a straight arm position with the racquet also extended with the shaft horizontal - particularly when the extended position is maintained for other than a momentary period of time. An excessive swing is also one in which the arm extended towards a straight position takes a wider arc than the continued line of flight of the ball, even though the Racquet shaft is in the correct vertical position. The Referee's decision on what constitutes a reasonable as distinct from an excessive "follow - through" is final.

## **GAME**

Part of a match, commencing with a service by the server and concluding when one player records 15 points in accordance with Rule 2 or as determined by the Competition Administrator.

## **GAME BALL**

The state of the score when one (1) point is required to win the game in progress. ("Game Ball" is also used as the Marker's call to announce this situation).

## **HALF TIME**

The mid-point of the warm up (Also a Referees Call to announce this situation).

## **IMMEDIATE**

An appeal is immediate if, in the opinion of the Referee, the player –

- 1) Has made no attempt to strike the ball, and
- 2) Has appealed to the Referee with the words "Let Please" or "Appeal Please" as soon as practicable after the incident has occurred.

## **LET**

Is a decision by the Referee as a result of an undecided Rally. That Rally shall be replayed.

## **MARKER**

The official appointed to assist the Referee by announcing the status of the game, calling serves and returns when they are not good.

## **MATCH**

The completed contest between two (2) players (Doubles: two (2) pairs of players) commencing with the warm up and concluding when both players (or both pairs in doubles) have left the court at the end of the final rally.

## **NOT UP**

The expression used to indicate that the ball has not been returned in accordance with the Rules. "Not up" covers all returns which are not good. ("Not up" is also used as a Marker's call to indicate this situation).



## **OUT**

The expression used to indicate that a ball has struck the "Out of court line" or a wall above such line or the roof, or has passed over any part of the roof, or fittings connected to the roof, or walls (e.g. cross bars; light fittings). (Out is also used as a Marker's call to indicate this situation).

## **OUT OF COURT LINE**

A continuous line marking the upper boundaries of the court, comprising the front wall, both sidewalls and the back wall.

**NOTE** - When a court is constructed without provision of such a line, i.e. the wall comprises only the area used for play, or without the provision of part of such a line (e.g. Glass back wall), and the ball in play strikes part of the horizontal top surface of such a wall and deflects back into court, such a ball shall be considered to be "Out". Because of the difficulty in ascertaining just where the ball strikes the wall, the decision as to whether such a ball is out should be made by observing the deflection back into court, an abnormal deflection indicating that the ball is "Out". This decision should be made in the normal manner by the Marker, subject to appeal to the Referee.

## **POINT**

A unit of the scoring system. One point is added to a player's score when that player has won the rally.

## **RALLY**

A series of returns of the ball, comprising one or more such returns. A rally commences with the service and concludes when the ball ceases to be in play.

## **REFEREE**

The official appointed to control the match, making decisions where called for by the Rules and deciding on all appeals including those against the Marker's calls.

## **SERVICE**

The method by which the ball is put into play by the server to commence the rally.

## **SERVICE LINE**

A line set out on the floor parallel to and 5.49 metres (18 feet) from the front wall and extending the full width of the court.

## **STANDARD**

The description given to the balls, racquets and courts that meet the Australian Racquetball specifications as contained herein. (See Appendix 6 - Specifications).

## **STOP PLAY PLEASE**

Expression used by the Referee to stop play.

**STRIKER**

The player whose turn it is to hit the ball after it has rebounded from the front wall, or who is in the process of hitting the ball, or who up to the point of his return reaching the front wall has just hit the ball.

**THREE WALL SERVE / RETURN**

Occurs when the ball hits the front wall, either side wall, then the opposite side wall, before making contact with the floor.

**TIME**

The expression used by the Referee to indicate that a period of time prescribed in the Rules has elapsed.

**TIN**

The area below the board, covering the full width of the court, which should be constructed of a material that makes a distinctive sound when struck by the ball.

**TOURNAMENT REFEREE**

The "Tournament Referee" is given overall responsibility for all marking and refereeing matters throughout the tournament, including the appointment of officials to the matches.

**TURNING**

If the striker has either followed the ball around, or allowed it to pass around him or her, in either case striking the ball to the right of the body after the ball had passed to the left or vice versa, then the striker has turned.

