

**SQUASH**

***RULES OF THE***

***WORLD DOUBLES GAME***

**(INCLUDING APPENDICES 1-11)**

**APPROVED BY**  
**THE WORLD SQUASH FEDERATION**  
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# SQUASH

## RULES OF THE WORLD DOUBLES GAME

### *Notes*

*The use of the word “shall” in the rules indicates compulsion and the lack of any alternative. The word “must” indicates a required course of action with considerations to be taken into account if the action is not carried out. The word “may” indicates the option of carrying out or not carrying out the action.*

### **1. THE GAME**

The game of World Squash Doubles is played between two sides, each consisting of two players, each player using a racket, with a ball, and in a court, all three of which meet WSF specifications. All players shall wear protective eyewear properly over the eyes at all times during play. The protective eyewear shall meet appropriate National Safety Standards as indicated in Appendix 10.

### **2. THE SCORE**

A match shall consist of the best of three or five games. All games in any match shall be to fifteen points or all games in any match shall be to nine points. The choice of the number of games in a match and the number of points per game is at the option of the organisers of the competition.

If each game is to fifteen points, the side which scores fifteen points wins the game, except that on the score being called fourteen-all for the first time, the receiving side shall choose before the next service is delivered to continue that game either to fifteen points (known as "Set one") or to seventeen points (known as "Set three") in which latter case the side which scores three more points wins the game.

If each game is to nine points, the side which scores nine points wins the game, except that on the score being called eight-all for the first time, the receiving side shall choose before the next service is delivered to continue that game either to nine points (known as “Set one”), or to eleven points (known as “Set three”) in which latter case the side which scores three more points wins the game.

At fourteen-all in fifteen-point games and at eight-all in nine-point games, the receiving side shall clearly indicate its choice of set one or set three to the Marker, Referee and the opponents. The Marker shall call either “Set one” or “Set three” as applicable before play continues.

The Marker shall call "Game ball" to indicate that either side requires one point to win the game in progress, "Match ball" to indicate that either side requires one point to

win the match and "Match ball, game ball" if one side requires one point to win the match and the opponents require one point to win the game in progress.

### **3. POINTS**

Points can be scored by either side. When the server's side wins a stroke it scores a point and the server retains the service; when the receiver's side wins a stroke it scores a point and the server relinquishes the service.

### **4. THE SERVICE**

4.1 Play commences with a service, and the right to serve first or receive is decided by the spin of a racket. The side which serves is called "side-in" and the side which receives is called "side-out".

At the commencement of the second and each subsequent game, the side which won the previous game shall have the choice of serving or receiving first, and the choice shall be clearly indicated to the Marker, Referee and opponents that the side will receive.

Except for the first rally of every game, the partners of a side shall serve in succession, the first retaining service until the side loses a stroke, whereupon the Marker shall call "Hand-out". The second partner then serves and retains service until the side loses another stroke, whereupon the Marker shall call "Side-out". At this point side-in becomes side-out and the same procedure applies to the opponents who then become side-in.

On the first rally of every game the second server only shall serve and side-in becomes side-out after losing one stroke only (Marker's call "Side-out").

The order of serving by the partners of a side shall not be changed during the progress of a game but may be changed at the start of a new game. If such a change is made, this must be clearly indicated at the start of the game to the Marker, Referee and the opponents.

4.2 At the beginning of each game the first server of side-in has the choice of serving from either box. After side-out has occurred the first server of the new side-in has the choice of serving from either box. If side-in loses a stroke resulting in hand-out the second partner of that side shall commence serving from the right box if the first partner had last served from the left box, and vice versa.

Any player, having commenced serving from one box, shall then serve from alternate boxes while remaining the server, except that if a rally ends in a let that player shall serve again from the same box.

### ***Note To Officials***

*If it appears that the server intends to serve from the wrong box, or any player appears undecided as to which is the correct box, the Marker shall advise which is the correct box. If the Marker makes an error with this advice, or there is any dispute, the Referee shall rule on the correct box.*

- 4.3 At the beginning of each game both sides shall designate one partner to receive service from the right side of the court and the other from the left. Each partner shall receive service throughout each game from that designated side.

If the partners exchange sides for receipt of service at the start of a new game this must be clearly indicated prior to the start of the game to the Marker, Referee and opponents.

### ***Note to Referees***

*The provisions of Rule 12.2 also apply to receiving service.*

- 4.4 When serving, a player shall drop or throw the ball from either a hand or the racket before striking it. Should the player, having dropped or thrown the ball, make no attempt to strike it, the ball shall be dropped or thrown again for that service.

The server is permitted two services if necessary to achieve a good service, i.e. a stroke is not lost if the first service is not good.

If the first service is not good the receiver does not have the option of accepting that service for play, and the server shall serve again from the same box. If a second service is necessary and that service is also not good then side-in loses that stroke.

- 4.5 A service is good unless any of the following occur. (Rules 4.5.1 to 4.5.8) The service is not good if:

4.5.1 The ball, after being dropped or thrown for service, touches a wall, the floor, ceiling or any object(s) suspended from the walls or ceiling before being served. - Called "Fault".

4.5.2 At the time of striking the ball the server fails to have part of one foot in contact with the floor within the service box without any part of that foot touching the service box line (part of that foot may project over this line provided that it does not touch the line). - Called "Foot fault".

4.5.3 The server makes one or more attempts to strike the ball, but fails to do so. - Called "Not up".

4.5.4 The ball is not struck correctly. - Called "Not up".

4.5.5 The ball is served out. - Called "Out".

4.5.6 The ball is served against any wall of the court before the front wall. - Called "Fault".

4.5.7 The ball is served onto the floor or onto or below the service line. - Called "Fault" if above the board and "Down" if on the floor or on or below the board.

4.5.8 The first bounce of the ball, unless volleyed by the receiver, is on the floor on or outside the short or half court lines of the quarter court opposite to the server's box. - Called "Fault".

4.6 The server must not serve until the Marker has completed calling the score.

***Note To Officials***

*The Marker must not delay play by the calling of the score. However, if the server serves or attempts to serve prior to completion of the calling of the score, the Referee shall stop play and require the server to wait until the calling of the score has been completed.*

**5. THE PLAY**

After a good service has been delivered the sides return the ball alternately until one fails to make a good return, the ball otherwise ceases to be in play in accordance with the rules, on an appeal by a player, or on a call by the Marker or Referee.

**6. GOOD RETURN**

6.1 A return is good if the ball, before it has bounced more than once upon the floor, is returned correctly by the striker onto the front wall above the board, either directly or via side wall(s) and/or back wall, without first touching the floor or any part of the striker's body or clothing, or any other player's racket, body or clothing, provided that the ball is not hit out.

6.2 It shall not be considered a good return if the ball touches the board before or after it hits the front wall and before it bounces on the floor, or if the racket is not in the player's hand at the time the ball is struck.

**7. CONTINUITY OF PLAY**

After the first service is delivered play shall be continuous so far as is practical provided that:

- 7.1 At any time play may be suspended, owing to bad light or other circumstances beyond the control of the players, for such period as the Referee shall decide. The score shall stand.

If another court is available when the court originally in use remains unsuitable, the match may be transferred to it if both sides agree, or as directed by the Referee.

In the event of play being suspended for the day the score shall stand unless both sides agree to start the match again.

- 7.2 An interval of ninety seconds shall be permitted between the end of the warm up and commencement of the first game and also between all games. Players may leave the court during such intervals but must be ready to play prior to the expiry of the ninety-second time interval.

By mutual consent of the players, play may commence or resume prior to the expiry of the ninety-second time interval.

- 7.3 Provided a player satisfies the Referee that a change of equipment, clothing or footwear is necessary, the player may leave the court, but is required to effect the change as quickly as possible, and shall be allowed a period not exceeding ninety seconds for this purpose. **(See G1)**

- 7.4 When fifteen seconds of a permitted ninety-second time interval remain the Referee shall call "Fifteen seconds" to advise the players to be ready to resume play. At the end of this interval the Referee shall call "Time". The calls should be made in a loud voice.

It is the responsibility of the players to be in a position to hear the calls of "Fifteen seconds" and "Time".

### ***Notes to Referees***

*A. Should one side fail to be ready to resume play when "Time" is called, the Referee shall apply the provisions of Rule 17.*

*B. Should neither side be ready to resume play when "Time" is called, the Referee shall apply the provisions of Rule 17 to both sides.*

- 7.5 A player suffering illness or disability has the choice of continuing or resuming play without delay, of having that player's side concede the game in progress, or of having the side concede the match. If conceding the game the side shall retain any points already scored and at the conclusion of the ninety-second interval between games the side shall either resume play or concede the match. **(See G2)**

However, if illness or disability involves visible blood flow, a continuation or resumption of play is not permitted. The player shall leave the court but the side is not required at that time to concede the game in progress. If the side

wishes to resume play the affected player's illness or disability shall be dealt with by the Referee as a self-inflicted injury and the provisions of Rule 16.2 shall apply.

