



'bashing a ball against a wall'
squash and racketball  what walls live for!
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RACKETBALL FOR SECONDARY SCHOOLS

Schools Racketball—a great new sports format created in Scotland to introduce secondary school students to rebound racquet sports. Play it on almost any wall using a ball that suits you. You only need a standard racketball racquet and Ball. There are 3 speeds of racketball ball to choose from; Blue - beginner; Black 1 dot - intermediate; Black 2 dots – experienced.

Learn the basics skills in school using SSRLs CfE compliant packs (available academic year 2014—2015) and a one wall racquet WALL, then progress to your local courts with the fun Big Shots league format or play interschool competitions with the Racketball 3s format the fun new team game for mixed ability teams.



All the fun and great aerobic workout of Squash and Racketball without a court! Create a one wall racquet WALL in less than 30 minutes for c £20 on almost any wall surface using removable floor and wall tapes.



**For more details please contact Scottish Squash and Racketball Limited
on 0131 625 4425,
or info@scottishsquash.org
or write to Scottish Squash and Racketball Limited,
1 Redheughs Rigg, South Gyle, Edinburgh EH12 9DQ**



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How to play racketball

1. EQUIPMENT

Racketball is played between two players on a standard squash court or on a **racquet WALL™** using a standard racquet and a racketball approved by Scottish Squash & Racketball.

2. SCORING

Singles matches are the best of 3 or 5 games at the option of the competition organizer.

Each game is "point a rally" scoring to 11. If the score in a game is tied at 10-10, a player must win by 2 clear points.

Details on team formats - **racketball 3s** and **racketball 2s** - are available on the Scottish Squash and Racketball web site www.scottishsquash.org

3. HOW TO WIN POINTS

Points can be scored by either player. When a player fails to serve or to make a good return, in accordance with the rules, the opponent wins the point. When the Receiver wins a point, they become the Server and add one to their score.

4. SERVICE

- (i) The right to serve is decided by the spin of a racquet or coin.
Thereafter the Server continues to serve until they lose the point, the opponent then becomes the Server.
- (ii) At the beginning of each game and each hand, the Server has the choice of serving from either service box and shall thereafter alternate for as long as they score points and remains the Server.
- (iii) The ball, before being struck, shall be dropped or thrown onto the floor, without touching the wall; it must be served direct on to the front wall of the court or **racquet WALL™** between the tin and the out of court line, so that on its return, unless volleyed, it falls to the floor within the back quarter of the court opposite to the Server's box.
- (iv) A service is a fault:
 - If at the time of striking the ball the Server fails to have at least one foot in contact with the floor within the service box, and no part of that foot touching the line surrounding the service box. This is called a foot-fault.
 - If the ball touches the back wall or goes beyond the back line or side line before touching the floor.
 - In a squash court the ball may touch the side wall before touching the floor.
 - In a court a ball which strikes the back wall and floor simultaneously is a good service.
 - If the ball first touches the floor on or outside the short or half court lines delimiting the back quarter of the court as in Rule 4(iii)
 - If it is not bounced on the floor before serving.

5. PLAY

After a good service has been delivered, the players return the ball alternately until one or other fails to make a good return, or the ball otherwise ceases to be in play, in accordance with the rules.

If any part of the ball touches the out of court lines or the "tin", the ball is deemed out.

Similarly, if the ball bounces on the short line from a service, the serve is deemed to be a fault.

6. A GOOD RETURN

A return is good if the ball, before it has bounced twice upon the floor, is returned by the striker onto the front court wall or **racquet WALL™** above the tin, without touching the floor or any part of the striker's body or clothing, provided the ball is not hit twice or out.

7. LETS

A "Let" is an undecided stroke, and the service or rally in respect of which a "Let" is allowed, shall not count, and the Server shall serve again from the same box. A Let shall not cancel a previous first fault which was not taken by the Receiver.

