



BOLINGBROOK PARK DISTRICT RACQUETBALL RULES

RULES & REGULATIONS

The Bolingbrook Park District has adopted the following set of rules to govern the Racquetball League organized and controlled by the Park District. Rules not covered herein will be determined by the "USAR OFFICIAL RULES OF RACQUETBALL," found online at <http://usra.org/Rules.aspx>

The purpose of this league is to provide an opportunity for interested adults to play in a safe and organized league. Fair play and good sportsmanship is the responsibility of every player.

LEAGUE ORGANIZATION

The League Commissioner (Adult Athletic Coordinator) has final authority in all matters pertaining to the league. The League Commissioner will call all necessary meetings between players.

1. PLAYER RESPONSIBILITIES

- 1.1. It is encouraged for players to attend Player's Meeting. NOTE: Modifications to the league, including but not limited to rules and awards, may take place at this meeting. Failure of a player to attend shall not exempt from any modifications that may be made.
- 1.2. Knowledge of league schedules, rules, etc. (located on www.bolingbrookparks.org)
- 1.3. Contacting opponents and/or League Commissioner if unable to make a scheduled matchup. (24-HOUR NOTICE ENCOURAGED)
 - 1.3.1. If a player does not show up within 15 minutes of a matches' scheduled time, and has made no contact with their opponent to notify him and/or reschedule, the opponent may request a forfeit. Forfeit requests must be signed and submitted on a regular scorecard by placing in the drop box.
 - 1.3.2. League Commissioner will make the final decision on forfeit requests and notify involved players.
- 1.4. Scheduling make-ups with opponent and reserving court time for said make-up. (see 'Make-Up Procedures' section for more details)
- 1.5. Responsible for personal conduct. (see 'Player Conduct' section for more details)
- 1.6. Co-officiating their own matches with their opponent.
- 1.7. Signing score card after each match to assure accuracy of score and players.
- 1.8. Placing scorecard in drop box at the racquetball courts.
- 1.9. Making sure the Park District has current contact information. (mailing address, phone number and e-mail)

2. ELIGIBILITY

- 2.1. A player is ineligible if they meet any of these restrictions:
 - ⇒ A player who is not 18 years of age on or before the first scheduled game.
 - ⇒ A player with no photo I.D., proof of residency, and/or incomplete/inaccurate personal information.
- 2.2. To be eligible, a player must meet all of the following criteria:
 - ⇒ Must be 18 years of age on or before the first scheduled game.
 - ⇒ Must have a photo I.D. with them while in the facility.

3. MATCH STRUCTURE

- 3.1. Placement of players within leagues will be at the discretion of the League Commissioner. The League Commissioner has the right to move players within divisions based on previous seasons' performance.
- 3.2. The player winning the lob (person coming closest to the short line) has the option to either serve or receive at the start of the first game. The second game will begin in reverse order of the first game. The player scoring the highest total of points in games 1 and 2 will have the option to serve or receive first in the third and final game.
- 3.3. Games Played: If a player wins the first two (2) games of a match, the third game will not be played. The third game is only if necessary.

- 3.4. Game Scoring: First two (2) games will be played to 15 points, must win by 2 points (max of 21); third game will be played to 11 points, must win by 2 points (max of 15). The serving side scores when they serve an ace or wins a rally.
 - 3.4.1. Points scored in the first two games of each match are accumulated for a player's season point total to be used in tiebreakers at end of season (if needed).
 - 3.4.2. "Overtime" points are not accumulated for a player's season point total.
 - 3.4.3. Points scored in if necessary third games are not accumulated for a player's season point total.
 - 3.4.4. The maximum points that can be accumulated for a player's season point total is 15 per game or 30 per match; "overtime" points and third game points are only used to determine the winner of the match.
 - 3.4.4.1. If a game goes into "overtime," both players are awarded the maximum 15 points for their season point totals for that particular game. EXAMPLE: If Player 1 defeats Player 2 by scores of 21-19 and 17-15, Player 1 is awarded the match win and both players are awarded 30 points for their season point totals.
- 3.5. Game Time: All matches will have a one-hour time limit (from the scheduled start time). If the time limit expires during the final game of the match, the score at that time will determine the winner. If the game is tied, the next player to score will be awarded the game.
- 3.6. Time Outs: Each participant is allotted one time-out per game, one-minute in length.
- 3.7. Rest Period: A two (2) minute rest period is allowed between games one and two and between games two and three.