- 7.6 In the event of an injury to a player the Referee shall apply the provisions of Rule 16.
- 7.7 If a player, in the opinion of the Referee, delays play unreasonably, the Referee shall apply the provisions of Rule 17 to that player's side. Such delay may be caused by: **(See G3)**
- 7.7.1 Unduly slow preparation to serve or to receive service.
- 7.7.2 Prolonged discussion with the Referee.
- 7.7.3 Delay in returning to the court, having left under the terms of Rule 7.2, 7.3 or 15.1
- 7.8 If an object, other than a player's racket, falls to the floor of the court while a rally is in progress the requirements are: **(See G4)**
- 7.8.1 The Referee, on becoming aware of a fallen object, shall stop play immediately
- 7.8.2 A player becoming aware of a fallen object may stop play and appeal for a let.
- 7.8.3 If the object falls from a player then that player's side loses the stroke unless Rule 7.8.5 applies or unless the cause is a collision with an opponent. In the latter case a let shall be allowed except that if an appeal for interference is made the Referee shall apply the provisions of Rule 12.
- 7.8.4 If the object falls from a source other than a player a let shall be allowed unless Rule 7.8.5 applies.
- 7.8.5 If a player has already made a clear winning return when the object falls to the floor of the court then that player's side shall win the stroke.
- 7.9 If a player drops a racket the Referee shall allow the rally to continue unless Rule 12, 13.1.1, 13.1.3 or 17 applies.

## **8. STROKES**

A side wins a stroke:

- 8.1 Under Rule 4.4 when the side is the receiver's side.

- 8.2 If the opposing side fails to make a good return of the ball when that side is the striking side, unless a let is allowed or a stroke is awarded to the opposing side.
- 8.3 If the ball touches an opponent (including anything worn or carried) without interference when the opponents are the non-strikers, except as otherwise provided for in Rules 9 and 10. If interference occurs then the provisions of Rule 12 apply. In all cases the Referee shall rule accordingly. **(See G5)**
- 8.4 If a stroke is awarded to that side by the Referee as provided for in the rules.
- 8.5 If an opponent, while the striker, hits the partner (including anything worn or carried) with the ball.

## **9. HITTING AN OPPONENT WITH THE BALL**

- 9.1 If the ball, before reaching the front wall, hits one of the striking side's opponents (including anything worn or carried) the ball shall cease to be in play and:
  - 9.1.1 If the return would have been good a let shall be allowed.
  - 9.1.2 If the return would not have been good the striking side shall lose the stroke.

### ***Note To Officials***

*When a player has been struck by the ball as described in Rule 9 the Referee shall assess the trajectory of the ball and make the appropriate decision.*

## **10. FURTHER ATTEMPTS TO HIT THE BALL**

If the striker strikes at and misses the ball, further attempts to strike it may be made by either player of the striking side. If, after being missed, the ball touches an opponent (including anything worn or carried) then, if, in the opinion of the Referee:

- 10.1 The striking side could otherwise have made a good return a let shall be allowed, or
- 10.2 The striking side could not have made a good return that side shall lose the stroke.

If any such further attempt is successful but results in a good return being prevented from reaching the front wall by hitting one of the striking side's opponents (including anything worn or carried), a let shall be allowed. If any such further attempt would not have resulted in a good return the striking side shall lose the stroke.

## 11. APPEALS

The loser of a rally may appeal against any decision of the Marker affecting that rally.

An appeal to the Referee under Rule 11 should be prefaced with the words "Appeal please". Play shall then cease until the Referee has given the decision.

If an appeal under Rule 11 is disallowed the Marker's decision shall stand. If the Referee is uncertain a let shall be allowed except where provided for in the Note To Referees after Rule 11.2.1 and Notes To Referees C and D after Rule 11.2.2.

Appeals upheld or Referee intervention under Rule 20.4 are dealt with in each specific situation below.

### *Note To Referees*

*A pointing gesture is not an appeal.*

#### 11.1 Appeals on Service

11.1.1 No appeal may be made if the Marker calls "Fault", "Foot fault", "Not up", "Down" or "Out" to the first service.

11.1.2 If the Marker calls "Fault", "Foot fault", "Not up", "Down" or "Out" to the second service the server may appeal. If the appeal is upheld a let shall be allowed.

11.1.3 If the Marker fails to call "Fault", "Foot fault", "Not up", "Down" or "Out" to either first or second service either partner of side-out may appeal, either immediately or at the end of the rally if the receiver has played or attempted to play the ball. If, in the opinion of the Referee, the service was not good the Referee shall stop play immediately and allow a second service or award a stroke to side-out as appropriate.

### *Note to Officials*

*If a let is allowed and the service to start the rally was a first service then for the restart of the rally it remains a first service, if a second service then it remains a second service.*

#### 11.2 Appeals on Play other than Service

11.2.1 If the Marker calls "Not up", "Down" or "Out" following a player's return, the player may appeal. If the appeal is upheld the Referee shall allow a let except that if, in the opinion of the Referee:

- The Marker's call has interrupted that player's winning return, the Referee shall award the stroke to that player's side.

- The Marker's call has interrupted or prevented a winning return by an opponent, the Referee shall award the stroke to the opponent's side.

***Note To Referees***

*In the latter case the Referee shall also award the stroke to the opponent's side if uncertain whether the Marker's call was correct.*

- 11.2.2 If the Marker fails to call "Not up", "Down" or "Out" following a player's return, either partner of the opposing side may appeal either immediately or at the end of the rally if one has played or attempted to play the ball. If, in the opinion of the Referee, the return was not good the Referee shall stop play immediately and award the stroke to the opposing side.

***Notes To Referees***

- A. *No appeal may be made after the delivery of a service for anything that occurred before that service, except as is provided for in Rule 14.3.*
- B. *When the loser makes more than one appeal concerning a rally the Referee shall consider each appeal (the rally may have been won by any of the methods described in Rule 8. Strokes).*
- C. *If the Marker's call of "Foot fault", "Fault", "Not up", "Down" or "Out" to a service is appealed but that same service subsequently is clearly a fault, not up, down or out, then the Referee shall rule only on the subsequent occurrence.*
- D. *If the Marker's call of "Not up", "Down" or "Out" to a return is appealed but that same return subsequently is clearly down or out, then the Referee shall rule only on the subsequent occurrence.*

## **12. INTERFERENCE**

- 12.1 The players whose turn it is to play the ball are entitled to freedom from interference by the opponents.
- 12.2 To avoid interference the opponents must make every effort to provide the players with:
- 12.2.1 Unobstructed direct access to the ball.
  - 12.2.2 Freedom to hit the ball.

- 12.3 Interference occurs if an opponent fails to fulfil either of the requirements of Rule 12.2, irrespective of whether the opponents make every effort to fulfil those requirements.

*Notes To Referees*

A. *In Rule 12.2.1 both opponents must move to allow the players direct access to the ball as soon as an opponent has completed a return, i.e. at the completion of a reasonable follow-through of the racket swing. One of the players must also make every effort to get to the ball. (See G7)*

B. *In Rule 12.2.2 freedom to hit the ball requires that the opponents permit the player choosing to hit the ball an arc of racket swing comprising reasonable backswing, strike at the ball and reasonable follow-through.*

C. *Interference caused by a player's excessive backswing cannot result in the award of a stroke to that player's side.*

*A player's excessive follow-through may cause interference for an opponent when it becomes the latter's turn to play the ball.*

- 12.4 A player encountering possible interference has the choice of continuing with play or of stopping and appealing to the Referee.

12.4.1 The correct method of appeal, whether a let or a stroke is sought by the player, is with the words "Let please". (See G9)

12.4.2 An appeal may be made only by the player (i.e. a partner of the side whose turn it is to play the ball) who encountered possible interference, except that if both players were attempting to play the ball then both may appeal. The appeal must be made either immediately the interference occurs or, where the player clearly does not continue with play beyond the point of interference, without undue delay. (See G10)

- 12.5 The Referee shall decide on the appeal and shall announce the decision with the words "No let", "Yes let" or "Stroke to .....s side (name of appropriate player)". In assessing the situation the only relevant opinion is that of the Referee and the decision of the Referee shall be final.

- 12.6 The Referee shall not allow a let and the player's side shall lose the rally if:

12.6.1 There has been no interference.

12.6.2 Interference has occurred but either, neither player would have made a good return, or neither has made every effort to get to the ball.