## **APPENDIX 3**

### **RECOGNISED MARKER'S CALLS**

#### **DOWN**

The expression used to indicate that an otherwise good service or return has struck the floor before reaching the front wall, or has struck the board or tin.

#### **FAULT**

The expression used to indicate that the service is a fault. See Rule 4.4

#### **FOOT FAULT**

The expression used to indicate that the service is a foot fault. See Rule 4.4.1

#### **GAME BALL**

The expression used to indicate that one point is required to win the game in progress.

#### **MATCH BALL**

The expression used to indicate that one point is required to win the match.

#### **NOT UP**

The expression used to indicate that the ball has not been returned in accordance with the Rules.

#### **NO LET**

The call made by the Marker after the Referee has disallowed an appeal for a "Let". This call results in a point allowed to the opponent.

#### **OUT**

The expression used to indicate that the ball has struck the "Out line", or a wall above such a line, or the roof, or has passed over any part of the roof or fittings connected to the roof or walls (e.g. cross bars, light fittings).

#### **POINT TO 'A'**

The call made by the Marker after the Referee has allowed a point to player "A" in accordance with the Rules.

#### **THE SCORE**

Is called by the Marker. The server's score is always called first, thus in the example ("4 -3") the server leads by four (4) points to three (3). If points are equal the wording used is "All" (e.g. "4 - All").

#### **YES LET**

The call made by the Marker after the Referee has allowed an appeal for a "Let".

## **APPENDIX 4**

### **RECOGNISED REFEREE'S CALLS**

#### **FIFTEEN SECONDS**

The expression used to indicate when fifteen seconds of the interval permitted between games is left.

#### **HALF TIME**

The expression used to indicate the mid-point of the warm up period has passed.

#### **NO LET**

The expression used to disallow an appeal for a "Let".

#### **POINT TO 'A'**

The expression used when allowing a point to player "A".

#### **STOP PLAY PLEASE**

The expression used to stop play.

#### **TIME**

The expression used to indicate that a period of time prescribed in the Rules has elapsed.

#### **YES, LET**

The expression used to allow an appeal for a "Let".

## APPENDIX 5

### CODE OF CONDUCT

The following offences may be subject to penalties under **Rule 17** and / or disciplinary action: -

1. A player who verbally or physically abuses his opponent, the Marker, Referee, Officials, Spectators or Sponsors.
2. A player who shows dissent to the Marker, Referee or Officials, including foul or profane language and obscene or offensive gestures.
3. A player who abuses playing equipment or the court.
4. A player who fails to comply with the conditions of entry of a Tournament including any Rules with regard to clothing or advertising.
5. A player who having entered a Tournament or accepted an invitation to play withdraws from the event or fails to attend without just cause.
6. A player who fails to complete a match.
7. A player who defaults from a Tournament or event. The disciplinary committee may require evidence or proof of "Bona Fide" injury, illness or other emergency situation.
8. A player who fails to be available, to meet reasonable requests for interviews with the media.
9. A player who does not comply with the Rules or the spirit of the game.
10. A player guilty of any other unreasonable conduct which brings the game into disrepute.

## **APPENDIX 6**

### **SPECIFICATIONS**

#### **1. THE COURT**

- Length - 9750 mm (32')
- Width - 6400 mm (21')
- Height above floor to lower edge of Front Wall Line - 4570 mm (15')
- Height above floor to lower edge of Back Wall Line - 2130 mm (7')
- Distance to nearest edge of "Service Line" from Back Wall. 4260 mm (13' 10")
- Height above floor to upper edge of Board - 480 mm (1' 7")
- Width of all lines and the board 50 mm (2")

#### **2. THE RACQUET**

- a) The Racquet, including the bumper guard and all solid parts of the handle and frame must not exceed 55.8cm (22 inches) in length and 29.2cm (11.5 inches) in width.
- b) The Racquet shall include a wrist strap that must be secured around the player's wrist, so as to prevent the Racquet escaping the player's control while striking the ball.
- c) The Racquet frame may be made of any material, as long as it conforms to the above specifications.
- d) The strings of the Racquet shall be "Gut", "Mono filament" or "Nylon". Only two layers of string shall be allowed and these shall be alternately laced to form a right angle pattern.

#### **3. 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