

ADULT RACQUETBALL SINGLES LEAGUE RULES

MATCH FORMAT

- Best 2 out of 3 games
- Games 1 & 2 played to 15 points, win by 1 (no point cap)
- Game 3 (if needed) played to 11 points, win by 1
- Side-out scoring: only the server can score a point

SERVING

- Server must bounce the ball once and hit it directly to the front wall before it touches the floor
- Serve must hit the front wall first, then land past the short line – either untouched or after hitting one side wall
- Two serve attempts are allowed, like tennis; a fault on both results in a side-out (loss of serve)
- Server must stay in the service zone until the ball passes the short line
- Server for the first game is determined by lagging. The lag is hit from an arm+racquet's reach from the back wall. The ball is measured from the first bounce after the front wall. The closest ball to the short line wins the serve in the first game (too close to call? Try again). The second game is served by the player who lost the lag. If necessary, the third game is served by the player who earned the most points in the first two games (tied? Relag)

RALLY PLAY

- The ball may hit any number of walls (including the back wall and ceiling) but must reach the front wall before touching the floor
- The ball is "out" if it hits the floor twice before being returned
- A legal return may touch side walls, the back wall, or the ceiling in any order, as long as it eventually reaches the front wall before bouncing twice

SELF REF

- League match games will be reffed by the players
- If the players disagree with a call then the point should be replayed
- Honesty and integrity are key to making self-refing work

RIGHT OF WAY

- After hitting the ball, you must clear out of the way so your opponent has a fair, unobstructed shot
- Your opponent must have a reasonable chance to see and return the ball without being screened or hit by you

EQUIPMENT & SAFETY

- Protective eyewear is required!
- A wrist leash on the racquet is typically mandatory, since a dropped racquet is a safety hazard

LEAGUE-SPECIFIC BASICS

- **Match scheduling:** 1 match per week for 6 weeks
- **Standings:** track games won/lost, with point differential as a tiebreaker to determine Final tournament standing
- **Default/forfeit policy:** e.g., 15-minute grace period before a forfeit is declared, unless the match is rescheduled by both players for time before the next league match.
- **Court time limit per match:** 60 minutes to keep courts moving. Warm ups should be kept to a maximum of 5 minutes after the league match is scheduled to start and time between games should be limited to 2 minutes.

ADDITIONAL RULES

- No tobacco chewing, no smoking, no profanity anywhere in the building and outside of all facilities.
- League suspensions carry over to all leagues and tournaments that Courthouse Club Fitness runs.
- A team fight is a league suspension with no refund. Players have a responsibility to control or restrain their own teammates. The key is to step in and help end a bad situation before the league has to suspend or banish players. Your players need to control each other. The League Staff cannot prevent these situations as well as you could as players/teammates.
- If a player is ejected for unsportsmanlike conduct, that player must leave the gym on his/her own. If the player does not leave in a timely fashion, he/she may be suspended for the remainder of the season and the team may forfeit the game and face team suspensions for not enforcing the rules with their own players.
- **Conduct rules:** Players not able to control their behavior will be ejected from the facility and may face further suspension from the league. This rule applies to spectators as well.
- **Children:** Due to their short attention span, we ask that all children sit next to parents and be under their supervision at all times. This helps prevent any accidents or interference with games. If the only parent attending is playing, that parent will be responsible to have a friend supervise his/her children during the game. Due to safety concerns, children (or any other spectators) are not allowed to sit on the team bench or at the scorekeeper's table. League Staff may remove a parent from the game and require him/her to supervise unruly children. Parents will be financially responsible for any damage caused by their children.
- **Verbal threats will be taken very seriously:** Any player, manager, or person connected with the team verbally threatening League Staff, player or spectator before, during, or after a game, will be ejected from the game and the facility and suspended from league play indefinitely.
- **Alcohol and Drug policy:** No player shall appear on the court under the influence of alcohol or drugs in such a manner that they have no control of his/her faculties to the extent that there is a chance of physical injury to him/her or others. Minimum penalty: Ejection from facility.