

The Singles Game.

The rules of Racketball are very similar to those of Squash, with the following differences:

The Racket.

The Racketball racket has a larger head and much shorter handle than a squash racket. As in squash, the better rackets are more expensive.

Balls

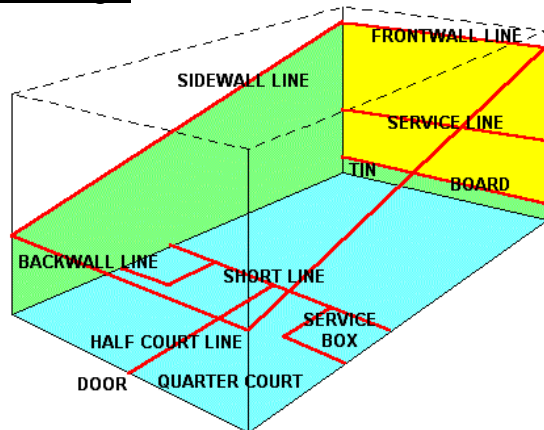
The Racketball ball is larger, about the size of a tennis ball, and does not require warming up.

There are two different speed balls:

Blue (fast) is for the normal club players.

Black (slow) is for the County/Team players.

Court Markings.



The Service line (Cut line) on the front wall is not used in Racketball. The serve can be low and fast, high and slow, or in between.

All lines are considered to be "OUT".

The Service.

(a) The server stands with at least part of one foot inside the service box, touching the floor but not touching the line. Anything else is a "fault".

(b) The ball must be bounced once anywhere on the floor without touching the walls, and hit directly to the front wall between the tin and the out of court line, to return to the opposite back quarter of the floor, perhaps via the side walls. If the ball is not bounced, this is a "fault".

(c) On serving, the service is a "fault" (short) if the ball rebounds from the front wall to the floor outside the opposite back quarter. It may touch the sidewall before touching the floor.

(d) On serving, the service is a "fault" (long) if the ball rebounds from the front wall to the back wall before touching the floor. It may touch the sidewall before touching the floor.

A ball, which strikes the floor and the back wall simultaneously, is considered to be a good service.

Second Service.

Two service attempts may be allowed for any of the four faults above, however the receiver, at their discretion, may accept and play a fault first service, in which case, the rally continues as normal.

If the fault first service is refused, then a second service is taken from the same service box. The call is "Second-Service".

If this is also a fault, the receiver shall not play it, and wins the rally.

If the ball is served on to the floor or tin or walls before hitting the front wall, or strikes the roof or walls above the out-of-court line, a second service is not allowed.

Winning a Rally.

A rally is won if the opponent, before the ball has bounced twice, fails to hit it, either directly or via other walls, onto the front wall.

Scoring.

The scoring system is the best of 5 games up to 11 points, Point-a-Rally (formerly known as American Scoring). At 10 all, the "Setting" is automatically set to 2 clear points.

When the server wins the rally, a point is scored and the service is retained. When a server fails to serve or loses the rally, the call is "Hand-Out" and the opponent scores a point and becomes the server.

Lets and Strokes.

A Stroke is awarded when a player is significantly prevented from hitting the ball directly to the front wall. All other interference results in a Let. – the rally stops and is replayed.

Safety First.

Never play a shot that might result in your opponent getting hit with the ball or racket, always stop and play a Let.

A situation often occurs in Racketball where a cross court ball hits the side wall, goes around the back of the court and comes off of the back wall, crossing the half court line. The incoming player has not turned, but has backed off onto the wrong side of the court and is in a position to play the ball. By watching the ball off of the back wall, the player cannot be sure of the opponent's position, so should stop and play a Let. If the player decides to play the ball and hits the opponent then that is dangerous play, and the striker should lose the point, unless the opponent has deliberately got in the way.

The Doubles Game.

Server.

Each side shall nominate its SERVER for the whole of the odd games in a match, with their partner serving the whole of the even games in the match. In the final game when either side's score first reaches "6 points", both servers shall change; also the nominated receiving sides may be changed at the point.

Return of Service etc.

At the beginning of each game, each side shall designate one of its players to receive service in the right-hand service court and the other to receive service in the left-hand service court. Throughout the course of the game, the player designated to receive on that side of the court must receive the service. Only the Receiver may be positioned in the service court opposite the Server's service court, at the point of impact of the service.

N.B. The order of striking shall be: The Server, the Receiver, followed by the Server's partner, followed by the Receiver's partner.

Lets & Strokes.

As the playing order is defined, if the previous striker of the ball is in the way of the striking player hitting the ball directly to the front wall, a STROKE is awarded as in squash.

If the striking player is inadvertently hindered by either of his/her opponents from reaching or striking at the ball, a LET shall be allowed. If that interference to the striker is unnecessary or created, a STROKE is awarded to the hindered side.

The striker cannot claim a LET against his/her partner, unless the opposing team significantly

contributed to the interference occurring. i.e. were blocking that player from moving out of the way.

The 2on1 Game.

Sides.

In this game one player plays singles against the other two players who play doubles. In essence it is doubles with the one player playing both shots for his/her side.

2on1 Handicap 'Reset@4' Scoring.

As the 2on1 game is not balanced sides, a handicap should be adopted. A 'Reset@4' handicap works well, where once the handicapped side reaches 4 points for the first time in each game, then their score only is reset to 0. In effect they are playing to 15 points.

If the Doubles Side play conventional Racketball Doubles (hitting the ball alternately), then the Single Player plays 'Reset@4'.

Alternatively if they chose that either of them can hit the ball (as in squash doubles) then the Doubles Side plays 'Reset@4'.

Return of Service etc.

At the beginning of each game, the Doubles Side must designate one of its players to serve and receive in the right-hand service court and the other to serve and receive in the left-hand service court.

Throughout the course of each game, the doubles players must serve and receive on their appropriate court sides, but may swap court sides between games.

Simplified Racketball Rules

For more information about Racketball,
check out the websites:

www.racketball.org.uk
&
www.uk-racketball.com