12.6.3 One player has clearly accepted the interference and played on.

- 12.6.4 Same side obstruction has occurred, i.e. the partners themselves have solely caused the restriction in freedom of direct access to the ball or in freedom to hit the ball. **(See G23)**
- 12.7 The Referee shall allow a let if there has been interference by an opponent which the opponents have made every effort to avoid and one of the players would have made a good return.
- 12.8 The Referee shall award a stroke to the player's side if:
- 12.8.1 There has been interference which an opponent has not made every effort to avoid and one of the players would have made a good return.
- 12.8.2 There has been interference which an opponent has made every effort to avoid and one of the players would have made a winning return.
- 12.9 The Referee is also empowered to allow a let under Rule 12.7 or to award a stroke under Rule 12.8 without an appeal having been made, if necessary stopping play to do so.
- 12.10 The provisions of Rule 17, Conduct On Court, may be applied in interference situations. The Referee shall, stopping play if it has not already stopped, apply an appropriate penalty if:
- 12.10.1 A player has made unnecessary physical contact with an opponent or vice versa. **(See G12)**
- 12.10.2 A player has endangered an opponent with an excessive racket swing.

### **13. LETS**

In addition to lets allowed under other rules, lets may or shall be allowed in certain other cases. Any request for a let should be prefaced by the words, "Let please".

- 13.1 A let may be allowed:
- 13.1.1 If the ball in play touches any article lying on the floor.
- Note To Referees***
- The Referee shall ensure that no articles are placed on the floor or within the court.*
- 13.1.2 If the striker refrains from hitting the ball owing to a reasonable fear of injuring an opponent. **(See G13)**

### ***Note To Referees***

*This shall include the case of the striker wishing to play the ball onto the back wall*

- 13.1.3 If, in the opinion of the Referee, any player is distracted by an occurrence on or off the court.
- 13.1.4 If, in the opinion of the Referee, a change in court conditions has affected the result of the rally.
- 13.2 A let shall be allowed:
  - 13.2.1 If the receiver is not ready and does not attempt to return the service.
  - 13.2.2 If the ball breaks during play.
  - 13.2.3 If the Referee is asked to decide an appeal and is unable to do so.
  - 13.2.4 If an otherwise good return has been made, but either the ball lodges in any part of the playing surface of the court, preventing it from bouncing more than once upon the floor, or the ball goes out on its first bounce.
- 13.3 If a partner of the striking side appeals for a let under Rules 13.1.1, 13.1.3 or 13.1.4 in order for a let to be allowed one of the partners must have been able to make a good return, or if the striker appeals for a let under Rule 13.1.2 then in order for a let to be allowed the striker must have been able to make a good return. For a non-striker appeal under Rules 13.1.1, 13.1.3 and 13.1.4 this is not a requirement.
- 13.4 No let shall be allowed under Rules 13.1.2 and 13.2.1 if the striker attempts to play the ball but may be allowed under Rules 13.1.1, 13.1.4, 13.2.2, 13.2.3 and 13.2.4.
- 13.5 The appeals requirements of Rule 13 are:
  - 13.5.1 An appeal by a player is necessary for a let to be allowed under Rules 13.1.2 (striker only), 13.1.3, 13.2.1 (striker only) and 13.2.3.
  - 13.5.2 An appeal by a player or Referee intervention without appeal is applicable to Rules 13.1.1, 13.1.4, 13.2.2 and 13.2.4.

## **14. THE BALL**

- 14.1 At any time, when the ball is not in actual play, another ball may be substituted by mutual consent of the players, or on appeal by any player at the discretion of the Referee.

***Note To Referees***

*Any player or the Referee may examine the ball at any time it is not in actual play to check its condition.*

- 14.2 If a ball breaks during play, it shall be replaced promptly by another ball.

***Note To Referees***

*The Referee shall decide whether a ball is broken.*

- 14.3 If a ball has broken during play but this has not been established, a let for the rally in which the ball broke shall be allowed if the server appeals prior to the next service or if the receiver appeals prior to attempting to return that service.

***Note To Referees***

*If the receiver appeals prior to attempting to return service and, in the opinion of the Referee, the ball broke during that service, the Referee shall allow a let for that rally only, but if unsure shall allow a let for the previous rally. (See G14)*

- 14.4 The provisions of Rule 14.3 do not apply to the final rally of a game. An appeal in this case must be immediately after the rally.

- 14.5 If a player stops during a rally to appeal that the ball is broken only to find subsequently that the ball is not broken, then that player's side shall lose the stroke.

- 14.6 Between games the ball shall remain within the court unless removal is permitted by the Referee.

## **15. WARM UP**

- 15.1 Immediately preceding the start of play the sides shall be allowed on the court of play a period of five minutes for the purpose of warming up the ball to be used for the match.

Sides shall warm up separately on the court of play. The choice of warming up first or second shall be decided by the spin of a racket.

After two and a half minutes of the warm up, the Referee shall call "Half time" and ensure that the second side has its warm up period. The Referee shall also advise when the warm up period is complete with the call of "Time".

- 15.2 Where a ball has been substituted under Rule 14 or when the match is being resumed after considerable delay, the Referee shall allow the ball to be warmed up to playing condition by one player from each side together. Play shall then resume on the direction of the Referee, or upon mutual consent of the players, whichever is the earlier.

***Note To Referees***

*The Referee must ensure that both players warm up the ball fairly (Rule 15.2). An unfair warm up shall be dealt with under the provisions of Rule 17.*

- 15.3 The ball may be warmed up by either side between the end of the five-minute warm up and start of play, between games and when an opponent is changing equipment.  
Any such warm up is restricted to two players, with one player from each side having priority over two players from the same side.

## **16. INJURY**

- 16.1 In the event of an injury to a player the Referee shall decide whether the injury category is:
- 16.1.1 Self-inflicted (where the injury to the player was not contributed to by either opponent, other than as described in Note C. An injury contributed to, or totally caused by, the player's partner is included in this category).
- 16.1.2 Contributed (where the injury was accidentally contributed to, or accidentally caused by, an opponent).
- 16.1.3 Opponent-inflicted (where the injury was caused by an opponent's dangerous play, or by an opponent's deliberate or dangerous action).

***Notes To Referees***

- A. *In all injury situations, the Referee must determine that the injury is genuine.*
- B. *Having decided that an injury exists, the Referee shall advise all players of the category of the injury, and of the requirements of the rules applicable to it.*
- C. *In Rule 16.1.2, the Referee must not interpret the words "accidentally contributed to" or "accidentally caused by" to include the situation where the injury to the player was as a result of that player occupying an unnecessarily close position to an opponent.*

- 16.2 For a self-inflicted injury (Rule 16.1.1) the Referee shall allow the injured player three minutes to recover from the injury. **(See G15)**

This time interval may be extended at the discretion of the Referee, only if the injury involves visible blood flow. The Referee shall call "Time" at the end of the three-minute period and at the end of any additional period permitted. If the injured player has not returned to court when "Time" is called the Referee shall award the match to the opposing side.

If additional recovery time is needed by the player beyond the total time permitted by the Referee, the Referee shall require the injured player's side to resume play; or concede one game, accept the time interval available and then either resume play or concede the match.

- 16.3 For a contributed injury (Rule 16.1.2) the Referee shall allow one hour for the injured player to recover, or such additional time as is provided for in the time schedule of the competition.

The injured player's side must by the end of this period of time, resume play or concede the match. If play is resumed the score at the conclusion of the rally in which the injury occurred shall stand, except that if play is resumed on another day the match may start again if both sides agree.

- 16.4 For an opponent-inflicted injury (Rule 16.1.3) the Referee shall apply an appropriate Rule 17 penalty, except that if the injured player requires time to recover the Referee shall award the match to the injured player's side.

- 16.5 Irrespective of the category of injury, or of illness or disability, a player shall not resume play while a wound which is bleeding remains uncovered, or blood flow is visible from a covered wound or on any part of the player's body, or with blood-stained clothing.

- 16.6 An injured player, having been granted a period of recovery time, may resume play prior to the expiry of that period of time, provided that the opponents are also ready to resume play.

- 16.7 If a player resumes play, having treated bleeding that resulted from a contributed injury, and that wound again begins to bleed, the Referee shall then consider this under the category of self-inflicted injury, and the provisions of Rule 16.2 shall apply.

- 16.8 If a player resumes play, having treated bleeding that resulted from a self-inflicted injury, and that wound again begins to bleed, the Referee shall require the player's side to concede the match; or concede one game, accept the time interval available, and then either resume play or concede the match.

- 16.9 If a player claims injury and the Referee is not satisfied that an injury has occurred, the Referee shall require the player's side to resume play or concede

one game, accept the time interval available and then either resume play or concede the match.

