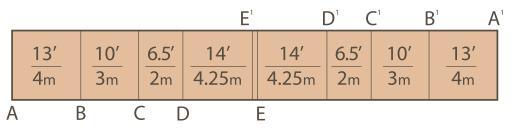
COURT DIMENSIONS



A & A^1 - The back walls of the court.

- B & B¹ The foul line for point (punta) shots and hitting (raffa)
- C & C¹ Not used for open rules. In international rules it is the foul line for hitting a volo shot.
- D & D^1 The furthest a person can walk after a point shot. In international rules a raffa shot must not hit the ground before this line.
- $E \& E^1$ The midpoint of the court and the furthest a person can run after a hit.

Special Circumstances

Valid pallino toss - must be between E and B^1 (or E^1 and B if coming from the other direction.)

Volo shots - In international rules a ball between E and D^1 (or E^1 and D) must be hit in the volo style only.



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