

The Rules of RACQUETHLON:

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[*] - Subject to change with players input

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1. DEFINITIONS

1.1 Definition of RACQUETHLON

RACQUETHLON is a competition where opponents challenge each other in each of the following five major racquet sports: Tennis, Table Tennis, Badminton, Squash and Racquetball. (in no particular order)

RACQUETHLON is divided into LEAGUE and TOURNAMENT.

1.2 Principles of RACQUETHLON

The following principles must be met in order for a competition to be called RACQUETHLON.

- The competition must include the following five racquet sports: Tennis, Table Tennis, Badminton, Squash and Racquetball (or see 1.2a), where opponents must play each other in all five sports;
- Order of sports each year is subject to the draw;
- All matches in each sport are full length and identically formatted, where each rally counts and each point carries the same weight;
- The opponent who wins the most rallies/points and games in total (in this exact order) according to the competition rules, wins the RACQUETHLON match and:
 - o In a LEAGUE adds points to their ranking status
 - o In a TOURNAMENT advances to the next round until the final

1.2a Variations

RACQUETHLON competition may be limited by geographical or physical locations, economical challenges and timeframes, for that reason following variations are allowed:

1. RACQUETHLON A – any combination of 5 racquet sports
2. RACQUETHLON B – any combination of 4 racquet sports

1.3 Objective:

Objective of a RACQUETHLON match is to win each rally in every game played by serving or returning the ball/shuttle, so the opponent is unable to keep it play according to the competition and international rules regulating each racquet sport.

1.4 Competition formats:

LEAGUE:

- Round robin(s) format applies within each group of at least 4 players;
- Players are required to play every match of 5 racquet sports with each opponent in a group at least once.
- In case of more than one round robin in a group, players are required to complete one full round robin before stating another one.
- Players schedule their own matches at dates, times and locations convenient for them;
- No time deadlines except finishing all your matches by the time allowed for a whole season that lasts 11 months;
- Players reports the scores, organizers keep track of matches.

Players' responsibility is to schedule their matches, show up, play the game, line judge, keep the score and report it to the organizers.

TOURNAMENT:

- Single knock-out format applies (only winner advances to the next round);
- Players are required to play every match of 5 racquet sport with the opponent from a draw;
- Time deadlines applies depending on the tournament format;
- Organizers schedule matches, keep track of games and scores.

Depending on geographical or physical locations, amount of participating players, availability of facilities and sponsorship options/prize money, there are 4 tournament formats:

GRAND SLAMS:	2 times a year
TOUR:	3 times a year
LOCAL:	4 times a year
or	
FLEX:	2 times a year (at a beginning stage)

1.5 Divisions:

There are 5 different divisions:	Men's Singles, Men's Doubles,	Women's Singles, Women's Doubles Mixed Doubles
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Also two additional corporate divisions:	Men's Team	Women's Team
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Team it's made of up to 3 players playing one or two individual sports, competing in singles or doubles matches as a team against other team.

LEAGUE: At least 4 players (doubles or teams) it's required to start a group.

TOURNAMENT: At least 6 players (doubles or teams) it's required to start a division.

1.6 Age Groups:

There are 3 age groups:	A: Juniors (below 21), B: Open (21-50), C: Seniors (over 50)
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If it so desired, players from groups C and A would have a choice to play in a group B.

At the beginning stage, depending on the amount of players, there might be no age groups. All players will play together.

1.7 Ranking Categories:

There are 4 levels within each gender's division and age group:

- Class 1 (Expert)
- Class 2 (Advanced)
- Class 3 (Intermediate)
- Class 4 (Beginner)

At the beginning stage there are no ranking categories. All players will start at the same level. [*]

1.8 Qualifying Rounds

TOURNAMENT:

Number of qualifying rounds depends on the number of players involved (1st, 2nd, 3rd round, or more and then Quarterfinals, Semifinals and Final) just like in any other racquet sport tournament.

*For example: with 8 players there will be 3 rounds.
with 32 players there will be 5 rounds.
with 128 players there will be 7 rounds and so on...*

1.9 A Rally:

A rally consists of a service and a number of good returns and it's the period during which the ball/shuttle is played.

1.10 A Game:

A game shall be won by the player (double or team) first scoring max. amount of points allowed in a game.

1.11 A Match:

A match shall consist of any odd number of games (5, 3 or 1 depending on a gender and competition format).

1.12 Competition time frames

LEAGUE: June 1st one year, until May 1st next year.

TOURNAMENT: As scheduled by organizers (exact dates subject to amount of participating players, sponsorship options/prize money, tournament format, geographical or physical locations and availability of facilities)

2. THE GAME

2.1 Order of Racquet Sports

LEAGUE: No particular order of racquet sports played.

