

# **6 – Outdoor Racquetball, World Outdoor Racquetball (WOR)**

World Outdoor Racquetball Association (WOR)

There are many rule variations in the outdoor game. Generally, the standard USAR rules also apply outdoors. Variations acknowledged by WOR are described below, but there may be local rule exceptions that supersede them. Tournament Directors shall put any local rule exceptions in writing and all participants are advised to ask about them prior to playing. Rule modifications must be posted on tournament application prior to event and at the event.

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## **Rule 6.1 Court Specifications**

Outdoor courts vary in size and there is no “official court size.” Generally, courts should have a minimum 20 feet wide front wall playing surface. Front wall height should be at a minimum of 16 feet and the maximum of 20 feet high. The rest of the court (side walls, ceiling, back wall, and floor) will all vary depending on the court type and location. Outdoor courts are generally broken up into three categories: Three wall short wall, three wall long wall, and one wall.

(a) Three-Wall. (short wall) The side walls connect to the front wall and vary in size, length, and angle of slope. The playing area, which includes the floor and walls are generally marked similar to indoor courts. See rule 6.2(a) for exceptions.

(b) Three-Wall. (long wall) The side walls connect to the front wall and the length goes to the back out line. The playing area, which includes the floor and walls are generally marked similar to indoor courts. See rule 6.2(b) for exceptions. Any ceiling area may or may not be in play due to material and local rules.

(c) One-Wall. A one-wall court has no side walls and a front wall only. The playing area, which include the floor and wall are generally marked. See 6.2(c). Generally, court front walls are 16 feet high and the floor is 34 feet to the back line, but court dimensions vary.

## **Rule 6.2 Court Markings**

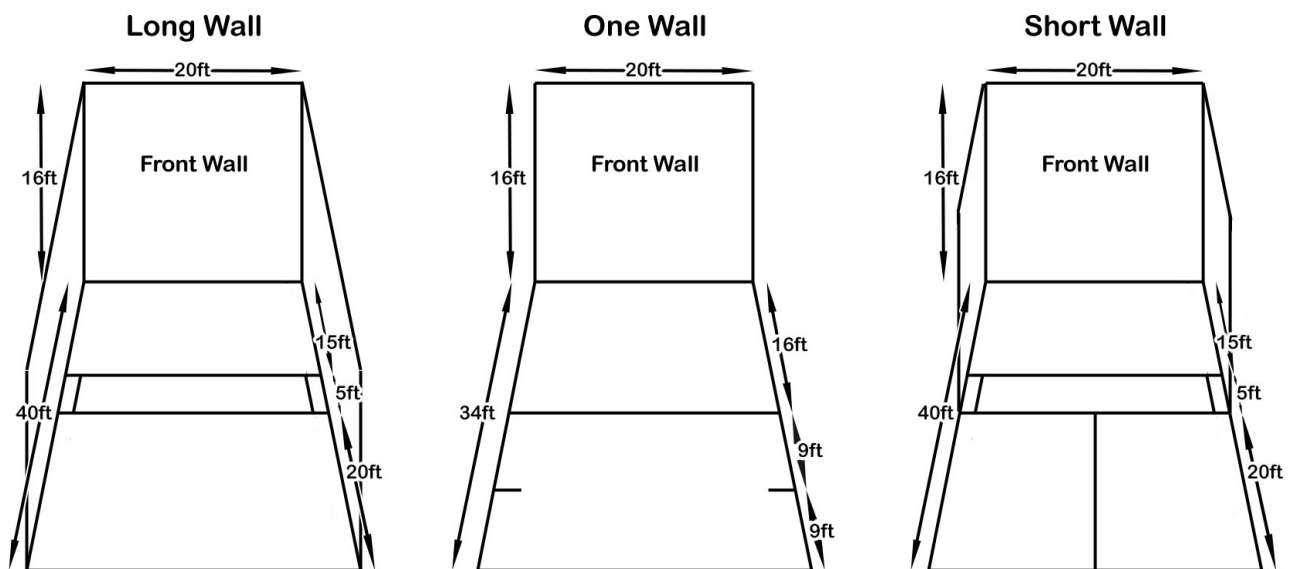
Since the size of an outdoor court varies, the placement of lines also varies. Outdoor racquetball introduces the addition of one or more of the following lines: Side Lines, Back Line, and Singles Service Lines (for quadrant serving). Unless specified, a ball that hits the court lines will be considered good as long as the ball bounces inside the court or on any part of the line. Generally, the markings are the same as the USAR standard rules. Both side lines and a back

line are drawn as needed, to denote play area on the surface of the court. The following exceptions apply:

(a) Three Wall (short wall) - There is no receiving line or drive service lines. There is a quadrant serving line in the center of the court running parallel to the side lines. It extends from the short line to the back line. It shall be the same width as all other lines on the court. Any serve hitting this line is considered good.

