



WOMEN'S PROFESSIONAL RACQUETBALL ORGANIZATION

2009-2010 RULES OF PLAY

- o **GAMES:** Best 3 out of 5. All games to 11 points – win by 2 points. New ball in 1st, 3rd and 5th game (if necessary)
- o **TIMEOUTS:** 2 per game – 45 seconds each (strictly enforced). Ref must inform both players when 10 seconds remain. Calling a timeout when none remain will result in a technical and Ref must deduct one (1) point from player.
- o **TIME BETWEEN GAMES:** 90 seconds between 1st through 4th games (strictly enforced). 2 minutes and 30 seconds between 4th and 5th games. Ref must inform both players when 20 seconds remain.
- o **COURT HINDERS:** There are NO court hinders except when the ball strikes a foreign object (i.e. court is wired for production and ball hits mic, cord, etc. Audible distractions are not considered hinders (justification for play stoppage) unless made by the referee of the same match during a rally.
- o **LINE JUDGES:** Line judges will automatically be provided for semifinal and final matches. May be provided for earlier rounds at the Commissioner's discretion.
- o **APPEALS:** 3 appeals per game. Only lost appeals count against appeals used. Last rally of each game may be appealed by either player if all appeals have been exhausted.
- o **EQUIPMENT TIMEOUTS:** 20 seconds max (strictly enforced). Only granted AFTER all timeouts have been used. Equipment must be deemed unsafe to use. ETO may not be used for wet glove.
- o **INJURY TIMEOUTS:** 15 total minutes. Injury must occur during the course of current match play. Ref must stop play for any external bleeding so that player may receive treatment or apply a bandage.
- o **WET FLOOR:** A player may only leave the court to obtain a towel to dry the court. No player may leave the court while it's being dried unless she officially calls a timeout.