TOURNAMENT: Each year order of racquet sports will be decided by a draw two weeks before the start of the first tournament. It will be the same for all competition formats, divisions and age groups.

2.2 Length of Matches

Although matches in each racquet sport are formatted identically, there is a difference in length depending on a gender and tournament format: [*]

LEAGUE:		Men: 5 games to 21 points	Women: 5 games to 15 points
TOURNAMENTS:	GRAND SLAM:	Men: 5 games to 15 points	Women: 5 games to 11 points
	TOUR:	Men: 3 games to 15 points	Women: 3 games to 11 points
	LOCAL:	Men: 1 game to 25 points	Women: 1 game to 21 points
	or		
	FLEX:	Men: 5 games to 15 points	Women: 5 games to 11 points

2.3 Frequency of Matches

LEAGUE: Players play at the pace convenient for them as long they complete their matches before end of the season.

TOURNAMENT: Depending on amount of participating players, sponsorship options/prize money, tournament format, geographical or physical locations and availability of facilities, players play as follows:

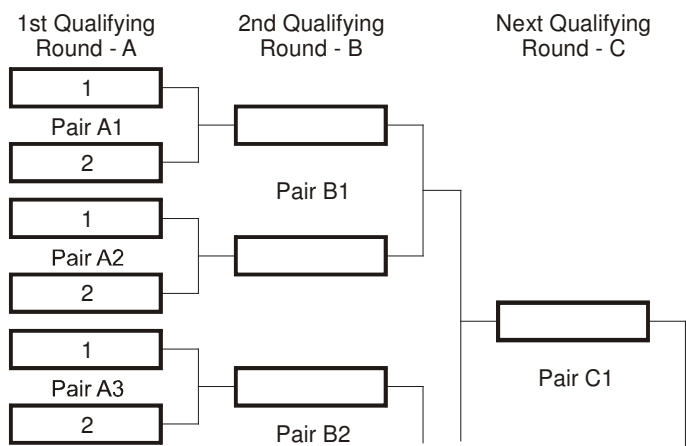
GRAND SLAMS:	Every second day of the tournament
TOUR:	Every day of the tournament
LOCAL:	During two days of the tournament.
or	
FLEX:	Allowed two weeks per qualifying round (one racquet sport a day)

2.4 Matching up Players:

LEAGUE: It will be decided by a draw for each group right before start of the season.

TOURNAMENT: It will be decided by a draw. First will be drawn positions of first player/double/team (#1) in each pair of 1st qualifying round and then their opponents (#2) will be drawn. In later stages players with rankings will be seated.

For example:



With the odd numbers of players, the odd player (last one in the draw) will play the loser of first qualifying round who has the largest amount of points/games calculated after all games in that round are completed. [*]

With even number of players but odd number of pairs of players, winner of the odd pair (last on in a draw) will have to double up and play the loser of first qualifying round who has the largest amount of points/games calculated after all games in that round are completed. [*]

In both cases this arrangement will also gives a chance for the loser of first qualifying round with largest amount of points/games to get back into the games (it's another reason to fight for each point).

2.5 Scheduling and Re-scheduling of Matches (FLEX tournament only):

LEAGUE: Players will schedule their own matches at dates, times and locations convenient for them. Each player has a right to re-schedule their match one (1) time in each round robin group (once in five matches).

TOURNAMENT:

All formats are played at one or more locations, dates and times scheduled by organizers and posted on the website (no re-scheduling of matches by players), except FLEX format where players have a choice to play individually (separate from the main group), at locations, dates and times more convenient for them as long as each match is completed in the next 2,3 days after the group played. We recommend that players take advantage of playing in a group setting in FLEX format.

Example of FLEX format scheduling at different locations:

<i>Sport</i>	<i>Date</i>	<i>Time</i>	<i>Location</i>	<i>Address</i>
<i>B (Badminton)</i>	<i>May 15, 2010</i>	<i>8:45 pm,</i>	<i>Mount Royal College</i>	<i>address:</i>
<i>TT (Table Tennis)</i>	<i>May 17, 2010</i>	<i>8:45 pm</i>	<i>Southland Leisure Centre</i>	<i>address:</i>
<i>S (Squash)</i>	<i>May 19, 2010</i>	<i>10:30 am</i>	<i>Fitness Plus</i>	<i>address:</i>
<i>T (Tennis)</i>	<i>May 21, 2010</i>	<i>10:30 am</i>	<i>North Glenmore Park</i>	<i>address: ...</i>
<i>R (Racquetball)</i>	<i>May 23, 2010</i>	<i>6:30 pm</i>	<i>University of Calgary</i>	<i>address: ...</i>

3. PLAY REGULATIONS

3.1 Performance:

Because each match has the same format and each rally/point counts, players must play five matches against each other (one match in each of the racquet sport). The winner of RACQUETHLON match is the one that wins most points and games (in this exact order) in all 5 different matches. This means that it's possible to loose two out of three or three out of five games in some of the sports and still win the round overall by points (refer to sample score card).

