

RULE 5.2 DEAD BALL HINDER

- a) A physical, [audio](#), or visual interference that does not qualify as an avoidable hinder (rule 5.3) which prevents an opponent from hitting a retrievable ball.
- b) A return that hits an opponent before hitting the front wall or floor.
- c) Any predetermined court obstruction.

Result: Replay rally

Notes:

-5.2 b) shall apply to reasonable attachments of the opponent such as clothing, paddles, glasses, eye protectors, and wheelchairs.

-It is not a dead ball hinder when a player interferes with his/her partner in doubles.

-If a live ball hits the striker or his partner, it is not a dead ball hinder. The striker's team loses the rally.

-Court hinders must be determined before the game. If there is no determination, everything is in play. If the players do not agree, they may appeal to a designated NPA representative .

-Only the striker can call a hinder involving physical or visual interference (part a).

-The striker must be provided an opportunity to hit a straight shot to the front wall. A straight shot being the shortest distance from the point of impact of the paddle and the ball to the front wall.

-The striker is expected to make reasonable adjustments in his/her shot selection based on the opponent's positioning. The striker cannot expect opponents to provide a particular shot other than a straight shot to the front wall.

-Hinders must be called immediately. In the case of a physical or visual interference (part a) the striker must clearly call the hinder before or during the swing.

RULE 5.3 AVOIDABLE HINDERS

- a) Not moving sufficiently to allow an opponent an unobstructed swing at or view of the ball preventing an apparently makeable shot.
- b) Moving into or remaining in a position that blocks a straight-line drive or kill to the front wall.
- c) Pushing an opponent during a rally.
- d) An abrupt act that distracts an opponent while the opponent is striking the ball.

Breach: Serve-out or point to opponent

Notes:

-An abrupt act may include but is not confined to yelling, stomping of feet, or banging a paddle against a wall or floor.

- A straight kill or drive (rule 5.3b) being the shortest distance from the point of impact of the paddle and the ball to the front wall.

-An avoidable hinder can only be called if the player could have avoided the hinder.

-Players may appeal to a referee for an avoidable hinders. In which case, play is to continue unless it is unsafe or the referee stops the play.

-The defender's positioning does not have to allow a cross-court pass.

-If a player is on the ground in front of the striker and does not move sufficiently, blocking the striker's shot, it is an avoidable hinder.