



Rules of Racketlon

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1. INTRODUCTION

Racketlon is the sport in which you play your opponent in each of the four racket sports table tennis, badminton, squash and tennis. A Racketlon match contains four sets, one in each sport. Most points in total is the winner and the best all round racket player.

This document contains the official Rules of Racketlon defined by the International Racketlon Federation.

2. DEFINITION AND RULES OF THE FOUR SPORTS

2.1. Definition of Racketlon

The following three principles need to be fulfilled in order for a game to be called Racketlon:

- a) The game must include the following four sports table tennis, badminton, squash and tennis;
- b) The game must be built on the concept of involving the same two individuals (pairs in doubles) playing each other in all four sports with equally formatted sets in each sport;
- c) Each rally must count, which means running score. The player (pair) who wins most rallies in total is the winner of the match.

Any game that fulfils the three principles above is Racketlon. Any other game involving the combination of several racket sports might be termed "multi racket sport" - but is not Racketlon.

2.2. The Rules of the Four Sports

With the exception of the rules provided in this document, Racketlon is regulated by the rules of each of the four individual sports Table Tennis (see Annex A), Badminton (see Annex B), Squash (see Annex C) and Tennis (see Annex D).

3. RULES SINGLES

3.1. Order of Play

The four sets shall be played in the set order starting with Table Tennis and continuing with Badminton, Squash and finishing with Tennis.

Exceptions to this order can only be granted if the infrastructure makes a different order easier to play (e.g. if any of the courts are offsite and this sport is chosen to be played last) and if the deviation of the regular order of play is communicated to all participants.

3.2. Scoring

3.2.1. Running score to 21. Margin of two points:

Every rally results in a point to the winner of the rally - i.e. "running score" is applied - and the winner of each set is the player who first reaches 21 points, in team competitions 11 points. Except at 20-20 when the set is extended until there is a margin of two points. A set can thus end e.g. 22-20 or 25-23 but never 21-20.

3.2.2. Total points count

The winner of a Racketlon match is not the one that wins most sets but the one that scores the most points in total. This means that it is possible to lose three out of the four sets and still win the match.

3.2.3. Early interruption

The match is over and the final score counts when the winner has enough points for the match to be decided. This also counts for matches played in group play.

3.2.4. GummiarmTiebreak

If, after all 4 sets, both players have exactly the same number of points, a "Gummiarm Tiebreak" shall be decisive (see below).

3.3. Serving and Ends of Court

3.3.1. The toss

The initial order of serving, receiving and ends in each of the four sets shall be decided by one single toss before the match starts, according to the following procedure:

The winner of the toss decides whether to start serving or receiving in table tennis. The player, who starts serving in table tennis, starts receiving in badminton, starts serving in squash and starts receiving in tennis. In each set (except in squash, of course) the player who starts receiving decides what end to start the set from.

3.3.2. Two serves each

After every two points the serve goes to the other player. At the first of these two serves the server always serves from the right (except in table tennis, of course). The second serve is from the left side.

3.3.3. Switch at 11

Ends are switched at the time when 11 points are first reached by any of the players.

3.3.4. One serve each after 20-20

After 20-20 the serve switches hand after every point until the set is decided. The two first serves are from the right, the two next serves are from the left and so on. Player A serves from the right, then player B serves from the right followed by player A from the left and player B from the left.

3.4. The Gummiarm Tiebreak

3.4.1. One single point in tennis breaks a tie

If, after all 4 sets, both players have exactly the same number of points, then one extra point is played in tennis, known as the "Gummiarm Tiebreak". The winner of this single point tie-break is also the winner of the full match.

3.4.2. A toss decides server and end of court

Server is decided by the drawing of lots. The winner of the lot chooses whether to decide who gets to serve or what side to play at. The loser gets the remaining choice.

3.4.3. One serve only

To off-set the server's advantage there is no second service in the Gummiarm Tiebreak.

3.5. Time Intervals & Continuous Play

3.5.1. One minute at 11

A maximum break of one minute shall be allowed at 11 (i.e. when 11 points is first reached by any of the players) in each set.

3.5.2. Three (3) plus three (3) minutes between sets

The break between sets shall be maximised at "3+3" minutes meaning: (a) Warming up at the next sport has to commence within 3 minutes after the end of the previous set. (b) The next set has to commence within 6 minutes after the end of the previous set.

