

Racket or Racquetball basics

Equipment

- Racquetball must take place on a squash court using appropriate racquetball rackets and a ball approved by England Squash & Racquetball.

Points and Scoring

- When a player fails to return the ball within the rules of the game, the opponent wins one point and takes the next serve. The first player to reach 11 points wins the match, if the score is tied during a game to 10-10, play must continue until a player is ahead by two clear points. Matches can be either a best of three or five games

Serving

- Service is decided by the spin of the racket. The server is able to choose which service box to use, and will alternate each side thereafter until a point is lost or the game is over. The server must bounce the ball once against the floor and the ball must hit the front wall. During the return from the front wall, the ball must cross the opponent's service line for play to continue. The server has two chances to make a legal serve; if the second serve is illegal, it is the receiver's serve.

Serving Faults

- The ball cannot touch the back wall before touching the floor. The server must have at least one foot in contact with the floor in the service box.

Play

- The ball must not bounce twice on the floor with players alternating the return of the ball to the front wall. Players returning the ball must have the freedom to be approximately one meter directly in front of either sidewall or the front wall.

Rallying

- After the serve, the players will alternate shots until either the ball bounces twice before a player is able to hit it to the front wall, or if a player fails to hit the ball against the front wall before it hits the ground. The ball can hit a side wall, back wall, or ceiling prior to hitting the front wall, but cannot touch the ground.

Lets

- A let is an undecided rally; in event of a let, players replay the point from the serve. A risk of injury or ball touching a player before a return will result in a let. Touching or distracting the opponent during a shot instigates a let. Additionally both players should be ready before attempting service