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# The Racquetball Way

Rules and standards are significant not only in ensuring fair play but also to enhance the quality of a particular game. These are also vital so as to provide safety to both the players and the spectators. In lieu with this let's take a glimpse at how the racquetball way is delivered.

The fast-paced action is kicked off by a service. The designated server must initially bounce the ball on the floor before hitting it directly to the direction of the front wall. The player must make sure that the hit is made beyond the short line to avoid a fault. The ball must then make contact with only one side wall before reaching the floor again as when both side walls are hit a fault called three wall serve is committed. Another fault tagged as long serve occurs when the ball directly hits the back wall without touching the floor after service is performed.

A ceiling serve is another way of going against the rules. This occurs when the ball touches the ceiling after hitting the front wall. The receiving player must be ready before service takes place. The server commits a fault serve if he comes off the service box even before the ball passes the short line. A player loses his turn to serve whether it is the first or second when the ball comes into contact with any other surface other than the front wall.

The best time to learn about Racquetball is before you're in the thick of things. Wise readers will keep reading to earn some valuable Racquetball experience while it's still free.

The ball is in play when two scenarios take place. These are when the ball passes the receiving line or after the ball bounces at the back of the short line. The opposing player or team may then counteract the play of their opponents. The common practice is that two serves are allowed which are identified as the first and second serve. During highly competitive tournaments and events the one serve rule takes into effect.

During the point of live play the competitors take alternate strikes at the ball making the front wall the prime target. The player receiving a service may hit the ball after allowing it to bounce once on the floor or he may also choose to make a return while the ball is in flight. He must make it a point to get a direct hit on the front wall before the ball comes in contact with the floor. Unlike during service, players are allowed to utilize as many walls including the ceiling during return plays.

Due to the competitive nature of the sport there are times when each player battle for positioning. This can then lead to one participant hindering the other's chance to hit the ball. In such cases hinders or penalty hinders can be called. Hinder is defined as the repetition of the present rally. On the other hand, a penalty hinder is marked by a player's effort to not execute an avoidable obstruction which leads to the stoppage of a rally.

The racquetball way can be influenced by the say of the referee. It is the responsibility of the official to determine whether a hinder or penalty hinder took place. The difference between the two lies on the opportunity to gain a winning point during a rally. Hinders do not feature a player losing a chance to take a point while penalty hinders show that there is clear obstruction of another player in order to prevent his opponent from lighting up the scoreboard.

Sometimes it's tough to sort out all the details related to this subject, but I'm positive you'll have no trouble making sense of the information presented above.

About the Author

By Anders Eriksson, feel free to visit his new GVO affiliate site: [GVO](#)

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