

# Rule Changes for September 1, 2016

## Old Rule

### Rule 1.5 - Game, Match and Tie Breaker

The length of a game, match or tiebreaker is set by the tournament committee, chosen from game formats to 11, 15, 21 or 31 points. The winning margin shall be by 2 points in every game and every game format. The committee may at its discretion, and upon providing mandatory advance announcement on the entry form, decide that a specific division (or divisions) will compete using only one (1) serve per player. In the event that only one (1) serve per player is chosen, the rules will then be interpreted and enforced in the same way as if each serve initiated by a player is the "second" serve in a two serve match.

## New Rule

### Rule 1.5 - Game, Match and Tie Breaker

The length of a game, match or tiebreaker is set by the tournament committee, chosen from game formats to 11 or 15 points. The winning margin shall be by 2 points in every game and every game format.

## Old Rule

### Rule 2.4 - Racquet Specifications

- a. **Dimensions:** The racquet, including the bumper guard and all solid parts of the handle, may not exceed 22 3/8 inches (56.9 cm) in length.

## New Rule

### Rule 2.4 - Racquet Specifications

- a. **Dimensions:** The racquet, including the bumper guard and all solid parts of the handle, may not exceed 22 inches (55.9 cm) in length.

## Old Rule

### Rule 4.1 - Serve Generally

- c. **Start:** Games are started by the referee calling "time in". The server may not initiate the pre-service motion, from outside of the service zone, but may serve from any place in the service zone. Either foot or any wheel of a wheelchair may extend partially beyond the front line of the service zone. Stepping over the line (but not completely beyond it) is permitted. Server must remain in the service zone until the served ball passes the short line. Violations are called "foot faults" or "wheel faults."

## New Rule

### Rule 4.1 - Serve Generally

- c. **Start:** Games are started by the referee calling "time in". The server may not initiate the pre-service motion, from outside of the service zone, but may serve from any place in the service zone. Either foot or any wheel of a wheelchair may extend partially beyond the front line of the service zone. Stepping over the line (but not completely beyond it) is permitted. Violations are called "foot faults" or "wheel faults."

## Old Rule

### Rule 4.2 - Serve, in Doubles

- b. **Partner's Position:** On each serve, the server's partner shall stand erect with his back to the side wall and with both feet on the floor within the service box until the served ball passes the short line. Violations are called "foot faults". For wheelchair racquetball, the server's partner must have at least one rear wheel in the service box until the served ball passes the short line. Violations are called "wheel faults".

## New Rule

### Rule 4.2 - Serve, in Doubles

- b. **Partner's Position:** On each serve, the server's partner shall stand erect with his back to the side wall and with both feet on the floor within the service box until the server has struck the ball. Violations are called "foot faults". For wheelchair racquetball, the server's partner must have at least one rear wheel in the service box. Violations are called "wheel faults".

## Old Rule

### Rule 4.5 - Fault Serves

The following serves are faults and any two in succession result in a side-out.

- a. **Foot and Wheel Faults:** A foot or wheel fault results when any part of either foot or any wheels of a wheelchair of the server or his partner extends beyond the short line of the service zone before the ball passes the short line. A foot or wheel fault also results when the entire foot or wheel of the server is beyond the service line before the ball crosses the short line.

## New Rule

### Rule 4.5 - Fault Serves

The following serves are faults and any two in succession result in a side-out.

- a. **Foot and Wheel Faults:** A foot or wheel fault results when the entire foot or wheel of the server is beyond the service line before the ball crosses the short line.

## Old Rule

### Rule 4.5 - Fault Serves

The following serves are faults and any two in succession result in a side-out.

- i. **Partner:** (a) In doubles if the server's partner is not in the service box with both feet on the floor and back to the side wall from the time the server begins the service motion until the ball passes the short line.

## New Rule

### Rule 4.5 - Fault Serves

The following serves are faults and any two in succession result in a side-out.

- i. **Partner:** (a) In doubles if the server's partner is not in the service box with both feet on the floor and back to the side wall from the time the server begins the service motion

## Old Rule

### Rule 4.5 - Fault Serves

The following serves are faults and any two in succession result in a side-out.

- i. (b) A served ball that hits the doubles partner while in the doubles box results in a fault serve. In Open play (one serve), this fault may be replayed one time only, per service. The second instance, on the same serve, will result in a hand out or a side out.

## New Rule

### Rule 4.5 - Fault Serves

The following serves are faults and any two in succession result in a side-out.

- i. (b) A served ball that hits the doubles partner while in the doubles box results in a fault serve.

## Old Rule

### Rule 4.5 - Fault Serves

The following serves are faults and any two in succession result in a side-out.

- k. **Screen Serves in One Serve Play:** If a serve is called a screen, the server will be allowed one more opportunity to hit a legal serve. Two consecutive screen serves results in a side out.

## New Rule

### Rule 4.5 - Fault Serves

The following serves are faults and any two in succession result in a side-out.

- k. Remove completely

## Old Rule

### Rule 4.12 - Rest Periods

- a. **Time Outs:** During a game each player in singles, or each side in doubles, may request a "time out" for a towel, wiping glasses, change or adjustment of a glove or uniform. Each "time out" shall not exceed 60 seconds. For each singles player or each side in doubles, no more than 4 "time outs" shall be granted in a game to 31 points; no more than 3 "time outs" shall be granted in a game to 21 points; no more than 2 "time outs" shall be granted in a game to 15 points; and no more than 1 "time out" shall be granted in a game to 11 points except if the game is an 11 point tiebreaker, then 2 "time outs" shall be granted.

## New Rule

### Rule 4.12 - Rest Periods

- a. **Time Outs:** During a game each player in singles, or each side in doubles, may request a "time out" for a towel, wiping glasses, change or adjustment of a glove or uniform. Each "time out" shall not exceed 60 seconds. For each singles player or each side in doubles, no more than 2 "time outs" shall be granted in a game to 15 points; and no more than 1 "time out" shall be granted in a game to 11 points except if the game is an 11 point tiebreaker, then 2 "time outs" shall be granted.

## Old Rule

### Rule 4.12 - Rest Periods

- d. **Between Games:** In matches played with games to 11 points, only a one minute rest period is allowed between games. In the case of a tiebreaker, a two-minute rest period is allowed before the game. In matches played with games to 15 points and matches played with games to 21 points, a two-minute rest period is allowed between the first and second games. A five-minute rest period is allowed between the second game and the tiebreaker game

## New Rule

### Rule 4.12 - Rest Periods

- d. **Between Games:** In matches played with games to 11 points, only a one minute rest period is allowed between games. In the case of a tiebreaker, a two-minute rest period is allowed before the game. In matches played with games to 15 points, a two-minute rest period is allowed between games.