



Technical rules

The sport called **PELOTA** takes place in sporting premises called *Fronton*, *Trinquete* and *Plaza* (see Plan of the *Frontón*)

There are different varieties of this sport, being one of them **Frontenis**

In Frontenis the players use tennis balls and tennis rackets. In the other varieties special balls are used and players hit the ball either with their bare hands or with a different kind of rackets, a wooden bat or special wicker baskets.



Playing court

Characteristics of a *Frontón*

The **Frontón** has a *cancha* or playing court, a *contracancha*, just on the right side of the *cancha*, and the *zona del público* or the area where the spectators are. The **Frontón** can be in the open-air or inside.

The playing court has the floor, the wall facing the players, called *frontis* or front wall, the wall on the left side of the players and the wall on their back, called *rebote*. The angle

formed by the front wall and the left wall and that formed by the left wall and the back wall must be right angles. Inside this geometrical place, limited by the lines also called *escases*, painted, marked or made of a material different from that of the floor, the game takes place.

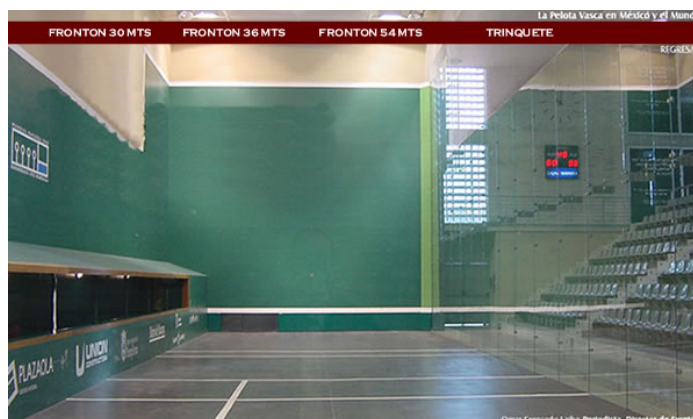
The measures of the *Frontón* will be different in the different varieties.

Contracancha is the area of the court that lies between the *cancha* and the spectators' area and which runs along the length of the court, being the place where the Judges are.

The *Contracancha* will be 4.50 metres wide minimum and must be free of any obstacles.

The height of the three walls must be the same height. The back wall must be as wide as the playing court or *cancha*.

From the top of the three walls up to the roof there must be a minimum free height of 3.50 metres in long *Frontón* and 2 metres in short, small *Frontón*.



The *Cuadros* are divisions shown on the playing court to establish the distances for service (*saque*), foul (*falta*) and overserve (*pasa*). There are also marks on the left wall which help the players to know the situation in the game.

The foul (*falta*) and the overserve (*pasa*) are also marked by a line parallel to the front wall, painted on the floor or marked with cello tape, from the left wall to the *contracancha*. It is 15 cm. wide. The lines which indicate the distance of the services are also marked.

The *Cuadros* must have the following measures:

1. In the Long *Fronton* the distance between two *cuadros* will be 4 metres.
2. In the Short *Fronton* and in the 30 metres *Fronton*, the distance between two *cuadros* will be 3.5 metres.
3. In all cases *cuadro* 4 will be the foul line and *cuadro* number 7 will be the overserve line.



On the front wall there are three plates or painted fringes:

A horizontal plate or fringe, ten meters high above the floor. If a ball hits the front wall above the limit marked by it, it is foul.

Another plate or fringe, also horizontal, parallel to the above mentioned plate or fringe, called foul or *falta*. If a ball hits the wall below it is foul.

A vertical line marks the limit of the width of the front wall. It can be maximum 1.10 metres wider than the floor of the *cancha*.

If the ball hits the front wall, out of the rectangle formed by the three plates or fringes and the beard of the left wall and the front wall it is considered bad, *mala*.

Along the top of the left wall and the back wall there is also a plate or fringe. If the ball hits the plate or fringe or above before bouncing on the floor it is foul for the thrower but if this happens after bouncing on the floor the thrower will receive the point.



There must be also a vertical plate or fringe on the back wall which limits its width, 10 metres, and that will coincide with the plate or line on the floor which marks the *cancha*.

The distance between the top of the inferior plate of the front wall and the floor will be 1 metre in all *frontones*, except in the variety played with rackets. In this case it will be 0.60 metres.

The plate will be at least 15 cms. wide, made of a material which, when hit by the ball, produces a clear sound.

We advise to place, from the plate down to the floor, mattresses, cork, cloth, or any other element different from the front wall, which shall muffle the shot.

Tools (Frontenis)

The name **tool** (*herramienta*) is used to call the elements to hit the ball. When players hit the ball with their bare hand, you say that they are playing without a **tool**. To play the **Frontenis** discipline, you use racquets.

