

# RACQUETBALL

## League Rules



CALGARY **SPORT** & **SOCIAL** CLUB

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## 1. COURT REQUIREMENTS

League	Total # of Players Required on the Court	Minimum # of F Required on the Court	Maximum # of M/X Allowed on the Court
Open	2	0	2

All CSSC Racquetball Leagues use an 'open' roster format. There are no co-ed restrictions for the leagues.

## 2. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
Doubles - Open	2 (no gender restrictions)	0 – 15; 0 -15

**Important** – In Racquetball Doubles, a team is allowed to play with one player in order to avoid defaulting all four matches. In this case, the team would only default two of the matches.

## 3. FORMAT & EQUIPMENT

### GAME FORMAT

- Please note, the CSSC does not follow the standard Racquetball Doubles format of 2 teams (4 players) in a court.
- In Doubles, teams will play four matches per night:
  - Each player will play two **individual** matches against the opposition
  - Example: A + B vs. C + D
    - Match 1: A vs. C, B vs. D
    - Match 2: A vs. D, B vs. C
- Total playing time is 60 minutes
  - Each match has a 30-minute time limit
- Matches are a best-of-three games format

### SCORING

- All games use a rally-point scoring system
- Each game is to 15 points (must win by 2 points)
- A total of 5 combined points must be played in a game for the result to count
  - If time expires, the score of the current game will stand as-is, unless the combined score of the current game has not reached a total of 5 points, in which case the game will not count
  - **Regular Season:** ties are allowed
  - **Playoffs:** ties are not allowed
    - If both teams won the same number of matches, the following tie-breakers occur:
      - **1st Tiebreaker:** Differential of games won vs. games lost
      - **2nd Tiebreaker:** Differential of points scored vs. points allowed
      - **3rd Tiebreaker:** Each team picks a player for a tie-break game to 5 points

### EQUIPMENT

- Players must wear clean, non-marking, indoor shoes
- Players are required to have their own racquet
- Balls will be supplied by the CSSC
- Protective Eyewear is recommended and not supplied by CSSC

## 4. GAME PLAY

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### SERVICE

- First-serve is decided by the spin of a racket or an alternate means
  - During a serve, a player needs at least one part of their foot within the service box
  - For a serve to be good:
    - The ball must bounce on the floor one time before contacting it for service
    - The ball must contact the front wall before any other surface. After contacting the front wall, it may contact either of the side walls, but it cannot contact the ceiling.
      - If the ball contacts the front wall and then the ceiling, the server has a 2<sup>nd</sup> opportunity to put the ball into play
    - The ball must cross over the 'short line' before its first bounce on the floor.
      - If the ball does not cross over this line, it is considered a 'short serve' and the server has a 2<sup>nd</sup> opportunity to put the ball into play
    - The ball must bounce at least once before contacting the back wall.
      - If the ball hits the front wall and then the back wall without bouncing, it is considered a 'long serve' and the server has a 2<sup>nd</sup> opportunity to put the ball into play.
    - The ball cannot strike the front wall, followed by a side wall and then the other side wall without bouncing on the ground first.
      - If this occurs it is considered a '3-wall serve' and the server has a 2<sup>nd</sup> opportunity to put the ball into play
    - If the first surface the ball touches is the ceiling, a side wall or the floor this is considered a 'side out' and the player loses the serve.
    - If on their 2<sup>nd</sup> opportunity to serve, the server hits a short serve, long serve, 3-wall serve or contacts the ceiling after hitting the front wall, the player loses the serve.
  - The server continues serving until losing a rally, at which point their opponent serves
  - The player who wins the preceding game serves first in the next game
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### RETURNING THE BALL

- Players must return the ball before it bounces on the floor for a second time
  - A returned ball must hit the front wall
    - The ball may contact any combination of surfaces on its way to the front wall, but it cannot touch the floor first
  - If the ball touches the floor before reaching the front wall, this is considered a 'skip' and that player loses the rally.
  - Players alternate hitting the ball (rallying) until one of them loses the rally by:
    - Hitting a 'skip'
    - Failing to hit the ball before it bounces on the floor twice
    - Getting hit by their own shot off the front wall
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### VIOLATIONS AND FAULTS

#### HITTING AN OPPONENT WITH THE BALL

- If a player strikes the ball, which, before reaching the front wall, hits the opponent, play stops
  - If the return would have been good (could have hit front wall), the point is replayed
  - If the return would not have been good, the opponent wins the point
- If a player feels they cannot swing without contacting their opponent (either with racquet or the ball once they'd have hit it), they must stop play and call for a 'replay hinder' in which the rally ends and the point is replayed.