## 17. CONDUCT ON COURT

If the Referee considers that the behaviour of a player on court could be intimidating or offensive to an opponent, official or spectator, or could in any way bring the game into disrepute, the player's side shall be penalised.

Offences which should be dealt with under this rule include audible and visible obscenities, verbal and physical abuse, dissent to Marker or Referee, abuse of racket, ball or court, and coaching, other than during the interval between games. Other offences include unnecessary physical contact and excessive racket swing (Rule 12.10), unfair warm up (Rule 15.2 Note To Referees), late back on court (Rule 7.4 Notes to Referees A and B), dangerous play or action (Rule 16.1.3) and time wasting (Rule 7.7). **(See G16)**

For these and any other offences which, in the opinion of the Referee, justify the application of this rule, one of the following penalty provisions shall be applied. **(See G17)**

Warning by the Referee (called a Conduct Warning)  
Stroke awarded to the opposing side (called a Conduct Stroke)  
Game awarded to the opposing side (called a Conduct Game)  
Match awarded to the opposing side (called a Conduct Match)

### *Notes To Referees*

- A. *If the Referee stops play to give a warning a let shall be allowed.*
- B. *If the Referee stops a rally to award a conduct stroke then that stroke award becomes the result of the rally. If the Referee awards a conduct stroke at the conclusion of a rally, the result of the rally stands and the conduct stroke award is additional but without change of service box.*
- A conduct stroke awarded after the end of a game shall be carried over to the next game.*
- C. *If the Referee awards a game that game shall be the one in progress, or the next game if one is not in progress, in which latter case the interval between games shall not apply. The offending player's side shall retain any points already scored in the game awarded.*

## 18. CONTROL OF A MATCH

A match is normally controlled by a Referee, assisted by a Marker. One person may be appointed to carry out the functions of both Referee and Marker. After making a decision the Referee shall announce it to the players and the Marker shall repeat it with the subsequent score.

The correct position for refereeing and marking a squash match is one located at the centre of the back wall, as close to that wall as is physically possible, above the out line on the back wall, and preferably with seating.

### ***Notes To Officials***

- A. *It is desirable to have separate Officials to carry out the roles of Marker and Referee. (See G18)*
- B. *Sides are not permitted a change of Marker or Referee on request. The Tournament Referee has the sole right to replace a Marker or Referee before or after the commencement of a match.*

## **19. DUTIES OF A MARKER**

- 19.1 The Marker shall call the play, followed by the score, with side-in's score called first. The Marker shall call "Fault", "Foot fault", "Not up", "Down", "Out", "Hand-out", "Side-out" and "Stop" as appropriate, and shall repeat the Referee's decisions.
- 19.2 If the Marker makes a call the rally shall cease. **(See G19)**

### ***Note To Markers***

*The Marker, if unsighted or uncertain, shall make no call.*

- 19.3 When play ceases the Marker, if unsighted or uncertain, shall advise the players and shall call on the Referee to make the relevant decision; if the Referee is unable to do so a let shall be allowed.

### ***Note To Markers***

*Markers must use recognised calls, including when the rally has ceased (Appendices 2.2 and 2.2.1). (See G20)*

## **20. DUTIES OF A REFEREE**

- 20.1 The Referee shall allow or disallow appeals for lets, and award strokes; make decisions where called for by the rules, including all cases when a non-striker is struck by the ball, and for injuries; and shall decide all appeals including those against the Marker's calls or lack of calls. The decision of the Referee shall be final. **(See G21)**

- 20.2 The Referee shall exercise control:
- 20.2.1 Upon appeal by one of the players, including an appeal against any specification. **(See G22)**
  - 20.2.2 To ensure that all relevant rules are applied correctly.
- 20.3 The Referee shall not intervene in the Marker's calling of the score unless, in the opinion of the Referee, the score has been called incorrectly in which case the Referee shall have the Marker call the correct score.

***Note To Officials***

*Both the Marker and Referee are required to record the score.*

- 20.4 The Referee shall not intervene in the Marker's calling of the play unless, in the opinion of the Referee, the Marker has made an error in stopping play or allowing play to continue, in which case the Referee shall immediately rule accordingly.
- 20.5 The Referee is responsible for ensuring that all rules relating to time are strictly enforced.
- 20.6 The Referee is responsible for ensuring that court conditions are satisfactory for play.
- 20.7 The Referee may award a match to a side whose opponents fail to be present on court, ready to play, within ten minutes of the advertised time of play.
- 20.8 The Referee is responsible for ensuring that all players are equipped with appropriate protective eyewear. **(See G24)**

# APPENDICES

## APPENDIX 1

### OFFICIAL GUIDELINES ON RULES INTERPRETATIONS FOR PLAYERS AND REFEREES

Guideline numbers are referenced in the rules.

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##### Introduction

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## **INTRODUCTION**

The over-riding principle governing the Rules of Squash and their interpretation is to allow a fair result to each match. This requires that the Referee implement the rules fairly for all players from the time the match starts until its conclusion.

The following Official Guidelines on Rules Interpretations are those which have been approved by the Rules and Referees Committee of World Squash Federation and should be read in conjunction with the rules.

## **GUIDELINES GENERAL**

Most guidelines applicable to singles squash have been retained for doubles squash although terminology will not of course be totally correct for doubles (e.g. for “player” it is usually necessary to substitute “side”).

The appropriate guideline numbers are referenced in the doubles rules, just as they are for singles. Guidelines not considered relevant to doubles (either totally or partially) and which do not bear a reference number in the doubles rules are G6. Shaping To Play The Ball, G8. Timing Of Appeals, and G11. Created Interference.

Guidelines 23 and 24 are of course relevant for doubles only.

## **G1. CHANGE OF EQUIPMENT**

In order to avoid the situation of one player gaining an unfair rest interval through a change of equipment, the Referee, before allowing a player to leave the court to make the change, must be satisfied that there has indeed been a material deterioration of the equipment.

The preference for another racket, or a different pair of shoes where no physical deterioration is evident, is not sufficient reason for allowing a change of equipment. Although up to ninety seconds are allowed for a change of equipment players are required to carry out the change as quickly as possible.

If a player's glasses break or the player loses a contact lens, then following the appropriate time interval for change of equipment, that player must resume play or an appropriate Rule 17 penalty will be applied.

If a player is unable to resume play because of lack of alternative equipment then the Referee should award the match to the opponents.

## **G2. ILLNESS OR DISABILITY ON COURT**

A player suffering illness or disability on court has the options, except for a blood flow situation, of completing the game in progress or of conceding it or the match.

A player who does not wish to concede the match but who requires recovery time or who needs to leave the court must concede the game. After informing the Referee, the

player should take the time interval between games for recovery, then be ready to play; or concede the match. One game only may be conceded.

If a player vomits on or fouls the court, so that the court conditions become such that play cannot continue, the Referee should award the match to the opponents, irrespective of whether the sick player is able to resume play (Rule 17. Conduct On Court). The Referee's decision with regard to court conditions is final.

If the illness or disability involves visible blood flow the player will be required by the Referee to leave the court immediately. A resumption of play is not permitted while the blood flow is visible. However, recovery time will be permitted and if the player intends to resume play after treatment the Referee is to apply the procedures applicable to a self-inflicted blood flow injury. The Referee, when advising of the requirements applicable to the situation, should ascertain the player's intentions regarding a resumption of play.

### **G3. TIME WASTING**

Time wasting represents an attempt by one player to gain an unfair advantage over the opponents. Prolonged discussion with the Referee and slow preparation to serve or receive service are particularly mentioned (Rule 7.7). Where this occurs the Referee should apply an appropriate Rule 17 penalty at the earliest opportunity.

It should be noted that while excessive ball bouncing prior to service does constitute time wasting, the server should not be considered to have served the hand out.

Players should be aware that during permitted 90-second intervals, the Referee's call of "Fifteen seconds" is advice for them to return to court. A player who is not ready to resume play on the call of "Time" is gaining an unfair advantage and shall be penalised under Rule 17.

### **G4. FALLEN OBJECT**

Rule 7.8 now makes it clear that if any object falls (or is thrown) to the floor of the court then play must cease. Cessation of play could be initiated by the Referee with the word "Stop" or by one of the players stopping and appealing. The reason for the stoppage is that injury could occur if a player treads on any object of significant size or texture. Obviously if a tiny or light object falls to the floor and is not noticed then play will not be stopped.

Players are responsible for ensuring that all of their own equipment is retained and, as a general rule, a player will lose the stroke if equipment is dropped. Exceptions to stroke loss are a collision (although in a collision resulting in an appeal for interference Rule 12 will take precedence over the "let" decision normally appropriate to a collision), and the considerations of a winning return having been hit.