A Let may be allowed:

- If, owing to the position of the striker, the opponent is unable to avoid being touched by the ball before the return is made.
- If the ball in play touches any article lying in the court.
- If the striker refrains from hitting the ball owing to a reasonable fear of injuring the opponent.
- If the striker, in the act of playing the ball, touches the opponent.
- If the Referee is asked to decide an appeal and is unable to do so.
- If a player drops the racquet, calls out or in any other way distracts the opponent, and the Referee considers that such occurrence has caused the opponent to lose the stroke.

A Let shall be allowed:

- If the Receiver is not ready, and does not attempt to take the service.
- If the ball breaks during play.
- If an otherwise good return has been made, but the ball goes out of court on its first bounce.

8. HOW STROKES (POINTS) CAN BE WON

A player wins a stroke:

- (i) If the server serves a double fault.
- (ii) If the opponent fails to make a good return of the ball in play.
- (iii) If the ball in play touches the opponent or anything carried or worn by the opponent whilst on the way to the front wall.

9. FREEDOM TO PLAY THE BALL

After playing a ball, a player must make every effort to get out of the opponents way. That is:

- (i) A player must make every effort to give the opponent a fair view of the ball, so that it may be sighted adequately for the purpose of playing the ball.
- (ii) A player must make every effort not to interfere with, or crowd, the opponent in the latter's attempt to get to, or play, the ball.
- (iii) A player must make every effort to allow the opponent, as far as the latter's position permits, freedom to play the ball directly to the front wall of the court or **racquet WALL™**, in the case of on a court to either side wall or to within approximately one metre of the front wall of the court or **racquet WALL™**.

10. WARM UP

Immediately preceding the start of play, a period not exceeding five minutes shall be allowed on court for the purpose of warming-up.

11. DOUBLES

All rules for Doubles are the same as in singles, except for the following:

- The rules for the service are the same with regard to what constitutes a "good" serve.

However, the following rules apply in relation to which team member is responsible for serving and returning at any given time.

- Each team must indicate their serving order at the start of the match i.e. first server and second server.
- Similarly, each team must also nominate which player shall return serve from each service box.
- Neither of the above may change once the match has commenced.
- The service alternates between teams every time the receiving team wins a point.
- The serving team alternates its server, who then continues to serve from alternating service boxes until the serve is lost.
- Upon winning a rally to regain the serve, the other team member is now responsible for serving.
- Thereafter, each team alternates shots with either member of the team permitted to make a return.
- The rally continues until neither player is able to make "a good return" as per singles play.



Racketball — Schools Starter Pack

PLEASE NOTE THAT SSRL RULES DEMAND THAT ALL JUNIORS WEAR APPROPRIATE EYE PROTECTION

- | | | |
|-----------|------------------------------|-----------------------------------|
| 10 | Racketball racquets | - TITAN Cobra alu-graphite |
| 1 | Racquet bag | - TITAN |
| 9 | Club Racketball balls | - Price |
| 10 | Pairs of eyeglasses | - TITAN |

48hr Courier to UK Mainland addresses

£260 including VAT

- | | | |
|-----------|--|-----------------------------------|
| 10 | Racketball racquets | - TITAN Cobra alu-graphite |
| 1 | Racquet bag | - TITAN |
| 9 | Club Racketball balls | - Price |
| 10 | Pairs of eyeglasses | - TITAN |
| 3 | Rolls floor marking tape | - choice of 5 colours |
| 1 | Roll wall marking tape - choice of red or black | |
| 1 | Copy of Racketball Secondary School Resource Pack | |

48hr Courier to UK Mainland addresses

£350 including VAT

Note: - Please advise of preferred tape colours when placing order (tick one each)

	RED	YELLOW	BLACK	GREEN	BLUE
FLOOR TAPE	<input type="checkbox"/>				
WALL TAPE	<input type="checkbox"/>	NOT AVAILABLE	<input type="checkbox"/>	NOT AVAILABLE	NOT AVAILABLE

PLEASE PAY BY BACS

ACCOUNT NAME	Scottish Squash and Racketball Limited
BANK	Unity Trust Bank
SORT CODE	08 60 01
ACCOUNT NUMBER	20255712
REFERENCE	SRSP

NAME

ORGANISATION

DELIVERY

ADDRESS:

POSTCODE:

<input style="width: 90%;" type="text"/>					
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