

Blue Ash League Rules



Racquetball

BLUE ASH SPECIFIC LEAGUE RULES AND PROCEDURES

- All rules and procedures must be read in its entirety **PRIOR** to competing in the league.

GENERAL INFORMATION

- All rules and regulations pertaining to the Blue Ash Recreation Center must be observed. Due to the unsupervised nature of this sport, it is each players own responsibility to comply with the rules and regulations set forth.
- All players are presumed to know all of the rules and regulations of the league and the recreation center. Failure to familiarize themselves with these rules will not be an excuse for failure to comply.
- This league will follow the *United States Racquetball Association (USRA)* rules except for the "Blue Ash Recreation" league rules, as indicated herein. Click [here](#) for the USRA Rules.
- **All players are required to wear eye protection during their match.** Opponents have the right to refuse to play if eye protection is not worn. The individual who not wearing eye protection will forfeit the match in this scenario.
- Eye protection is available at the front desk for check-out if you do not have your own.
- The netting above the back wall will be considered "out-of-play" according to USRA Rule 2.1a.
- Standings will be determined based on total game wins.
- Winners must turn in scores to the League Director **after each match to the front desk**. Results will be posted on the web and at the courts on a weekly basis
- It is the responsibility of each player to be on time and ready to play at the scheduled game time. There will be a 5-minute grace period for each match, then the match will be forfeited.
- In the event a player is not able to play in a scheduled match, the opponent must be contacted at least 24 hours in advance to avoid a forfeit. This game can be rescheduled for a later date. If the notification is made in less than 24 hours of the scheduled match, it is an automatic forfeit with scores of 15-0 in Game #1 and 15-0 in Game #2. This notification to the opposing player must be time stamped (i.e. text message, email). The only exception to this rule is if both players agree to reschedule the game rather than calling it a forfeited game.
- Two forfeits and the player is automatically out of the league for the season.
- In the event of a tie between players (win-loss records are the same), the tie-breaker to determine final standings will be:
 - winner of the scheduled game played between the players, and/or
 - point differential according to points scored for and against each opponent in the tie-breaker.

- Participants of this tournament who do not have a membership do not have playing privileges outside of league play (you can not schedule a court for any other purposes other than playing a match, i.e. playing a personal match, "practice", etc.).
- Locker rooms and showers are available to league participants. **All other amenities, including the courts during non-league play, are available only to members of the facility.**

SCHEDULING A MATCH

- According to the week of the scheduled match, the player who is listed first (on top) for that match is responsible for contacting their opponent to schedule the day and time.
- After solidifying a date and time for the match, this person is then responsible for reserving the court by calling the Recreation Center.
- When calling the Recreation Center to reserve a court for a match, you must:
 - Notify the person who is taking your reservation that it is for the "Blue Ash Racquetball League" so that you are not charged a \$2.00 court fee.
 - Identify the match (john doe vs. jim smith) to the person who is taking your reservation (they will need to verify the game prior to reserving your court).
- Reservations can only be made one week prior to the day that you want to play your match.
- If either player is unable to play the match at the assigned time and day, they must call their opponent and try to reschedule. Any player who "no shows" will be penalized with a forfeit for that match.
- All matches must be played prior to the next week's scheduled match as indicated on the schedules.

MATCH STRUCTURE

- All matches are best of three games to fifteen (15). Players need only win by one (1) point.
- If needed, the third game will be played to eleven (11). Players need only win by one (1) point.
- If player (a) wins the first two games, the third game may be played if time permits, but the score will not be totaled in the final rankings.