4. RULES

- 4.1. All players must wear appropriate athletic shoes (NO street shoes, black-soled shoes, sandals, etc.)
- 4.2. Wearing protective goggles is recommended.
- 4.3. All players must know "USAR Official Rules of Racquetball" and abide by these rules.
- 4.4. Game balls are to be provided by the players.
 - 4.4.1. Racquetballs are available for purchase at the front desk
 - 4.4.2. If needed, racquets can also be checked out at the front desk.
- 4.5. Serving Regulations:
 - 4.5.1. Position of the Server: The server may serve from anywhere in the service zone with no part of either foot extending beyond either line of the service zone. The server must start and remain in the service zone until the served ball has passed the short line. Stepping on the line is allowed.
 - 4.5.1.1. Violation: A violation of the serve is called a foot fault and is an illegal serve. Two illegal serves in succession results in a serve-out.
 - 4.5.1.2. Serve-out: loss of serve.
 - 4.5.2. Method of Service: The ball must be dropped to the floor within the service zone and struck with the racquet on the first bounce, hitting the front wall first and rebounding back of the short line, either with or without touching one of the sidewalls.
 - 4.5.3. Readiness: Serves shall not be made until the receiving side is ready.
 - 4.5.4. Illegal Serves or Dead ball Serves: Any two illegal serves in succession results in a serve-out.
 - 4.5.4.1. Short Serve: A served ball that hits the floor before crossing the short line.
 - 4.5.4.2. Long Serve: A served ball rebounding from the front wall to the back wall before hitting the floor.
 - 4.5.4.3. Ceiling Serve: A served ball rebounding from the front wall and hitting the ceiling before hitting the floor.
 - 4.5.4.4. Two-side serve: A served ball rebounding from the front wall and hitting two or more walls before hitting the floor.
 - 4.5.4.5. Foot Fault: The server stepping out of the service zone before the ball passes the short line or server's partner in doubles not staying in the service box as required.

4.5.4.6. Screen Serve: A served ball that hits the front wall and on the rebound passes so closely to the server that it prevents the receiver a clear view of the ball.

4.5.5. Serve-out Serves:

4.5.5.1. Two consecutive fault serves.

4.5.5.2. Failure to serve promptly.

4.5.5.3. Missed Served Attempt: Any attempt to strike the ball that results in a total miss or in the ball touching any part of the server's body.

4.5.5.4. Touched Serve: Any served ball that on the rebound from the front wall touches the server or their racquet, or any ball intentionally stopped or caught by the server.

4.5.5.5. Fake or Baulk Serve: Non-continuous movement of the racquet towards the ball as the server drops the ball for the purpose of serving.

4.5.5.6. Illegal Hit: An illegal hit includes contacting the ball twice, carrying the ball or hitting the ball with the handle of the racquet or part of the body.

4.5.5.7. Non-front Wall Serve: Any served ball that does not strike the front wall first.

4.5.5.8. Crotch Serve: Any served ball that hits the crotch of the front wall and floor, front wall and sidewall or front wall and ceiling. A serve that rebounds off the front wall and hits the crotch of the back wall and floor is good. A served ball that rebounds off the front wall that hits a sidewall and floor beyond the short line is good.

4.6. Playing Regulations:

4.6.1. Return of Service

4.6.1.1. The receiver must remain at least five feet in back of the short line until the server strikes the ball.

4.6.1.2. A legally served ball must be returned on the fly or after the first bounce be returned to the front wall directly or indirectly after hitting the sidewall(s), ceiling, or back wall. A returned ball touching the front wall and floor simultaneously is not a good return and result in a point for the server.

4.6.1.3. In returning a service on the fly, no part of the receiver's body may cross the short line before making the return.

4.6.1.4. Failure to legally return the service results in a point for the server.

4.6.2. Playing the Ball: A legal return of service or of an opponent's shot is called a rally. The following rules must be observed. Failure to do so results in a serve-out or point.

4.6.2.1. The ball must be hit with the racquet on one or both hands.

4.6.2.2. Hitting the ball with the arm, hand or any other body part is prohibited.

4.6.2.3. In attempting a return, the ball must be touched only once. If a player swings at the ball but misses it, the player or partner may take another attempt to return the ball until it touches the floor for a second time.

4.6.3. Unintentional Hinders: It is a hinder if a player unintentionally interferes with an opponent preventing them from having a fair opportunity to hit the ball. Each player must get out of their opponent's way immediately after the participant has struck the ball, failure to do so result in replay of the point.

4.6.3.1. A player must give their opponent a fair opportunity to get to and strike at the ball. If a player in attempting to get into position goes the wrong direction and their opponent stands still this does not constitute a hinder.

4.6.3.2. A player must give the opponent a fair view of the ball, however, interference with the opponent's vision following the flight of the ball is not a hinder.

4.6.3.3. A player must allow the opponent an opportunity to play the ball from any part of the court.

4.6.3.4. A player must allow the opponent to play the ball to any part of the front wall, either sidewall or back wall.

4.6.3.5. Unnecessary interference with an opponent or unnecessary crowding, even though the opposing player is not actually prevented from reaching or striking the ball, is a hinder.

4.6.4. Intentional Hinders: result is a serve-out or point.

4.6.4.1. A player failing to move sufficiently to allow his opponent a fair shot.

4.6.4.2. Intentionally pushing an opponent during play.

4.6.4.3. Blocking the movement of an opponent by moving into his path.

4.6.5. Miscellaneous:

4.6.5.1. Broken Ball or Racquet: If a ball or racquet breaks during play, the point is replayed.

4.6.5.2. Continuity of Play: Play shall be continuous from the first serve of each game until the game is concluded except for time outs. Deliberate delays shall result in a point or side-out against the offender.

