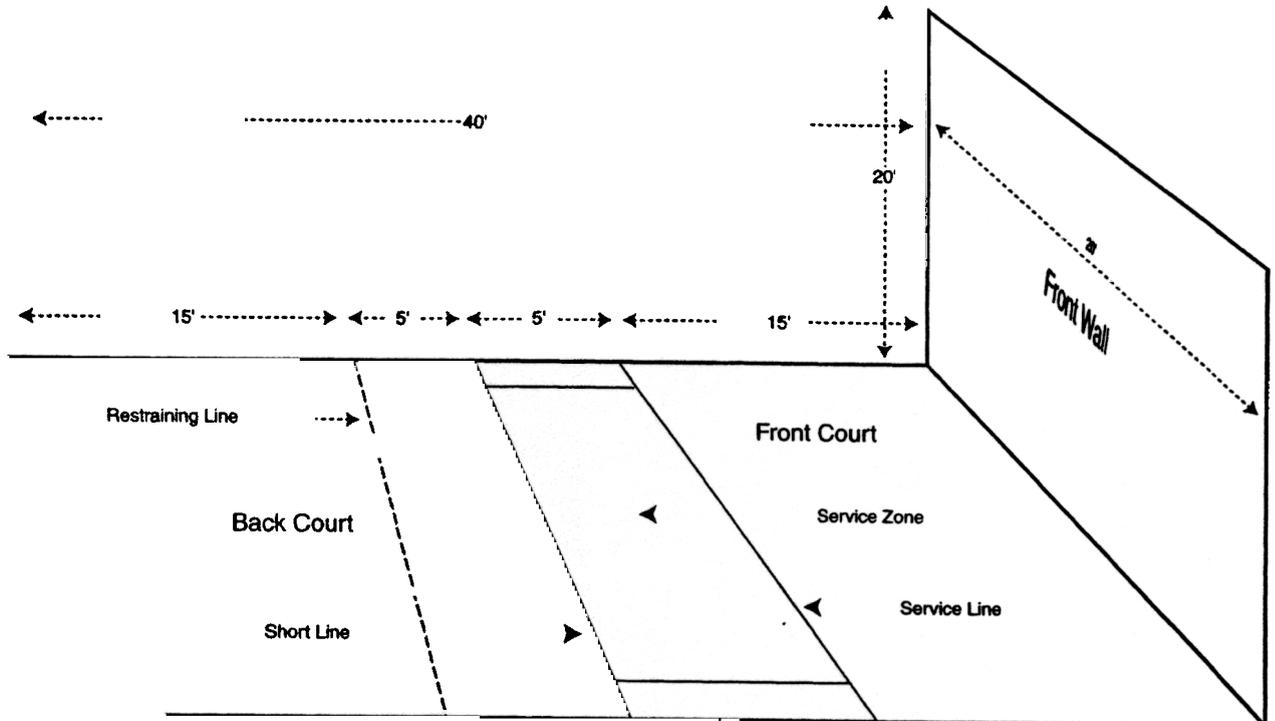


## 139. HANDBALL COURT AND BASIC RULES

The standard three-wall and four-wall courts for handball are 40 feet long, 20 feet wide, and 20 feet high. One-wall handball courts typically measure 20 feet wide, 16 feet high, and 34 feet long. Players may use only one hand at a time to play the ball. The server drops the ball on the floor in the service zone and hits the ball so that it hits the front wall and rebounds into the back court. The opponent returns the ball on the fly or first bounce so that it hits the front wall, either directly or off a side wall, and rebounds to return the ball legally. The first side scoring 21 points wins the game.



1. Play is started by service consisting of dropping ball to floor and hitting it on bounce with 1 hand so it strikes wall and rebounds beyond short line.
2. Server may have another attempt if first serve does not bounce behind short line and is otherwise legal.
3. Legal return is made by hitting ball either on volley or after first bounce and before second so that it strikes wall before falling on floor.
4. If successfully returned, ball is kept in play until 1 player fails to make a legal return.
5. Receiver may return a short service on first serve if so desired.

**SCORING**

1. If ball is not returned or a foul is committed by receiver, server receives a point.
2. If server commits fault, serve is lost.
3. Game consists of 21 points.

**FOULS****A. PENALTY FOR FOLLOWING FOULS IS LOSS OF SERVE.**

1. Server failing to get ball past short line on rebound after 2 attempts on serve.
2. Server stepping over service line.
3. Server not permitting ball to rebound from floor when serving.

**B. FOR FOLLOWING FOULS, LOSS OF SERVE IS PENALTY IF COMMITTED BY SERVER, AND 1 POINT IS GIVEN TO SERVER IF COMMITTED BY RECEIVER.**

1. Ball bouncing twice on floor before return.
2. Ball hits outside boundary lines on wall or floor.

**LETS**

A let means the rally will be replayed starting with the serve.

A let may not be called if the player has already attempted to hit the ball.

**Lets are called when:**

1. Interference from another court occurs.
2. A ball, which would have reached the front wall, strikes your opponent.
3. The ball strikes an object on the wall causing an irregular bounce.
4. Your opponent gets in the way of an attempted shot.
5. An opponent straddles the ball during a rally.

**Situations Not Resulting In A Let**

1. if you hit your teammate with the ball - loss of rally
2. if the ball hits you after hitting the wall - loss of rally
3. if you straddle your own serve - loss of serve