If a player drops a racket then under most circumstances the rally will be allowed to continue. It is accepted that a player dropping a racket is already at a significant disadvantage because that player **must** pick up the racket to remain in the rally.

Deliberate dropping or throwing of an object to the floor of the court by a player should, of course, be dealt with by the Referee under the provisions of Rule 17. Conduct On Court.

## **G5. PLAYER STRUCK BY THE BALL**

If a non-striker is struck by the ball the Referee is required to make a decision in all cases and the Marker's call is not required until **after** the Referee has made this decision.

If a non-striker is hit by the ball coming **from** the front wall (without interference) then the non-striker loses the stroke unless further attempt applies (Rule 10). The definition of "Attempt" makes it clear that even a fake swing of the racket or feint at the ball is to be interpreted as an attempt, but stroke preparation comprising only backswing, with no racket movement towards the ball, is **not** an attempt.

The various situations where the non-striker is hit by the ball going to the front wall are covered in Rules 9 and 10.

If the striker is hit by the ball (without interference) then the striker loses the stroke and the Marker should make the call of "Not up", because the ball has not been struck "correctly". The Referee is not required to make a decision.

However, in any case where any player is struck by the ball in an interference situation then the Referee should apply the provisions of Rule 12.

## **G6. NOT APPLICABLE TO DOUBLES**

## **G7. MAKING EVERY EFFORT**

The outgoing striker is required to make every effort to clear the ball after playing a return. This route should be on a path which allows the incoming striker direct access to the ball, provided the incoming striker has not moved in to play the ball so quickly as to block the outgoing striker's exit.

However, it is equally important for the incoming striker to make every effort to get to the ball. If the incoming striker does not make every effort to get to the ball, then that is a significant factor in the Referee's assessment of whether or not that player could have reached the ball and made a good return.

The degree of effort that is required by the incoming striker, in order to demonstrate "making every effort," is for the Referee to decide. Players should note that this does not give them licence to abuse their opponents physically, and unnecessary physical contact will be penalised under Rules 12 and 17.

A Referee, however, should not refuse lets in situations where a player was clearly

making every effort (albeit short of physical contact with the opponent) to get to the ball and had demonstrated to the Referee the ability to reach the ball.

## **G8. TIMING OF APPEALS NOT APPLICABLE TO DOUBLES**

## **G9. METHOD OF APPEAL**

The correct method of appeal in interference situations is with the words "Let please".

Other forms of appeal are sometimes used by players including a raised hand or racket, especially where communication between players and Referee is poor.

A Referee accepting any form of appeal other than the standard "Let please" must be satisfied that an appeal is actually being made (not a rally conceded), if necessary clarifying this with the player.

## **G10. EARLY APPEAL**

If a player makes an early appeal because of interference and the opponent's service or return prior to that appeal subsequently goes down or out, the Referee should not consider the appeal but should rule on the service or return and award the stroke to the player.

## **G11. NOT APPLICABLE TO DOUBLES**

## **G12. UNNECESSARY PHYSICAL CONTACT**

Unnecessary physical contact is both detrimental to the game and potentially dangerous. In blatant cases the Referee should stop the rally and award the appropriate penalty accordingly. The Referee should also be aware of a player who "pushes off" an opponent. Where this has no significant effect on the opponent, then the rally should be allowed to continue and a warning given at the end of the rally.

## **G13. APPEALS FOR FEAR OF INJURY**

When an appeal for a let has been made and there has been no interference the Referee's decision is usually "No let". However, occasionally, although interference as defined in Rule 12.2 does not exist, there may be reasonable fear of injury to an opponent, in which case a let should be allowed under Rule 13.1.2.

## **G14. BROKEN BALL**

When the receiver makes an appeal prior to attempting to return the service, the Referee has discretionary power to decide whether to replay the previous rally or to allow a let in respect of the rally in which the ball was found to be broken.

This also applies if the service is not good.

## **G15. SELF-INFLICTED INJURY**

When a player suffers a self-inflicted injury, i.e. an injury which clearly does not involve an opponent or which is described in Rule 16 Note C, the Referee should allow the recovery time permitted in Rule 16.2 when:

1. There is reasonably clear evidence to the Referee that an injury has occurred. This could be as the result of a blow, especially to the face or head, as a result of the player coming into heavy contact with walls or floor, or a sudden stoppage action by the player that might be caused by a muscle tear or sprained joint.

or

2. Any occurrence, including injury, illness or disability, results in visible blood flow.

In the case of symptoms of tiredness, alleged injuries not reasonably evident to the Referee or pre-existing ailments, recovery time should not be permitted (except that the player concerned must be allowed the option of conceding one game to gain a ninety-second interval between games). Included in this category are occurrences such as cramps, whether abdominal pains or muscle cramps, actual or impending nausea, and breathlessness including asthma conditions.

Where recovery time for blood flow is permitted the requirements of Rule 16.5 apply. A player unable to stop blood flow within the total time permitted by the Referee must either concede one game to gain a further ninety seconds and then continue play without blood flow, or concede the match.

If a player's clothing has become blood-stained as a result of the injury then that clothing must also be changed before the player is permitted to resume play.

It is the responsibility of the injured player to be back at the court when "Time" is called by the Referee, either to resume play, or to request an extension of recovery time, if required, in the case of an injury which is still bleeding. If the player is not present when "Time" is called then the Referee must award the match to the opponent.

Any decision to resume play **must** be made by the player. The Referee's role is to decide whether an injury exists, to apply and monitor time intervals, and to apply the laid-down requirements when total allocated time has elapsed.

## **G16. COACHING AND CROWD CONTROL**

Coaching of players is permitted only during the interval between games. Coaching

should not be taken to mean brief comments of encouragement between rallies which clearly have no effect on the continuity of play. The Referee is expected to exercise discretion in deciding between such comments and what constitutes coaching a player. The use of external communication aids is prohibited.

The Referee may penalise coaching in any form during play by applying Rule 17. Conduct On Court, to the player being coached.

If the behaviour of any spectator, official, manager or coach is considered by the Referee to be disruptive to the continuity of play, then the Referee should suspend play until the disruption has ceased. If necessary play should be suspended until the offending person has left the court area.

## **G17. PROGRESSION OF PENALTIES**

The penalties available to the Referee under Rule 17 are:

A warning.  
A stroke.  
A game.  
The match.

The guidelines for applying the penalties are as follows:

The first penalty imposed by the Referee for a particular offence may be at any level to suit the seriousness of the offence, i.e. a warning, stroke, game or match. However, any subsequent penalty for the same type of offence should not be of a lesser severity than the previous penalty for that offence. Thus the Referee may award several warnings or several strokes for the same type of offence if of the opinion that the offence did not warrant a more severe penalty.

When issuing penalties the Referee should use the following terminology:

Conduct warning....(player's name) for.....(offence).  
Conduct stroke.....(player's name) for.....(offence), stroke to (opponent's name).  
Conduct game.....(player's name) for.....(offence), game to (opponent's name).  
Conduct match.....(player's name) for.....(offence), match to (opponent's name).

The Marker should repeat only that part of the Referee's decision which affects the score.

## **G18. SINGLE OFFICIAL**

If it is not possible to have two Officials for a match then the single Official acts as both Marker and Referee. The Official calls the play and the score as Marker and answers appeals as Referee.

Decisions which are made directly by the Referee such as when a player is struck by the ball or in answering appeals made by the players under Rule 12. Interference,

present no problems when there is a single Official.

However, players should be aware of the limitations in the appeals process when they appeal against a decision made by the Marker. A Marker making a positive call (e.g. "Out") is unlikely to reverse that decision on appeal as the Referee. In the event of a **failure** to call by the Marker (e.g. a suspected service fault) an appeal **may** be worthwhile because the Marker/Referee's opinion will be either "Good" or "Uncertain" in which latter case a let would be allowed.

## **G19. MARKER'S CALLS**

The Marker must call to stop a rally if of the opinion that a player has failed to deliver a good service or make a good return.

However, if because of a service or return which was obviously not good, both players cease play without the Marker making a call, then the appropriate call of "Not up", "Down" or "Out" may be omitted.

## **G20. MARKER'S GUIDELINES**

In general the correct order of calls is:

1. Anything affecting the score.
2. The score (with the server's score always called first).
3. Comments on the score:

Examples are:

"Not up, hand-out 4-3."

"Down, 8-all, set one, game ball."

"Out, 8-all, set two."

"Yes let, 3-4."

"No let, hand-out, 5-7."

"Stroke to Jones, 8-2, match ball."

"Foot fault, hand-out, love-all."

"Fault" (appeal by server, Referee uncertain). "Let, 8-3, game ball."

