



WORLD SQUASH DOUBLES RULES

2008

**Effective 15 April 2008
Scoring system amended October 2008**

WORLD SQUASH DOUBLES RULES 2008

SUMMARY OF CHANGES

This revision of the World Squash Doubles Rules was adopted by the WSF AGM in October 2007 and the scoring system was revised at the WSF AGM in October 2008.

These Rules will be used at the Commonwealth Games in 2010.

Following the Commonwealth Games in Melbourne 2006, it became clear that the Doubles discipline required an overhaul if it is to be successful at the elite level. Some matches had lasted too long (up to 150 min) and rallies often resulted in lets. This made the event unattractive to athletes and spectators.

COURT WIDTH (Appendix 5.1)

Squash New Zealand set up a Task Force to identify changes in the rules that would address this issue.

Widening the court to provide more room and angles to play winning shots was a key hypothesis and 0.8 metres was recommended by Squash New Zealand as the ideal increment. The finding was corroborated by Squash Australia who tested the new width in the 2007 Australian Doubles Championships.

WSF acknowledges that the change had been conceived with only elite athletes in mind and therefore recommended that the court width change be an alternative rather than the norm, and applies to elite players only.

The vast majority of Doubles courts around the world have “movable wall” technology and the new width can be accommodated with ease. This allows implementation at tournament level, particularly for World Doubles and Commonwealth Games and other tournaments of this stature, as well as for recreational purposes. It is expected that some players will continue to enjoy Doubles on a Singles court when a purpose-built Doubles court is not accessible, or on the existing Doubles courts where widening is not possible.

OTHER RULES AND GUIDELINES

Squash Australia tested a number of rule changes and interpretations designed to complement the wider court, encourage more positive play and reduce the length of matches.

Teams

Two partners together are called “teams” (not “sides”).

Serving order (Rule 2.1)

Doubles terminology is aligned with Singles.

The nominated first server from Team A serves. Team A loses a rally and the Marker calls “Hand-out”. The first nominated server from Team B then serves. That team loses a rally and the Marker calls “Hand-out”. The nominated second server from Team A then serves...and so on.

Scoring (Rule 2.2)

It was considered it would increase the excitement for spectators if games go to “sudden death”.

Scoring is PARS to 11 points.

First team to win 11 points wins a game. At 10-all there is no “setting” the game further.

(Appendix 7). PARS to 15 is an alternative. First team to win 15 points wins a game. At 14-all there is no “setting” the game further.

Competition organisers have the right to determine whether matches will be best of 3 or 5 games.

For WSF elite events (World Doubles, Commonwealth Games), matches will be PARS to 11 points, best of 3 games.

Hitting an opponent with the ball (Rule 9.5)

To encourage greater safety.

A Conduct Penalty must be given against the striker's team if the referee decides the striker's action is dangerous.

Distraction (Rule 13.1.1)

Doubles rule is aligned with Singles.

Off-court distraction is to be considered by the Referee on appeal.

Bleeding (Rule 16.1)

To allow a more reasonable time for this delay in play.

A maximum of 30 minutes (instead of "such time as is reasonable and necessary") is allowed to stop bleeding, cover a bleeding wound, or change any bloodstained clothes.

Interference (Guideline 6)

Doubles terminology is more closely aligned with Singles.

To encourage positive play and reduce the number of rallies resulting in lets, a greater obligation to clear is imposed on strikers who hit the ball back close to themselves (as opposed to close to their partners) such that strokes will apply. This is a strengthening in interpretation of the requirement to make a reasonable effort to avoid interference where a player has sufficient time and space to do so, particularly on the wider court.

Interpretation of these changes should not encourage players to expect to be awarded strokes in situations where they are able to play on, even after encountering some degree of interference. It is considered that part of the excitement of the Doubles game comes from players who choose to play through interference rather than stopping, and this should continue to be encouraged positively.

1. If an opponent makes any reasonable effort to avoid interference, **Stroke** if:
 - The outgoing opponent has played the ball back close to the body and then does not make a **reasonable** effort to avoid interference, particularly for direct access to the ball and preventing a reasonable swing; or
 - The outgoing opponent has played the ball close to the partner's body and the partner does not make **any** effort to avoid interference.
2. If the striker refrains from hitting the ball owing to a reasonable fear of injuring an opponent:
 - **Let** if the outgoing opponent has played the ball back close to the body and there is a **reasonable** effort to clear, or **Stroke** if there is **no** reasonable effort to clear; or
 - **Let** if the outgoing opponent has played the ball back close to the partner's body and there is **any** effort to clear, or **Stroke** if there is **no** effort to clear.