4.6.5.3. Injuries: Play may be suspended for up to 5-minutes for an injury. If the injured player is unable to continue the match, the match is forfeited. If the match is resumed and must be stopped again for the same player the match is forfeited.

4.6.5.4. Prior to each serve the server shall call out the score, giving the server's score first.

5. MAKE-UP PROCEDURES

5.1. If a scheduled match cannot be played, it is the duty of (at least) one involved player to notify the League Commissioner via e-mail at TMartin@bolingbrookparks.org or phone at (630) 783-6634 by end of day on the date of the scheduled match.

5.2. After a scheduled match has been postponed, players have two (2) weeks from the original match date to schedule a make-up through the League Commissioner.

5.2.1. Make-up matches can be requested via e-mail, phone or in-person and REQUIRE verification and subsequent scheduling by the League Commissioner.

5.2.2. As long as make-up matches are scheduled within two weeks of the original match date, they can be made up at any point before the end of the regular season.

5.2.3. If a make-up match is not scheduled within two weeks of the original match date, a double forfeit will be recorded for the purposes of league standings.

5.2.4. If players attempt to play a make-up match without approval of the League Commissioner, they will be required to pay normal racquetball court rates by the ACC front desk staff. (match results will be recorded if scorecard is placed in drop box)

5.2.5. ALL matches must be played by the designated deadline on the season schedule. If the match has not been completed by this time, it will be listed as a double forfeit. This is necessary to determine placement in any positional rounds and/or the postseason tournament.

6. TOURNAMENT PLAY RULES

6.1. Postseason tournament will only include registered league participants.

6.2. Tournament is single-match elimination.

6.3. Tournament play is a best-of-three series. If one player has won both the 1st and 2nd games, Game #3 will not be played. Game #3 is played only if necessary.

7. STANDINGS

7.1. Standings will be updated weekly on the website within 48-72 business hours. (www.bolingbrookparks.org)

7.2. League standings during regular season are based on a player's match-play record.

7.3. End-of-regular-season standings determine seeding for playoffs. If two or more players are tied for any position in the regular season, the following procedures will be utilized to determine the final "regular season" league standings, in order, until all ties are broken:

7.3.1. Any player with a forfeit during the regular season automatically loses all ties. (at discretion of Adult Athletic Coordinator)

7.3.2. Player with the best winning percentage against the other player(s) involved in the tie.

7.3.3. Player with the most total points in head-to-head matches AGAINST the other player(s) involved in the tie.

7.3.4. Player with the most total points AGAINST all teams in the league.

7.3.5. A coin toss may be used as determining factor if all other tie-break procedures have been exhausted.

8. PLAYER CONDUCT

- 8.1. Any unsportsmanlike behavior such as abuse of equipment, taunting, etc. displayed before, during or after a match, on Park District property, shall automatically disqualify the offending player for the next match on a first offense, and for the rest of the season (including any post-season play) for the second offense. These are automatic suspensions.
- 8.2. **Any physical conduct / fighting with another player or Park District employee before, during or after a match will not be tolerated.** Any player participating in any physical conduct will be automatically suspended for a minimum of 1 season up to a possible indefinite league suspension and civil action. The player will also be fined \$25. This fee must be paid prior to his next match or a forfeit will be enforced.
- 8.3. Any player who verbally threatens another player or Park District employee before, during or after a match will be suspended a minimum of 6 matches up to a possible indefinite league suspension.
- 8.4. Persistent poor behavior, including harassment of officials or other teams, (aka “trash talking”) may result in the dismissal of that player from league. Players exhibiting such behavior will receive a written warning from the League Commissioner. Issuance of a second warning for player misbehavior will result in that player being placed on probationary status with a possible individual suspension to follow.
- 8.5. Any drugs (unless prescribed by a physician) and/or alcoholic beverages are prohibited on Park District property.
 - 8.5.1. Players caught with alcoholic beverages will be suspended from the match and the next match.
 - 8.5.2. Players caught with alcohol “after the match” will be suspended for the next match.
 - 8.5.3. The second time a player is caught with alcohol; they will be suspended from the league.
 - 8.5.4. Players caught with drugs will be reported to the Police and suspended as above.
 - 8.5.5. If the problem continues, the team will forfeit each match containing an occurrence.
 - 8.5.6. Spectators will be escorted from the facility if caught with alcohol.
 - 8.5.7. Park District and Village Police are empowered to issue tickets to violators in addition to the penalties listed above.
- 8.6. The League Commissioner has the right to disqualify any player from league play due to unsportsmanlike conduct with no league refund.

9. INJURIES / INSURANCE

- 9.1. The Bolingbrook Park District is not responsible for any injuries incurred while on the premises of the Bolingbrook Park District and its' facilities before, during or after a game and/or practice.
- 9.2. All individuals should be commercially insured (carry own insurance). The Bolingbrook Park District provides no insurance.

10. AWARDS & PLAYOFFS

- 10.1. Prizes will be awarded to top league and playoff finishers.
- 10.2. A tournament will be held at the end of the regular season – all players are eligible for the tournament.
- 10.3. All playoff schedules and standings will be viewable online at www.bolingbrookparks.org

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Updated 1/13