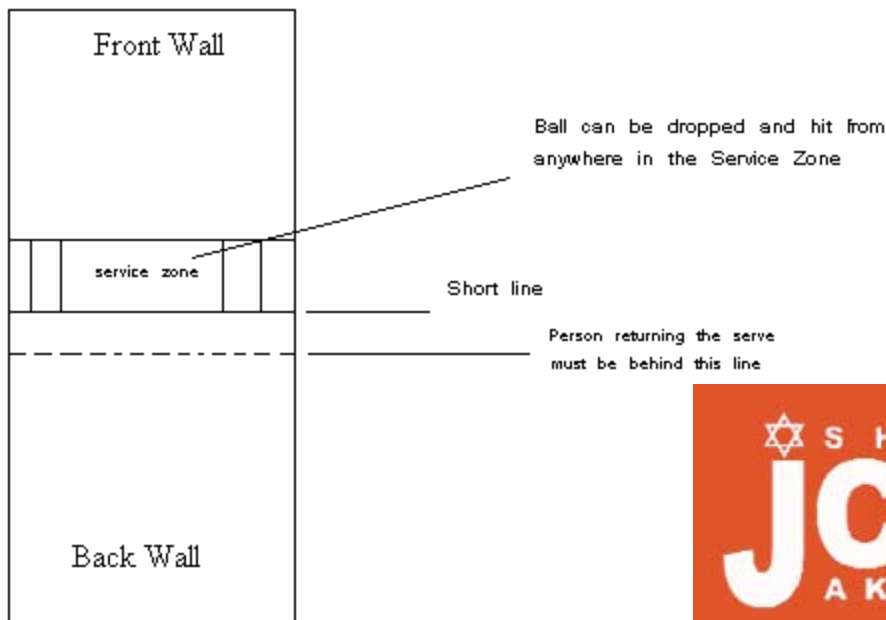


Racquetball League

RULES:

- League is open for those 20 and up.
- Play begins Monday, January 11, 2010 until Sunday, March 7, 2010.
 - The league will be 8 weeks long.
 - One match a week, followed by a post-season, single elimination tournament (Sunday, March 14, 2010).
 - For the tournament on Sunday, March 14, 2010, a bracket will be developed based on the results given from the previous weeks.
- Each player is guaranteed 9 matches for the season.
- Registration is from now until Thursday, January 7, 2010.
- Cost is \$15.00.
- There will be no referee; players will call their own match.
- On the following page is a list of the general racquetball rules that players **MUST** abide by.
- An email will be sent out to let each player know who their opponent is for the following week (on Friday/Saturday).
- Contact the opposing player to schedule a day and time to play the match.
 - There are only 2 racquetball courts, so scheduling a time slot through the JCC's back desk is necessary in order to be sure you have a court. Back desk number is 330.835.0042. Be sure to give them both players' last names.
 - A phone list and email list will be sent out to all participants.
- If a player doesn't show, that is considered a forfeit.
- Players will record their statistics with the [Rick Davis by calling 330-835-0053 to report the winner.](#)
- There will be a prize for the winner, as well as the runner up.
 - Prize TBA



Racquetball Game Instructions

SAFETY IS THE RESPONSIBILITY OF EVERY PLAYER WHO ENTERS THE COURT.

Serving:

- **The server must stand in the Service Zone (see illustration on previous page)**
- **To serve, drop the ball to the floor and strike on rebound**
- **The ball must hit the front wall and return behind the short line (back of service box) and in front of the back wall**
 - **If the ball hits the back wall on the serve, it is Long and the server has one more try**
- **Server automatically loses serve if the ball hits one of the side walls before the front wall**

Fault Serves:

- **The receiver has the primary responsibility to make these calls, though either player may make the call.**
- **The receiver must make the call immediately, and not wait until the ball is hit to gain the benefit of seeing how good a shot can be hit.**
- **It is not an option play.**
- **The receiver does not have the right to play a short serve just because it could be a set-up.**

Rally:

- **The ball must be struck either in the air or on one bounce and must then reach the front wall prior to the ball hitting the floor**
- **When the ball is hit off the back wall, it must reach the front wall before being hit again**
- **It is the hitter's responsibility to make the call**
- **As a matter of etiquette, players are expected to make call against themselves any time they are not sure**

Scoring:

- **Best of 3 games**
 - **Games 1 and 2 are the first to 15 points (win by 1)**
 - **Game 3 is to 11 points (win by 1)**
- **Points are ONLY rewarded to the server**
- **Since there is no referee, or scorekeeper, it is important for the server to announce both the server's and receiver's score before each serve**

Hinders:

- **Hinders result in a replaying of the point**
- **Hinders should be called anytime a person thinks s/he will hit their opponent with the ball or racquet**
 - **DO NOT TAKE THE SHOT and replay the point**
- **If anyone is hit by his/her opponent with a shot, the point is replayed**
- **If you are hit by your own shot rebounding off the wall, your opponent wins the rally**