Match introduction:

"Smith serving, Jones receiving, best of 5 games, love-all."

End of a game:

"9-7, game to Smith. Smith leads one game to love."

"10-9, game to Smith. Smith leads two games to love."

"9-3, game to Jones. Smith leads two games to one."

"9-4, game to Jones, two games all."

"10-8, match to Smith, 9-7, 10-9, 3-9, 4-9, 10-8."

Start of subsequent game:

"Smith leads one game to love, love-all."

"Two games all, love-all."

After award of Conduct penalty:

"Stroke to Smith, 7-2".

"9-7, game to Jones, two games all".

## **G21. ADDRESSING THE PLAYERS**

The use of first names should be avoided to eliminate any risk of familiarity with any player which could be interpreted as favouritism.

## **G22. EXPLANATION BY REFEREES**

Following an appeal by a player, the Referee will normally give the decision and play resumes. However, on some occasions, it may be appropriate to explain the decision in order to clarify the situation for the players. Where appropriate the Referee should give the decision followed by a concise and objective statement of explanation.

It is helpful to the players if the Referee uses the terminology of the appropriate rule when explaining a decision.

## **G23. INTERFERENCE IN DOUBLES**

In doubles the players whose turn it is to hit the ball are entitled to two freedoms only, unobstructed direct access to the ball and freedom to hit the ball. Because of the number of players on the court and the additional court width compared to singles, there is no requirement for the opponents to provide freedom to play the ball directly to any part of the front wall. The concept of fair view of the ball has logically been removed from doubles.

Created interference has also been removed from doubles considerations because of the complexity of movements of the four players, and the Referee should not deny a let for this reason. However, if the playing partners obstruct themselves ("same side obstruction", Rule 12.6.4), either in access to the ball or freedom to hit it they should not be allowed a let on appeal.

Stroke award is limited to two considerations, failure to make every effort to clear by an opponent when a player could have made a good return, and winning return prevented when every effort to clear has been made. The stroke award provisions of Rule 12.8.3 in singles squash, i.e. refraining from hitting the ball which if hit would clearly have struck an opponent going directly to the front wall or of potential winning return to a side wall, do not apply.

The Referee should give careful consideration to stroke award. In the "good return" case the Referee should look for clear indications of failure to make every effort to clear by an opponent. Similarly in the "winning return" case the Referee should look for clear indications of the likely path of a return not played, bearing in mind that there

are two opponents on the court to retrieve the ball.

## **G24. PROTECTIVE EYEWEAR**

Players are required to use protective eyewear for all doubles play whether social, league or tournament. Players are advised that, even if correctly equipped themselves, they should not participate in doubles play unless all players are wearing protective eyewear. Referees and Markers are advised that they should refuse to officiate at a doubles match where any player is not wearing protective eyewear.

## APPENDIX 2.1

### DEFINITIONS

<b>APPEAL</b>	<p>A player's request to the Referee to consider an on or off court situation. "Appeal" is used throughout the rules in two contexts:-</p> <ol style="list-style-type: none"><li>1) Where the player requests the Referee to consider varying a Marker's decision.</li><li>2) Where the player requests the Referee to allow a let, or to consider the award of a stroke.</li></ol> <p>The correct form of appeal by a player is "Appeal please" or "Let please". Play ceases when a player appeals.</p>
<b>ATTEMPT</b>	<p>An attempt to play the ball is made when in the opinion of the Referee, the striker has moved the racket towards the ball from the backswing position. The Referee shall decide what is an attempt.</p>
<b>BOARD</b>	<p>The lowest horizontal marking on the front wall, with the tin beneath it covering the full width of the court.</p>
<b>BOX (SERVICE)</b>	<p>A square area in each quarter court bounded by part of the short line, part of the side wall and by two other lines, and from within which the server serves.</p>
<b>COMPETITION</b>	<p>A championship tournament, league or other competitive match.</p>
<b>CORRECTLY</b>	<p>The ball being hit by the racket (held in the hand), not more than once or not with prolonged contact on the racket.</p>
<b>DOWN</b>	<p>The expression used to indicate that an otherwise good service or return has struck the floor before reaching the front wall, or has struck the board or tin. ("Down" is also used as a Marker's call).</p>
<b>GAME</b>	<p>Part of a match, commencing with a service and concluding when one side has scored or been awarded fifteen or seventeen points or nine or eleven points (in accordance with the rules).</p>
<b>GAME BALL</b>	<p>The state of the score when either side requires one point to win the game in progress. ("Game ball" is also used as a Marker's call).</p>
<b>HALF-COURT the LINE</b>	<p>A line set on the floor parallel to the side walls, dividing <u>that part</u> of court between the short line and the back wall into two equal parts and meeting the short line at its midpoint to form the "T".</p>
<b>HALF TIME</b>	<p>The midpoint of the warm up ("Half time" is also used as a Referee's call).</p>

<b>HAND</b>	The period from the time a player becomes server until losing the right to server.
<b>HAND-OUT</b>	Condition when the first server of side in has served and side-in loses the stroke. ("Hand-out" is also used as a Marker's call).
<b>LET</b>	An undecided rally. No stroke is won for the rally in respect of which a let is allowed, and the server is required to serve again from the same box.
<b>MATCH</b>	The complete contest between two sides, commencing with the warm up and concluding when all players have left the court at the end of the final rally.
<b>MATCH BALL</b>	The state of the score when either side requires one point to win the match. ("Match ball" is also used as a Marker's call).
<b>MATCH BALL, GAME BALL</b>	Condition when one side requires one point to win the match and the opponents require one point to win the game in progress.
<b>NOT UP</b>	The expression used to indicate that the ball has not been struck in accordance with the rules. "Not up" applies when 1) the ball is not struck correctly by the server or striker, 2) the ball bounces more than once upon the floor before being struck by the striker, 3) the ball touches the striker or anything worn or carried other than the racket, 4) the server makes one or more attempts to strike the ball but fails to do so. ("Not up" is also used as a Marker's call).
<b>OFFICIALS</b>	The Marker and the Referee.
<b>OUT</b>	The expression used to indicate that 1) the ball has struck the out line, or a wall above the out line, or the ceiling, or any fitting attached to the ceiling and/or wall above the out line or, 2) the ball has passed through any fitting attached to the ceiling and/or wall above the out line or, 3) in addition to 1) and 2) on courts which are not fully enclosed, the ball has passed over the out line and out of the court without touching any wall or, if no out line is provided, passed over any wall and out of the court. ("Out" is also used as a Marker's call).
<b>OUT LINE</b>	A continuous line comprising the front wall line, both side wall lines and the back wall line and marking the top boundaries of the court.  Note: When a court is constructed without provision of such a line, i.e. the walls comprise only the area used for play, or without part of such a line (e.g. a glass back wall) and the ball in play strikes part of the horizontal top surface of such a wall and deflects back into court, the ball is out. The decision should be made in the normal manner by the Marker, subject to appeal to the Referee.
<b>POINT</b>	A unit of the scoring system. One point is added to a side's score when

it wins a stroke.

<b>QUARTER COURT</b>	One half of that part of the court between the short line and the back wall which has been divided into two equal parts by the half-court line.
<b>RALLY</b>	A service only, or a service and any number of returns of the ball, ending when the ball ceases to be in play.
<b>REASONABLE BACKSWING</b>	The initial action used by a player in moving the racket away from the body as preparation prior to racket movement towards the ball for contact. A backswing is reasonable if it is not excessive. An excessive backswing is one in which the player's racket arm is extended towards a straight arm position and/or the racket is extended with the shaft approximately horizontal. The Referee's decision on what constitutes a reasonable as distinct from an excessive backswing is final.
<b>REASONABLE FOLLOW-THROUGH</b>	The action used by a player in continuing the movement of the racket after it has contacted the ball. A follow-through is reasonable if it is not excessive. An excessive follow-through is one in which the player's racket arm is extended towards a straight arm position with the racket also extended with the shaft horizontal particularly when the extended position is maintained for other than a momentary period of time. An excessive follow-through is also one in which the arm extended towards a straight position takes a wider arc than the continued line of flight of the ball. The Referee's decision on what constitutes a reasonable as distinct from an excessive follow-through is final.
<b>SERVICE</b>	The method by which the ball is put into play by the server to commence a rally.
<b>SERVICE LINE</b>	A line upon the front wall, extending the full width of the court. A service is not good if the ball is served onto or below this line.
<b>SHORT LINE</b>	A line upon the floor, extending the full width of the court. A service is not good if the first bounce of the ball on the floor on service delivery is on or in front of this line.
<b>SIDE-IN</b>	The side which serves is called side-in.
<b>SIDE-OUT</b>	Condition when the serving side becomes the receiving side, also the name of the receiving side ("Side-out" is also used as a Marker's call).
<b>SPECIFIED</b>	The description given to balls, rackets and courts that meet existing WSF specifications.
<b>STRIKER</b>	A partner of the striking side who attempts to hit the ball or who does hit the ball.
<b>STRIKING SIDE</b>	The side whose turn it is to hit the ball after it has rebounded from the front wall, or which has one partner in the process of hitting the ball, or

which, up to a point of the return reaching the front wall, has just had one partner hit the ball.