(b) Three Wall (long wall) There is no receiving line or drive service lines.

(c) One-Wall. A one-wall court has no side walls and a front wall only. The playing area, which include the floor and wall are generally marked as follows but may vary: It shall have a wall marked with top line and side lines. The top line shall be 16 feet high from it's top edge to the floor and the two side lines shall be 20 feet apart from its outside edges. The sidelines shall continue on the floor perpendicular to the wall placed 20 feet apart from its outside edges and extend a minimum of 34 feet from the wall. It shall have a "short" line running parallel to the wall at 16 feet from the wall to the back edge of the line. It shall have a "long" line running parallel to the wall at 34 feet from the wall to the back edge of the line. There shall also be "service" lines (also "hash marks") at least 6 inches long drawn perpendicular to each sideline at 9 feet, midway from the short and long lines. There is a quadrant serving line in the center of the court running parallel to the side lines. It extends from the short line to the back line. It shall be the same width as all other lines on the court. Any serve hitting this line is considered good.



## Rule 6.3 Apparel

Shirts are not required in the outdoor game.

# Rule 6.4 Play Regulations

## (a) SERVE

(1) All divisions for the WOR are one serve only.

- The service motion shall not begin until the referee has called the score and the server has visually checked the receiver's readiness. Serving when the receiver is signaling "not ready" will result in a technical warning. Persistent non-checking of the receiving player or team shall result in a technical for delay of game. A rally shall be played for a rally to be won.

(2) If the ball bounces on a side line or the back line on its first bounce, the ball is considered "in". In quadrant serving (singles only) if the ball hits the quadrant serving line it is considered "good".

(3) Quadrant Serving- Singles only. (three wall short and one wall) When a server first steps in the box to serve it is an "open" serve and they may serve to either side of the court. Having won the rally, the second serve shall be to the opposite quadrant of the court they served to the first time. Subsequent serves must alternate between each quadrant. After the serve is lost, the new server may start with an "open" serve and then follow with alternate serves as above. This pattern repeats itself throughout the match.

(4) Three Wall Doubles - The partner to the server may take position in any of the following:

- In "the doubles box" as per standard USAR rules. If the ball goes between front wall and partner, it is an automatic screen serve resulting in one more attempt to hit a legal serve. If the server hits their partner with the serve while they are in the doubles box, the server receives one more attempt at a legal serve. Only one of the previous two faults is allowed. Any subsequent fault serve results in a handout or side out.

- Outside the court beyond the back line. When taking a position beyond the back line, the partner must stay out of the way of the receiving team. If the partner hinders the receivers it is an automatic penalty hinder. If the server's partner is hit by the serve in this position it is a handout or side out.

- Outside the court, touching the sidewall. If partner is in this position on sideline and is hit by a serve, it is a handout or side out.

(5) One Wall Singles and Doubles or anytime the server must stand behind the short line - Server must stand in the area between the short line and the hash marks during serve. See rule 6.2(c)

- One Wall Doubles or anytime the server must stand behind the short line - Server's partner must stand in front of hash marks and behind short line outside the court, or outside court in rear while partner is serving.

- The non-serving partner may not step onto the playing zone of the court until the serve has passed the short line.

### **(b) RETURN OF SERVE**

(1) Three Wall (long and short) On the return of serve, the receiver(s) may not break the plane of the short line and doing so results in a point for the server. The receiver shall not interfere with the service motion. If contact is made with the server before the ball crosses the short line it would be a violation and a point for the server.

(2) One Wall or anytime the server must stand behind the short line - During serve the receiver must treat the hash marks as the "safety line". The receiver may not cross the hash mark lines until the ball has bounced or crossed the hash mark lines. A violation of this rule will be an automatic point for the server.

(3) One Wall or anytime the server must stand behind the short line -The receiver shall not interfere with the service motion. If there is contact made it would be a violation of this rule and be an automatic point for the server.

### **(c) COURT HINDERS**

(1) There are no court hinders unless a local court rule designates a particular aspect of the court as being a court hinder. Sun, wind, and forces of nature are not a hinder.

(2) Bevels - If a ball hits the bevel on the wall and stays in the playing area of the court, the ball remains in play.

(3) Top of wall - The ball is considered out if it hits the top of the wall even if it lands in the playing area of court. A ball that bounces over a side wall remains in play until it lands outside the playing area of the court.

(4) Stationary objects – If the ball hits a stationary or fixed object outside the court playing area the ball shall be considered out. Stationary or fixed objects include, but are not limited to, light poles, benches, fences, etc.