LEAGUE:

After playing all matches, all points are added together in each round robin group.

TOURNAMENT:

After playing three or four matches, if any of the players wishes so, the next match can be stopped as soon as one of the players has enough points all together for the winner to be decided in that round.

If after all matches, both players (doubles or teams) have exactly the same number of points (very unlikely), only then the number of winning games is taken under consideration. If this is the same, then tiebreak to 9 points (with 2 points advantage) will be played in a single sport decided by a new draw.

3.2 Serving, Ends of Court and Change of Ends:

Toss will decide who is serving first. Player (double or team) who wins a toss has a choice to decide whether they will be serving first or choosing the end of court/table.

Each player (double or team) has 3 serves. Only in Tennis and Racquetball, the server has two serving chances – first and second service – just like in normal Tennis and Racquetball. In Tennis, Badminton and Squash players start serving from the right

side of the court and when their score is even, serve from the left side of the court when their score is odd, and change sides with each point won.

In Tennis ends are changed every 6 points. In Table Tennis and Badminton ends are changed in a middle of last game. The looser of last game serves first in next game. The winner of the last match serves first in next match.

3.3 Scoring:

Each game is played to 11, 15, 21 or 25 points depending on a gender and tournament option. Every rally results in a point to the winner of the rally – i.e. “running score” is applied. The game shall be won by the first player (double or team) who scored 11th, 15th, 21st or 25th point (no 2 points advantage required).

3.4 Line Judging:

LEAGUE: Players would be required to line judge on their own sides of courts/tables.
TOURNAMENT: At the beginning stage of the competitions, each of the players would be required to line judge at least one match for other players. At later stage we'll have volunteers and/or referees/umpires available. Players who play separate from the group will line judge on their own side (Gentlemen's Rules). Challenging call shall be replayed.

3.5 Keeping and Reporting Scores:

LEAGUE: Players would be required to keep scores, winning player reports the score.
TOURNAMENT: At the beginning stage of the tournament, each of the players would be required to keep score at least in one match for other players. At later stage we'll have volunteers and/or referees/umpires available. Players who play separate from the group (FLEX format) will be asked to keep and report scores by themselves (winning player reports the score). Signed score cards for each match played, must be send back to the organizers (either by e-mail or fax).

3.6 Time Intervals & Continuous Play:

LEAGUE: Maximum break of max 5 minutes shall be allowed after each of 5 games. Players may pause for a brief drink and to towel down after 10th point.
TOURNAMENT:
GRAND SLAMS: Up to 1 hour break between matches.
TOUR: Up to 0.5 hour break between matches.
LOCAL: Up to 15 min break between matches.
or
FLEX: Break between matches - N/A

In all formats, maximum break of 5 minutes shall be allowed after each game. Players may pause for a brief drink and to towel down after 10th point.

3.7 Conduct of Court:

For any act of misconduct (as judged by other player(s), volunteers or by the umpires) such as swearing, threatening behavior, racquet abuse, delaying or dangerous play etc, player (doubles/teams) shall be penalized as follow.

- 1st incident – warning
- 2nd incident – player/double/team loss a point
- 3rd incident – player/double/team loss a game (keeps all the points won up to that moment)
- 4th incident – player/double/team loss a match (keeps all the points won up to that moment)
- 5th incident – player/double/team disqualification from the competition

3.8 No-show rules:

If player or one of the players in a doubles or teams player will not show up for a match, without explanation, and do not contact the organizers and/or their opponent(s) ahead of time, all the points from that game will be awarded to the player/double/teams that was present. For example if you play men's single Squash game to 15 points and didn't show up for the match, all 15 points for each game goes to your opponent, so if you play 3 games multiply them by 15 points = 45 points.

If player will not show up for a match 2nd time without contacting organizers and/or other player(s), it will be disqualified from the competition.

3.9 Injury:

Each player is allowed one injury time-out per match of 15 minutes. In the event of bleeding the same rule applies, as long as bandages are readily available of course. If any injury is the result of a collision with the opponent (mostly in squash and racquetball), the injured player may take as much time as is needed and other player may be penalized.

3.10 Gear:

Indoor courts: non-marking runners only. Eye protection is recommended.

3.11 Other:

All other aspects of the games are regulated by the international rules of each individual racquet sport. Please refer to our website for more details, www.racquetlon.net, than click on specific sport and link to the rules.