

RACQUETBALL 101

TYPES OF GAMES

- Singles—2 players (1 vs 1)
- Doubles—4 players (2 vs 2)
- Cut-Throat—3 players (1 vs 2)

EQUIPMENT

- Racquetball Racquet**—with a tether that is connected to the wrist at all times.
- Eye Guards**—lensed eyewear must be worn at all times when entering the court.
- Ball**—Racquetball Canada's Official Ball is the Gearbox Black Sleek Ball.

OBJECTIVE

Be the first to win 3 games. Games go to 11 points (win by 2). Points are won by winning rallies.

ALL ABOUT SERVES

SCORING AND LOSS OF SERVE

With rally point scoring, whoever wins the rally, scores one point.

In singles, the winner of the rally gets to serve.

In doubles both partners serve, always in the same order. The first partner serves until their team loses a rally and then the second partner gets a chance to serve until a rally is lost.

In cut-throat, players rotate clockwise after a rally loss by the server.

SERVING

The first to serve is usually decided by a coin toss. The serve begins with a single bounce of the ball to the floor followed by the server hitting the ball, which must then hit the front wall first. The winner of each rally wins the right to start the next rally by serving.

FAULT SERVES

Short—the served ball bounces on or before the short line.

Long—the served ball hits the back wall without bouncing.

Ceiling—the served ball hits the ceiling after the front wall.

3 Wall—the served ball hits 3 walls before bouncing. (The served ball hits the front wall then both side walls before bouncing on the floor).

Screen—the ball is served too close to the server's body.

LOSS OF SERVE

The server loses their serve when they do one of the following:

Two Consecutive Fault Serves.

Non Front Wall—the served ball hits any surface before the front.

Out of Court—the served ball hits above the 12 foot line on the back wall, or out of the court without bouncing.

Missed Attempt—if the ball is missed on the swing after the bounce.

Hitting Selves—if the served ball touches the server or the server's racquet on the rebound from the front wall.

COURT MARKINGS FOR SERVES

Front Wall

Service Line—the server must stand between the short and service line (service box) when serving the ball. The server's feet must remain within the service box during the full motion of the serve. The front foot may cross the service line providing that part of the foot remains on the line.

Service Box

Service Zone

In doubles, the non-serving partner stands in one of the service boxes while their partner serves.

Service Box

Short Line—a served ball must not bounce on or before the short line after hitting the front wall.

Receiving Line—the receiver may not break the plane of the dashed line on a service return until the served ball has bounced or crossed the line. A violation of this rule is an automatic win of the rally for the server.

Back Wall

HOW TO PLAY!

RALLIES

All the lines on the floor are for the serve only and no longer apply after a serve is in play.

During the rally, opponents take turns hitting the ball to the front wall. Players may use any combination of walls and ceiling as long as the ball makes it to the front wall before hitting the floor.

A RALLY IS WON WHEN:

Two Bounces—opponent doesn't return the ball before it bounces on the floor a second time.

Skip Ball—the opponent's returned shot fails to hit the front wall before the floor.

HINDERS—a stop in play that results in a replay of the rally.

Contact—player contact during a rally.

Safety—when a player holds up on hitting the ball because they think they might hit their opponent with their racquet or the ball.

Screen—unintentional interference which prevents an opponent from having a fair chance to see or return the ball.

AVOIDABLE HINDERS—An avoidable hinder results in loss of the rally and point awarded to the opponent. It does not necessarily have to be an intentional act.

Failure to Move—an opponent does not move sufficiently to allow the hitter a shot straight to the front wall.

Blocking Access to the Shot—the opponent moves into a position that blocks the hitter from getting to and returning the ball.

Contact During the Shot—the opponent interferes with the stroke of the hitter before they hit the ball.

ADAPTING THE PLAY FOR YOUR NEEDS

Official rules use single bounce play. The game can be modified to allow more bounces for new players and those who need more time to get to the ball.

Official Rule Book can be found at:

