

# **RACKETBALL HANDICAP**

## **2018 RULES**

### **1 GAMES**

Games will last for 40 minutes (including the knock up) and/or the best of five games, for all rounds. The player in the lead when time is called shall be declared the winner, if a winning game score is not reached.

### **2 SCORING**

Point a rally (PAR) scoring to 11 points.

If the game score reaches 10 all, **the next point is sudden death.**

**Note:** If games are level and scores are level at the end of time, the winner of the match will be the person who wins the next point. (If a rally is in progress when time is called, that rally shall be declared void. Hand-in from the void rally shall serve again.)

Time can only be paused during a match when either, the ball bursts' or the player asks for an injury timeout.

### **3 1<sup>st</sup> ROUND MATCHES**

No markers will be provided for 1<sup>st</sup> round matches. If 1<sup>st</sup> round matches are not completed a toss of a coin will decide the player to go through to the 2<sup>nd</sup> round. Any difficulties arranging matches should be referred to competition organisers (Dan Carlile) for adjudication.

### **4 HANDICAP**

Handicaps are to be interpreted as per the examples below:

Player A	Player B	Score Sheet Start	
-20	+2	-20	+2
-20	-5	-15	0
+3	+1	+2	0