



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

ADULT RACQUETBALL TOURNAMENT RULEBOOK

BEHAVIOR POLICY

- The YMCA will enforce a ZERO TOLERANCE policy pertaining to profanity, fighting, or any other unsportsmanlike conduct.
- Unacceptable behavior may result in EJECTION from the game and/or facility for players and/or SUSPENSION for any and all future league/tournament games.
- Spectators may also be asked to leave the court and/or facility for inappropriate conduct. Decisions made are at the discretion of game officials and/or other YMCA employees.

PROGRAM FORMAT

- Racquetball uses a "play-by" tournament format, meaning players will be paired with opponents for matches. Players will have one week to play their match before advancing to the next round of the tournament.
- Players will play two matches for tournament seeding. Players will be seeded based on their record prior to the start of the tournament. In the event of a win/loss record tie, the player with the highest point total will take the higher seed.
- The bracket will be updated the day following the deadline for each round. It is the responsibility of each player advancing in the tournament to set-up the date and time for the next round to be played. Contact information for your next opponent will be provided through PLAYERSPACE to facilitate communication for future matches.
- All participants are responsible for reporting the results of each match upon completion. Make sure that the winner's name, loser's name, and scores are listed.
- The results must be submitted no later than 11:59 PM on the day of the deadline. All match results will be posted on PLAYERSPACE.
- Racquetball matches will follow a best of three games format. The player who wins two games will advance to the next round. If a player wins the first two games of a match, the third game will not be played.
- All games of each match will be played to 15 points, and the winner must win by two points. The game will be continued until one player wins by two points.

EQUIPMENT/OFFICIATING

- Racquets, balls, and safety glasses are available for check-out at the Member Services desk at the entrance of the facility.
- Games will be self-officiated, when a discrepancy occurs, play the point over.

GAME RULES

- The ball must be served from the service zone. A foot fault occurs when the server steps completely over the lines before the ball has crossed the short line.
- The server must bounce the ball and hit it off of the first bounce. The served ball must strike the front wall first, and then it may strike one sidewall prior to landing beyond the short line. The served ball may not rebound and hit the back wall on the fly.
- A fault occurs when the served ball lands in front of the short line, hits the front wall plus two side walls, makes contact with the ceiling, hits the back wall on the rebound from the front wall (and a side wall), or goes out of the court.
- On the return, the receiver may not enter into the service zone or beyond it, make contact with the ball before it crosses the short line, hit the ball after the second bounce, or allow the ball to hit the ground prior to contacting the front wall.
- Failure to return a legal serve results in a point for the server.
- A server's turn will end when he/she makes two consecutive faults, an out serve, fails to return the return, or commits an avoidable hinder.
- The receiver shall be ready prior to service.
- During each return, the ball may only be contacted once.
- The player has the opportunity to hit the ball until it has touched the floor a second time.
- Only the player making the return can touch the ball; anyone else touching it will result in an out and a point given to the returner.
- If a player loses his/her racquet, play will continue until the point has been decided unless it strikes an opponent or interferes with play.

HINDERS

- Dead ball hinders occur when:
 - The ball contacts any part of the court that is considered out of play
 - The ball hits an opponent on the return to the front wall
 - Body contact between players interferes with seeing or returning the ball
 - The ball is screened from an opponent's view by a player who just returned the ball and is unable to move out of the way
 - The ball bounces between an opponent's legs and cannot be seen
 - Any other unintentional interference that may occur.
 - It is the duty of the player who just returned the ball to move out of an opponent's way.
 - Dead ball hinders result in immediate stoppage of play and a replay of that point.
- Avoidable hinders include:
 - The failure of an opponent to get out of the way
 - The intentional blocking of an opponent's view or ability to return the ball
 - A player moving into the way of a ball that was just played by the opponent
 - Deliberately hitting or pushing an opponent during a rally (this will also result in an ejection from the tournament).
 - All avoidable hinders result in a point being awarded to the appropriate player.
 - If you feel as if your swing will hit your opponent, please stop your swing and replay the point. It is better to replay a point than injure someone.