

WHISPERBALL RULES

THE BASICS:

- Played on a racquetball/handball court
- Terminology:
 - Bounce: Contact with the floor
 - Dead ball: When the rally is over.
- Equipment:
 - The "Whisperball" is a foam sponge ball
 - The racquet is any regulation racquetball racket
 - Safety glasses
 - Non-marking court shoes

SAFETY FIRST

- Eye guards (safety glasses) must always be worn
- Attach the tether of your racquet to your wrist.
- If you think there may be a chance that your racquet may hit someone, DO NOT SWING the racquet. This is called a safety hinder and the rally is played over.

THE SERVE AND RETURN

- The server stands inside the rectangle box formed by the red solid lines. The ball is bounced on the floor one time, then hit with the racquet towards the front wall. The ball must first hit the front wall, it may then hit the side walls or ceiling, but the first bounce on the floor must be over the front red line of the serving box.
- The receiver may strike the ball in the air, after the first bounce or after the second bounce but NOT UNTIL the ball passes over the front red line. Returning the ball to the front wall, the ball may hit a side wall or ceiling but may not bounce on the floor prior to contacting the front wall. After contacting the front wall the ball then must rebound (may contact the ceiling or side wall) toward the back wall, passing over the front red line of the serving box by the second bounce.
- When playing doubles,
 - the server partner must stay in the box against the side wall until the ball passes over the front red line, this is for player safety.
 - if a server hits their partner on the first serve, it is served over; if the partner is hit on the second serve, then the point is for the receiving team, (unless it is the last point of the game).

THE RALLY

- The rally is played by players (or teams for doubles) alternating hitting the ball in a legal manner until one player (or team in doubles) is unable to return the ball in a legal manner.
- The rally is won by the player (or team in doubles) that made the return that was unable to be returned in a legal manner, regardless of who served (rally scoring).

SCORING

- Games are to 11 points.
 - Singles and Cutthroat: Only the serving player can score points.
 - Doubles: The team that wins a rally gets a point, whether that team served or not. However, to win a game (get the 11th point) a team must be serving.
- You must always call the score before serving for two reasons: (1) you are letting the other team know you are ready to serve, and they need to be ready; (2) it helps everyone remember what the score is and thereby avoids arguments.