

RACKETBALL

CLUB INTRO KIT

 **DUNLOP**



\$399

PACK INCLUDES:

- 6 x Dunlop Blackstorm Racketball Rackets
- 2 x Racketball Competition Balls (3 pack)
- 1 x Racketball Pro Balls (3 pack)

TO ORDER

click or scan
the QR Code



 **SQUASH**
NEW ZEALAND

WHAT IS RACKETBALL?

Played on a squash court, Racketball (also referred to as Squash 57) is easy to pick up, great fun and provides a good cardio workout.

Racketball uses a bigger bouncier ball and a bigger racket than squash, meaning players have more time to reach the ball and it's much easier to hit back. Whatever their level, players can enjoy longer rallies and more action on court.

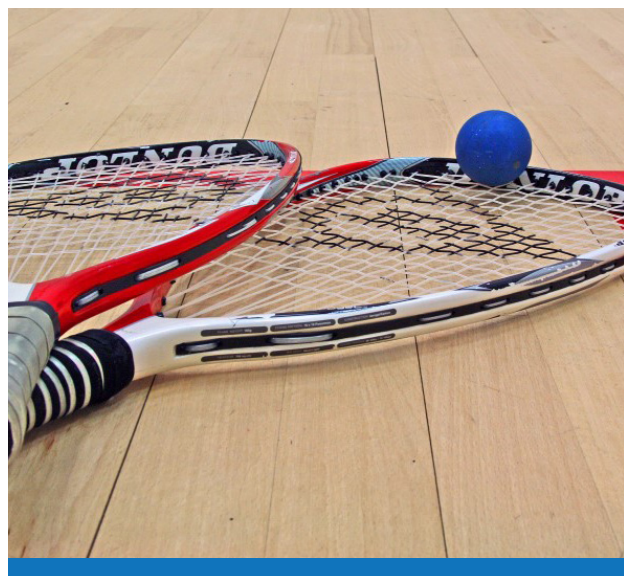
Racketball provides an easy introduction to squash which makes it ideally suited to beginners as well as helping to extend the playing 'career' of squash players by a less intense alternative that will keep players on court well into their later years.

LEARN MORE ABOUT RACKETBALL HERE:

Racketball Basic
(video)



Rules of Racketball



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HOW TO PLAY RACKETBALL

01

RACKETBALL EQUIPMENT

Racketball is played between two players on a squash court using a Racketball racket, and a Racketball ball and non-marking shoes.

02

SCORING

Matches are the best of 3 or 5 games. Each game is point a rally scoring to 11. If the score in a game is tied at 10-10, a player must win by 2 clear points.

03

HOW TO WIN POINTS

Points can be scored by either player. When a player fails to serve or to make a good return, the opponent wins the point. When the receiver wins a point, they become the server and add one to their score

04

SERVICE

The ball must be dropped and must be served direct on to the front wall. On its return, it must fall to the floor within the back quarter of the court opposite to the server's box.

05

PLAY

After a good serve, the players return the ball alternately until one or other fails to make a good return.

06

A GOOD RETURN

A return is good if the ball, before it has bounced twice on the floor, is returned by the striker on to the front wall without touching the floor, provided the ball is not hit twice or out or touches the tin.

07

LETS

If a player thinks they may hit their opponent with the ball or racket or the ball hits their opponent 'STOP' and play a let. You then replay the point.

08

FREEDOM TO PLAY THE BALL

After playing a ball, a player must make every effort to get out of the opponents way.