They will be the same or similar to those used to play Tennis, made of wood, metallic fibre or graphite. Its weight has not limit.

Modalities

Frontenis is played either singles or doubles. In the doubles modality one player usually uses the area near the front wall. It is the frontcourt player (*delantero*). The player who uses the area near the back wall is called backcourt player (*zaguero*).

There is a popular modality which is played by a lot of players at the same time.

Playing rules

The first service (*saque*) is decided by tossing a coin. It is the Chief Judge who tosses the coin. If it is head the red team will serve first. If it is tails the blue one will serve first.

Both teams will serve from the marked distance according to the different varieties, boncing the ball behind the line marked.

Services are classified as good (*buena*), foul (*falta*), overserve (*pasa o vuelta*).

It is good or *buena* when the server bounces the ball behind the serving marked line, and after hitting the front wall it bounces between the foul line (*raya de falta*) and the overserve line (*raya de pasa*). The ball can touch the left wall before or after hitting the front wall.

It is foul (*falta*) if the ball bounces on the foul line or before that line.

It is *pasa o vuelta* if the ball bounces on the overserve line or behind that line.

It is necessary to bounce the ball when serving and it is foul if the player bounces the ball on the serving line or nearer the front line.

If the opponent hits the ball on the fly, the service will be good whatever its direction is because until the ball touches the floor there is no foul or overserve.

When serving, the ball has to hit the front wall before hitting any side wall. If the ball hits either side wall the player can serve once more.

When serving and along the development of a point, *tanto*, once the ball has hit the front wall it can hit the back wall straight away. The ball can be hit back without waiting for it to bounce on the floor or after the first bounce.





Balls are considered bad balls, *pelotas malas*, in all the varieties, in the following cases:

- 1.- When the player hits back the ball after the second bounce
- 2.- When it touches the ceiling
- 3.- When the ball hits anywhere out of the bounds area, when serving or along the game
- 4.- Two wrong serves in a row .

When serving in any of the varieties of this sport, the player that overserves or *pasa* has the right to serve again. If he commits foul or overserves again it is foul.

If when servicing the ball bounces on the foul line or before, goes out of the bounds or touches the lines which form the rectangle, the server loses the point and can not repeat the service.

If the server overserves the same player will have to serve again.

In all the varieties, the service will take place after the first bounce.

If the server drops the ball, the Chief Judge will decide if the player did it accidentally. In this case he can serve again.

Either the frontcourt player or the backcourt player can serve. If a player or a ball goes beyond the serving line the ball cannot be caught again.

Tanteo (Points)

Games are played to a set number of points, won by each player or Team, according to the rules.

The **Frontenis** game finishes when a player or a double team get 35 points with 2 point of difference. If the distance is only one point, the game must follow until one player or team gets 2 points more than the opposite.

The Game and its incidences

The player or team gets a point if the opponent's service is foul or for a foul along the game or in the following cases:



After serving, the player of the opponent team must hit the ball so that the ball hits the front wall and bounces on the floor inside the marked area. It can also hit the front wall and strike the back wall hitting or not the left wall, but it must always bounce inside the limits except if it is caught on the fly. It must bounce only once.

The ball must always be directed to the front wall, although it can hit the left wall before or after. It is not allowed to direct the ball to the back wall first.

The player must hit back the ball on the fly or after the first bounce. If he doesn't, he loses the point.

After returning the service, each team, in turns, must throw the ball, which has to hit the front wall. If the game is played by more than two players they will do it as they want to. To do it in turns is not compulsory.

The team receives the point when the ball hits any place out of the *cancha*, before of after the bounce. If it is before it will be foul for the team that hit the ball. If it is after they will receive the point.

During the game, the frontcourt player and the backcourt player can change their positions as many times as they want to and in the way they prefer.

Once the point has begun if the ball hits a player, the Chief Judge will take into account the following cases;

- 1.- If the ball hits a player of the same team, it will be foul for their team.
- 2.- If the ball hits an opponent the Chief Judge will decide after talking to the Assistant Judge if the player has to start again or the point is against the thrower, if he thinks that the ball had the right direction or not.
- 3.- If after hitting the opponent, the ball hits the front wall the Chief Judge will also decide if the throwing had the right direction or not. In the first case the point must begin again; in the second case the opposite team will receive the point.
- 4.- If a player interferes voluntarily the ball he will forfeit the point and will be also warned, even in the case of not being *buena*.



The *vuelta* consists in repeating the point. It will be the same server and he will use the same ball.

If two players hit the ball at the same time, it is good. If they don't hit it at the same time, it will be foul.

PLAN of the *FRONTON*