- STROKE** The gain achieved by a side which wins a rally, either in the course of play or on award by the Referee, and which results in either the scoring of a point.
- TIN** The area below the board, covering the full width of the court, which should be constructed of a material that makes a distinctive sound when struck by the ball.
- TOURNAMENT/  
CHAMPIONSHIP  
REFEREE** The person given overall responsibility for all marking and refereeing matters throughout the tournament, including the appointment and replacement of Officials to matches.

## APPENDIX 2.2

### MARKER'S CALLS

The recognised Marker's calls are defined below.

Calls made by the Marker as referred to in:

#### **Rule 19                    DUTIES OF A MARKER**

<b>FAULT</b>	To indicate that the service is a fault. See Rules 4.4.1, 4.4.6, 4.4.7, 4.4.8.
<b>FOOT FAULT</b>	To indicate that the service is a foot fault. See Rule 4.4.2.
<b>NOT UP</b>	To indicate that the ball has not been struck in accordance with the rules. See Definitions, "NOT UP".
<b>DOWN</b>	To indicate that an otherwise good service or return has struck the floor before reaching the front wall or has struck the board or tin. See Definitions "DOWN".
<b>OUT</b>	To indicate that an otherwise good service or return has gone out. See Definitions "OUT and "OUT LINE".
<b>HAND-OUT</b>	To indicate that side-in has lost a stroke when its first server had served. See Definitions "HAND-OUT" and "HAND".
<b>SIDE-OUT</b>	To indicate that the serving side had become the receiving side, i.e. a change of serving side has occurred.
<b>STOP</b>	To stop play as appropriate when the Referee has failed to do so, and other calls are not relevant.

Calls made by the Marker as referred to in:

#### **Rule 2    THE SCORE**

<b>4-3</b>	An example of the score. The server's score is always called first, thus in this example the server leads by four points to three. If points are equal the wording used is "all" (e.g. "love-all").
<b>SET ONE</b>	To indicate that the game in progress is to be played to fifteen points after the score has reached 14-all or to indicate that the game in progress is to be played to nine points after the score has reached 8-all (called once only in any game).

**SET THREE** To indicate that the game in progress is to be played to seventeen points after the score has reached 14-all or to indicate that the game in progress is to be played to eleven points after the score has reached 8-all (called once only in any game).

**GAME BALL** To indicate that either side requires one point to win the game in progress. See Definitions "GAME BALL".

**MATCH BALL** To indicate that either side requires one point to win the match. See Definitions "MATCH BALL".

**MATCH BALL  
GAME BALL** To indicate that one side requires one point to win the match and the opponents require one point to win the game in progress.

Calls made by the Marker as referred to in:

**Rule 18 CONTROL OF A MATCH (Repeating Referee Decisions).**

**YES LET}  
LET}** Call made by the Marker after the Referee has ruled that a rally is to be replayed.

**STROKE TO}  
(NAME OF }  
PLAYER) }** Call made by the Marker after the Referee has awarded a stroke to that player.

**NO LET** Call made by the Marker after the Referee has disallowed an appeal for a let.

## APPENDIX 2.3

### REFEREE'S CALLS

<b>STOP</b>	To stop play.
<b>TIME</b>	To indicate that a period of time prescribed in the rules has elapsed.
<b>HALF TIME</b>	To advise players of the midpoint of the warm up period.
<b>YES LET</b>	When allowing a let, following a player's appeal for a let.
<b>NO LET</b>	When disallowing a player's appeal for a let.
<b>STROKE TO (PLAYER'S NAME)</b>	To advise that the player named is <u>being</u> awarded a stroke.
<b>FIFTEEN SECONDS</b>	To advise the player(s) that fifteen seconds of a permitted ninety-second time interval remain
<b>LET</b>	(May be accompanied by an explanation). To advise that a rally is to be replayed in circumstances where the wording "Yes let" is not applicable.
<b>CONDUCT WARNING</b>	To advise a player of an offence committed under Rule 17. Conduct On Court, and to give a warning.
<b>CONDUCT STROKE</b>	To advise a player of an offence committed under Rule 17. Conduct On Court, and that a stroke is to be awarded to the opponent.
<b>CONDUCT GAME</b>	To advise a player of an offence committed under Rule 17. Conduct On Court, and that a game is to be awarded to the opponent.
<b>CONDUCT MATCH</b>	To advise a player of an offence committed under Rule 17. Conduct On Court, and that the match has been awarded to the opponent.

### **APPENDIX 3**

## **EXPERIMENTAL OFFICIATING SYSTEMS**

The World Squash Federation is evaluating an experimental officiating system to determine if it is a viable alternative to the standard Marker/Referee system described in Rules 18, 19 and 20.

The evaluation will continue through the validity of the 1997 rules.

The system is known as the 2-Referee system. A brief description of it is provided in this appendix but the full details are available free of charge from the World Squash Federation and WSF Member Nations.

Any organiser of competitive Squash wishing to trial this system is urged to obtain the details from WSF and (if possible) to forward a brief report to WSF Head Office on the effectiveness of the system.

The 2-Referee system uses two officials only, known as the Referee and Appeals Referee. The Referee performs all of the duties traditionally done by both Marker and Referee in standard officiating, and the Appeals Referee takes no part in control of the match unless there is an appeal by one of the players against a decision of the Referee. Either player may appeal to the Appeals Referee against any decision of the Referee. The decision of the Appeals Referee is final.

All initial appeals on interference, player struck by ball and non-call of service or return are dealt with by the Referee but any appeal against a Referee call on play goes directly to the Appeals Referee because the decision of the Referee is already known.

**APPENDIX 4**

**POINT-A-RALLY SCORING**

**(STANDARD IN DOUBLES)**

## **APPENDIX 5**

### **EXPERIMENTAL RULES**

The World Squash Federation may from time to time request or authorise its members to carry out certain rules experiments.

Tournament organisers using experimental rules shall specify at the time of entry the manner in which any rules, definitions or appendices differ from those of the WSF.

## APPENDIX 6

### DESCRIPTION AND DIMENSIONS OF A DOUBLES COURT

#### DESCRIPTION

A Squash Court is a rectangular box with four vertical walls of varying height; being the Front Wall, Side Walls and Back Wall. It has a level floor and a clear height above the court area.

#### DIMENSIONS

Length of court between playing surfaces .....	9750 mm
Width of court between playing surfaces .....	7620 mm
Diagonal .....	12375 mm
Height above floor to lower edge of Front Wall Line .....	4570 mm
Height above floor to lower edge of Back Wall Line .....	2130 mm
Height above floor to lower edge of Service Line on Front Wall .....	1780 mm
Height above floor to upper edge of Board .....	480 mm
Distance to nearest edge of Short Line from Back Wall .....	4260 mm
Internal dimensions of Service Boxes .....	1600 mm
Width of all lines and the Board.....	50 mm
Minimum clear height above the floor of the court .....	5640 mm