3.5.3. Continuous play

Play must be continuous at all times (as far as can be reasonably expected). Umpires and referees have the right to penalise players under the misconduct rule should they breach this.

3.6. No Coaching During Play

Coaching of players is permitted only during the breaks between sets and at the half time break within each set.

Coaching does not include brief comments of encouragement between rallies that clearly have no effect on the continuity of play. The Referee shall decide whether comments are permissible encouragement or improper coaching. The use of external communication aids is prohibited.

The Referee may penalise coaching in any form during play by applying the misconduct rule to the player being coached.

3.7. Conduct on Court

3.7.1. Misconduct penalties

For any act of misconduct (as judged by the umpire) such as swearing, threatening behaviour, racket abuse, delaying or dangerous play, etc, the player shall be penalised as follows (on a per match basis):

- a) First incident: warning;
- b) Second incident: player loses a point;
- c) Third incident: player loses the set;
- d) Forth incident: player loses the match and is disqualified from the tournament.

In case of a severe act of misconduct, e.g. throwing the racket at another person, the player can be disqualified without any warning.

3.7.2. Line Calls Stand

If a call is challenged and no judge or referee is present then the call stands and the challenger has to accept the call. The challenger may, of course, request a referee to preside for the rest of that set, if available.

3.8. Injury

3.8.1. 5 minutes once

Each player is allowed one injury time-out per match of 5 minutes.

3.8.2. Stop bleeding

In the event of bleeding the same rule as above applies, as long as bandages/plasters are readily available of course. Play may never commence as long as the bleeding has not stopped.

3.8.3. Extension at collision

If any injury is the result of a collision with the opponent in Squash, the umpire may allow the player as much time as he needs, and if necessary, penalise either player.

3.9. Recommendations

Organisers should require that protective glasses are worn in the squash set in all classes but Elite.

4. RULES DOUBLES

The rules of each sport and the singles rules above regulate most aspects of a doubles match. But some additions are necessary. The following rules are specifically applicable to doubles.

4.1. Players on Court

Both players of each pair must be on court for the table tennis, badminton and tennis. The exception is squash, which is played as singles.

4.2. Serving and Ends of Court

4.2.1. Definitions

The examples below refer to a match between Pair A (containing players A1 and A2) and Pair B (containing players B1 and B2), where the digit 1 denotes the players serving and receiving first (in the set) respectively.

4.2.2. The toss

As in singles there is one single toss done before the match deciding which team starts to serve in each set and which team gets to decide what end to start playing at. Specific to doubles it is the team that starts serving that, in each set, decides which of the two players shall start serving. Likewise, it is the receiving side that decides

which of the two players starts receiving. The receiving side may make their choice after they know who will serve.

This rule regarding serving, receiving and ends of court apply to all sets except squash (see below).

4.2.3. Two (2) serves each

As in singles each serve game contains 2 serves, meaning that each server gets to serve twice before the right to serve moves over to the next server, with the exception of the extension after 20-20, where the serve switches hand after every point.

4.2.4. Right then left

As in singles the first serve in each serve game is always from the right and the second from the left. Except in table tennis where the serves are always from the right as in standard table tennis doubles.

4.2.5. Table Tennis

The order of serving/receiving rotation in table tennis starts with A1 to B1, B1 to A2, A2 to B2, B2 to A1 and this cycle repeats itself until 11 is reached. At that stage the two players that are about to receive switch positions with each other and the cycle changes into A1 to B2, B2 to A2, A2 to B1, B1 to A1. Note that the regular position switches only occur after each serve game and only on the side which has just been serving.

4.2.6. Badminton

The cycle for badminton serving is simply A1 - B1 - A2 - B2 throughout the set. The receiving is guided by the badminton rules that suggests that the players keep their positions except the serving side when the server moves to serve from the left side after having served from the right. This gives the following cycle: A1 to B1 then A1 to B2, B1 to A2 then B1 to A1, A2 to B2 then A2 to B1, B2 to A1 then B2 to A2. Which repeats itself without change until the end of the set.