### **(d) THREE WALL PLAY HINDERS**

(1) If a ball comes onto the court and interferes with play or puts players at risk, play should be stopped and a reply called. It is the player's and referee's responsibility to stop play immediately

if the ball will interfere. If the ball will not interfere with play or create a safety issue play should continue. Interference cannot be called after the rally has ended.

(2) A safety holdup shall not be called on the stationary part of the crowd. Player shall not put stationary crowd at risk. The players must safely hit the ball prior to entering the stationary crowd. The stationary crowd shall not cause a hinder. Referee shall stop play if ball enters stationary crowd. Player shall strike the ball prior to entering stationary crowd or ball is dead. Parked vehicles are classified as part of the stationary crowd.

(3) A safety holdup shall be called if play is hindered by players on an adjacent court or any spectators who are not part of the stationary crowd. The player must be able to hit the ball prior to it reaching the stationary crowd. Any vehicle that enters the playing area shall be called a safety holdup. The result of any safety hold up is a replay hinder.

### **(e) ONE WALL PLAY HINDERS**

(1) Rules 6.4(d)(1)(2)(3) also apply to this section

(2) The offensive player shall only be allowed a straight in shot. The defensive player must allow the straight in shot. Any infraction of this rule shall be called a penalty hinder.

(3) Unintentional racquet contact shall be a replay hinder. Intentional racquet contact shall be a penalty hinder. On any play, the referee may determine the contact /obstruction was intentional or egregious and may be called a penalty hinder on either player.

(4) One wall is played in tight quarters so extreme care shall be taken for the safety of all players. More compact swings are required, as well as the ability to hold-up as needed for safety. Defender must give way to offensive player's right to a normal swing and follow thru. Contact made on a follow thru, if play stops, may be called a replay hinder. Forward contact is determined by the referee. Generally, safety hinders shall be awarded more liberally in one wall.

(5) Any contact made on a back swing shall generally result in a replay hinder unless the referee determines the contact was intentional, then it shall be called a penalty hinder.

(6) Defensive player shall attempt to get out of the way and if in doing so contact is made it will result in a replay hinder. If no attempt is made to move out of the way the result will be a call of penalty hinder on the defensive player. See Rule 3.15(a)

(7) A deliberate unsafe swing by the offensive player (in the referee's judgment) shall be a technical foul. See Rule 3.17

### **(f) TECHNICALS**

Intentionally launching a ball after a rally has ended is an automatic technical foul for delay of game against the player who launched the ball. This includes launching a ball prior to the referee or opponent confirming that it is broken. In the case of the player launching the ball at the end of a game, then the player or team will begin the next game with an automatic deduction of point.

### **(g) LINE JUDGES**

(1) Side Lines - When side line judges are utilized, they shall be utilized exactly like indoor with the exception of calling side lines. The side line judge shall have the first call on side lines and faults on their respective side line only. The referee shall not give an opinion of a ball being in, out, or a fault on a side line unless an appeal is requested. If a ball is out, the line judge should call “out” and play shall stop. If a player faults, the line judge should call “fault” and play shall stop. If there is an appeal on the line judge’s call, the appeal will only go to the referee. If the referee disagrees with the line judge’s call, then the rally shall be replayed. If the referee agrees or has no opinion, the call stands. The opposite side line judge does not render an opinion.

(2) Short Line - When a “short line judge” is utilized, they shall have the first call on short serves and faults involving the short line only. Short line judge should call “short” or “fault” and shall stop play. If there is an appeal, it shall go first to the referee. If the referee agrees, the call stands. If the referee disagrees, it shall be a reply of serve unless side line judges are utilized. If side line judges are utilized they shall be asked. A two-two tie shall be a replay. A two-one decision, plus one no-call shall result in the decision with the two votes. The short line judge should only give their opinion when there has been an appeal regarding a skipped ball or two bounce call. In the event of an appeal regarding a skipped ball or two bounce call, it shall go to both side line judges and the short line judge. A two-two tie would be a replay. A two-one decision, plus one no-call would result in the decision with the two votes.

(3) Appeal Process – See Rule B.7

### **(h) RAIN DELAY**

(1) Amateurs - The tournament director shall make every effort to adjust, delay, or move matches due to rain. Matches, games, or divisions may not be started or completed due to safety concerns and refunds will generally not be issued due to rain.

(2) Pros - Any event that is not concluded due to rain shall have the prize money split among the players that are still in the winners bracket of the draw when play is suspended. (semis and/or finals) Example: if prize money was \$800 for 1<sup>st</sup> place and \$200 for 2<sup>nd</sup> place and it rained out prior to the semis the total of \$1,000 would be split four ways and each player would

receive \$250. If the division is rained out before the semis then any prize money split is at the tournament director's discretion.