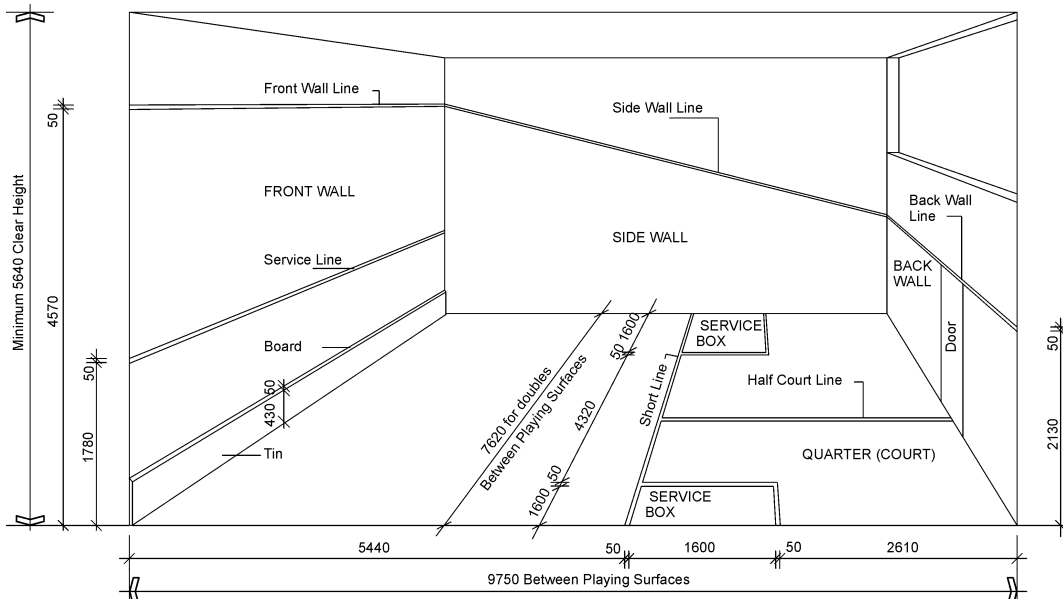
#### NOTES

1. The Side Wall is angled between the Front Wall Line and the Back Wall Line.
2. The Service Box is a square formed by the Short Line, the Side Wall and two other lines marked on the floor.
3. The length, width and diagonal of the court are measured at a height of 1000 mm above the floor.
4. It is recommended that the Front Wall Line, Side Wall Line, Back Wall Line and Board are shaped so as to deflect any ball that strikes them.
5. The Board shall not project from the Front Wall by more than 45 mm.
6. It is recommended that the door to the court is in the centre of the Back Wall.
7. The general configuration of a Squash Court, its dimensions and its markings are illustrated on the diagram.

#### CONSTRUCTION

A Squash Court may be constructed from a number of materials providing they have suitable ball rebound characteristics and are safe for play; however, the WSF publishes a Squash Court Specification which contains recommended standards. The standards must be met for competitive play as required by the appropriate National Governing Body of Squash.

# SQUASH COURT DIMENSIONS



NEAR SIDE WALL OMITTED FOR CLARITY

DIAGONALS FOR DOUBLES 12365

## Dimensions of Doubles Squash Court

REVISION A: WIDTH DIMENSION REVISED. . . . JULY 1999  
 DIAGRAM NO. 2 a Date February 1999



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## APPENDIX 7

### SPECIFICATIONS OF A STANDARD YELLOW DOT SQUASH BALL

The following specification is the standard for a yellow dot ball to be used under the Rules of Squash.

Diameter	(millimetres)	40.0 + or - 0.5
Weight	(grams)	24.0 + or - 1.0
Stiffness	(N/mm) @ 23 degrees C.	3.2 + or - 0.4
Seam Strength	(N/mm)	6.0 minimum
Rebound Resilience	- from 100 inches/254 centimetres @ 23 degrees C. @ 45 degrees C.	12% minimum 26% - 33%

#### NOTES

1. The full procedure for testing balls to the above specifications is available from the WSF.
2. No specifications are set for faster or slower speeds of ball, which may be used by players of greater or lesser ability or in court conditions which are hotter or colder than those used to determine the yellow dot specification. Where faster speeds of ball are produced they should bear the following colour codes in ascending order of speed:  
  
Super slow - Yellow Dot  
Slow - White Dot or Green Dot  
Medium - Red Dot  
Fast - Blue Dot
3. Yellow dot balls which are used at World Championships or at similar standards of play must meet the above specifications but additional subjective testing will be carried out by the WSF with players of the identified standard to determine the suitability of the nominated ball for Championship usage.

## APPENDIX 8

### DIMENSIONS OF A SQUASH RACKET

#### DIMENSIONS

Maximum length	- 686 mm
Maximum width, measured at right angles to the shaft	- 215 mm
Maximum length of strings	- 390 mm
Maximum strung area	- 500 sq. cms
Minimum width of any frame or any structural member (measured in plane of strings)	- 7 mm
Maximum depth of any frame or other structural member (measured at right angles to plane of strings)	- 26 mm
Minimum radius of outside curvature of frame at any point	- 50 mm
Minimum radius of curvature of any edge of frame or other structural member	- 2 mm

#### WEIGHT

Maximum weight	- 255 gm
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#### CONSTRUCTION

- a) The head of the racket is defined as that part of the racket containing or surrounding the strung area.
- b) Strings and string ends must be recessed within the racket head or, in cases where such recessing is impractical because of racket material, or design, must be protected by a securely attached bumper strip.
- c) The bumper strip must be made of a flexible material which cannot crease into sharp edges following abrasive contact with the floor or walls.
- d) The bumper strip shall be of a white, colourless or unpigmented material. Where for cosmetic reasons a manufacturer chooses to use a coloured bumper strip, then the manufacturer shall demonstrate to the satisfaction of the WSF that this does not leave a coloured deposit on the walls or floor of the court after contact.
- e) The frame of the racket shall be of a colour and/or material which will not mark the walls or floor following an impact in normal play.
- f) Strings shall be gut, nylon or a substitute material, provided metal is not used.
- g) Only two layers of strings shall be allowed and these shall be alternately interlaced or bonded where they cross, and the string pattern shall be generally uniform and form a single plane over the racket head.
- h) Any grommets, string spacers or other devices attached to any part of the racket shall be used solely to limit or prevent wear and tear or vibration, and be reasonable in size and placement for such purpose. They shall not be attached to any part of the strings within the hitting area (defined as the area formed by overlapping strings).
- I) There shall be no unstrung areas within the racket construction such that will allow the passage of a sphere greater than 50mm in diameter.
- j) The total racket construction including the head shall be symmetrical about the centre of the racket in a line drawn vertically through the head and shaft and when viewed face on.
- k) All changes to the racket specification will be subject to a notice period of two years before coming into force.

The World Squash Federation shall rule on the question of whether any racket or prototype complies with the above specifications, or is otherwise approved or not approved for play and will issue guidelines to assist in the interpretation of the above.

## **APPENDIX 9**

### **PLAYERS' CLOTHING**

Organisers may specify regulations concerning players' clothing which must be complied with in their particular tournament or tournaments. In Doubles Squash each side should wear identical colour shirts and shorts/skirts which are of a different colour to those worn by their opponents.

## **APPENDIX 10**

### **PROTECTIVE EYEWEAR**

Although the risk of injury in Squash is very low it is required that, in Doubles, protective eye guards manufactured to an appropriate National Safety Standard are worn properly over the eyes at all times during play. It is the responsibility of the player to ensure that the quality of the product worn is satisfactory for the purpose.

National Standards for Racket Sport Eye Protection are published by the Canadian Standards Association, the United States ASTM and Standards Australia/New Zealand.

## **APPENDIX 11**

### **GUIDELINES FOR NATIONAL FEDERATIONS, THEIR AFFILIATED ASSOCIATIONS AND TOURNAMENT ORGANISERS**

#### **11.1 DISCIPLINARY COMMITTEE**

A player who commits any of the following offences may be subject to disciplinary action by the disciplinary committee:

11.1.1 All offences listed in Rule 17. Conduct On Court.

11.1.2 Failure to comply with the conditions of entry of a tournament including any rules with regard to clothing or advertising.

11.1.3 Withdrawal from an event or failure to attend after having entered a tournament or accepted an invitation to play.

11.1.4 Failure to complete a match.

11.1.5 Defaulting from tournament or event. The disciplinary committee may require evidence or proof of "bona fide" injury, illness or other emergency situation.

11.1.6 Failure by a player to be available to meet reasonable requests for interviews by the media.

#### **11.2 OBJECTS OF THE DISCIPLINARY COMMITTEE**

11.2.1 To uphold the good name of the WSF and the game.

11.2.2 To resolve all problems relating to conduct of players in their relations with each other, officials, sponsors and the public.

#### **11.3 POWERS OF THE DISCIPLINARY COMMITTEE**

11.3.1 To impose a warning or fine.

11.3.2 To withhold prize money from a player pending possible disciplinary action.

11.3.3 To recommend to the Officers of the Federation the banning of a player.

11.3.4 To recommend to the Officers of the Federation such action as may be necessary to uphold the objects of the disciplinary committee.

11.3.5 To send a full report to the National Association of the player concerned.

## **11.4 PROCEDURES**

11.4.1 Following the reporting of an incident to the disciplinary committee, a meeting shall be convened comprising the Chairman of the disciplinary committee, an Officer of the Federation, the player and a representative of the player, if required by the player.

11.4.2 A player shall be notified of the likely charge to be made, and the player shall be invited to submit a personal viewpoint of the incident to the committee.

11.4.3 A player may appeal against the disciplinary action taken but must do so within 28 days by notice in writing to the Federation.

11.4.4 An appeal will be heard by a select committee appointed by the Officers of the Federation.

**Note:** Member countries may adopt these guidelines for their own National Championships and other championships under the authority of the National Association, or use them as a basis for their own procedures.