4.2.7. Tennis

As in badminton the cycle for serving in tennis is simply A1 - B1 - A2 - B2 throughout the set. As regards the receiving each team choose, at the beginning of the set, which player returns on the deuce court (i.e. forehand side for right handers) and ad court (i.e. backhand side for right handers) and this shall stay the same until the half time break at 11, at which time each of the teams has the option to switch or leave it unchanged. This shall then stay the same until the end of the set.

4.3. The Squash Set

4.3.1. Switch players at 11

The squash is played as one singles set to 21 in two parts, to 11 in teams. In the first part player A1 (from team A) faces player B1 (from team B). When 11, at 6 in teams, is reached the players are switched so that A2 faces B2 in the second part of the set.

The scoring is kept at the switch so that A2 takes over A1's score while B2 takes over B1's score. The serving is handled in the same continuous way (e.g. A2 starts serving from the left if his partner (A1) served from the right in the previous point).

4.3.2. Player Order in Regular Doubles

Except as in Mixed Doubles and with the exception that no other rule is applicable (e.g. tournament regulations) each pair chooses themselves which player plays first. The pair that does not serve first has the advantage to be able to wait with their choice until they know about their opponents' choice.

a) Definition. Independent and Contextual Doubles Matches

By "Independent" doubles match below is meant a doubles match that does not take place within the context of a tournament, a tour or any other connected series of matches. By "contextual" doubles match is meant the opposite; i.e. a match that takes place within such a "context".

b) Player Order in an Independent Doubles Match

Each pair chooses themselves which player plays first. The pair that does not serve first has the advantage to be able to wait with their choice until they know about their opponents' choice.

c) *Player Order in a Contextual Doubles Match.*

I. Order valid throughout tournament - if the organiser so decides

Organisers have the option to deviate from rule 3.3.2.1 and require pairs to choose a player order that shall be valid throughout the tournament (or general context).

II. Wrong order penalised by 0-21

If any of the pairs violates such a contextual ordering rule the offending pair shall automatically lose the squash to zero and the opponents shall register a win by 21-0.

III. Same Order within FIR Tournaments During 2010

Specifically, it is a requirement in all world ranking tournaments in 2009 sanctioned by the FIR that players choose an order before the tournament that is kept throughout the tournament. (This rule is temporarily provided here for clarity while awaiting its introduction into FIR Tournament Regulations.)

4.3.3. Player Order in Mixed Doubles

Ladies first. In Mixed Doubles, the women play each other first and then the men take over to finish the set.

4.4. Gummiarm Tiebreak

As in singles there is a Gummiarm tiebreak if the pairs have exactly the same number of points after four sets. Specific to doubles the serving side shall decide who will serve within the pair. Similarly, the receiving side shall decide who will receive within the pair.

5. FINAL PROVISIONS

5.1. Coming into Force

The Rules of Racketlon were passed at the Annual General Meeting 2010 of the FIR and shall be valid as from January 1st, 2011.

5.2. Amendments and Modifications

The Rules of Racketlon can only be amended and modified by the General Meeting of the FIR.

FIR – Fédération Internationale de Racketlon

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ANNEX A RULES OF TABLE TENNIS

For the Rules of Table Tennis see:

<http://www.ittf.com/Regulations/Regulations.html>.

If the direct link has become outdated, please refer to the website of the corresponding international federation:

<http://www.ittf.com/>.

ANNEX B RULES OF BADMINTON

For the Rules of Badminton see:

<http://www.internationalbadminton.org/page.aspx?id=10513>.

If the direct link has become outdated, please refer to the website of the corresponding international federation:

<http://www.internationalbadminton.org/>.

ANNEX C RULES OF SQUASH

For the Rules of Squash see:

Singles Rules:

<http://www.worldsquash.me.uk/2009docs/090608SinglesRulesV3.pdf>;

Doubles Rules:

<http://www.worldsquash.me.uk/2009docs/DoublesRulesDecember2008.pdf>.

If the direct links have become outdated, please refer to the website of the corresponding international federation:

<http://www.squash.org/>.

ANNEX D RULES OF TENNIS

For the Rules of Tennis see:

<http://www.itftennis.com/abouttheitf/rulesregs/rules.asp>.

If the direct link has become outdated, please refer to the website of the corresponding international federation:

<http://www.itftennis.com/>.