Thankyou to:

- Squash New Zealand - Dave Clarke (then) National Coach;
- Squash Australia - Chris Sinclair WSF World Referee,
Damien Green WSF International Referee
John Small National Refereeing Manager.

December 2008

CONTENTS

1. The Game
2. The Scoring
 - 2.1. Points
 - 2.2. Games and matches
3. The Warm-up
 - 3.1. Start of a match
 - 3.2. During or after an interval and new ball
 - 3.3. Warming up fairly
4. The Service
 - 4.1. Serving side
 - 4.2. Service box
 - 4.3. Receiving side choice
 - 4.4. Service action
 - 4.5. Good service conditions
 - 4.5.1. Foot fault
 - 4.5.2. Not up
 - 4.5.3. Fault or Down
 - 4.5.4. Fault
 - 4.5.5. Out
 - 4.6. Service not good & Marker Calls
 - 4.7. Calling the score
5. The Play
6. Good Return
 - 6.1. Striking the ball correctly
 - 6.2. Ball not down
 - 6.3. Ball not striking board
 - 6.4. Ball not out
7. Continuity Of Play
 - 7.1. Suspending play
 - 7.2. Interval between games & after warm up
 - 7.3. Change of equipment **(G1)**
 - 7.4. Referee calls relating to time intervals
 - 7.5. Bleeding, injury or illness
 - 7.6. Delaying play **(G2)**
 - 7.7. Fallen object **(G3)**
 - 7.7.1. Stroke award if player drops object unless collision
 - 7.7.2. Let for object dropped by non-player
 - 7.7.3. Winning return interrupted
 - 7.7.4. Dropped object not noticed
8. Winning A Rally
 - 8.1. Service not good
 - 8.2. Return not good
 - 8.3. Ball touches a non-striker **(G4)**
 - 8.4. Referee awards stroke
 - 8.5. Partner hit with the ball
 - 8.6. Non-striker deliberate interception
9. Ball Hitting An Opponent (including after Turning or a Further Attempt)
 - 9.1. Let - good return possible
 - 9.2. Stroke to opposing team - good return not possible
 - 9.3. Stroke to striker's team - winning return
 - 9.4. Let - striker turns or further attempt
 - 9.5. Conduct Penalty if dangerous
10. Further Attempts To Hit The Ball & Turning
 - 10.1. Ball touches opponent
 - 10.1.1. Let - good return possible
 - 10.1.2. Stroke to opponent's team - good return not possible
 - 10.2. Interference - further attempt & turning **(G5)**
 - 10.3. Fear of hitting opponent
 - 10.3.1. Let - good return possible
 - 10.3.2. No let - good return not possible
11. Appeals
 - 11.1. On service
 - 11.1.1. Server appeal
 - 11.1.2. Marker non-call - receiver appeal
 - 11.1.2.1. Service good - rally to serving team
 - 11.1.2.2. Referee uncertain - let
 - 11.1.3. Subsequent shot down or out - Referee ruling
 - 11.2. On play other than service
 - 11.2.1. Player appeal on Marker's call -Let unless 11.2.1.1 or 11.2.1.2
 - 11.2.1.1. Stroke to player's team winning return interrupted
 - 11.2.1.2. Stroke to opponents' team if an opponent's winning return interrupted
 - 11.2.2. Appeal for Marker failing to call
 - 11.2.2.1. Return good - stroke to striker's team
 - 11.2.2.2. Referee uncertain - let
 - 11.2.3. Subsequent shot down or out
 - 11.3. No appeal after service for prior occurrence
 - 11.4. Multiple appeals
12. Interference
 - 12.1. Player entitlement
 - 12.2. Player freedoms defined
 - 12.2.1. Direct access **(G6 & G7)**
 - 12.2.2. Freedom to hit **(G8)**
 - 12.2.3. Freedom to hit to front wall **(G6)**
 - 12.3. Interference defined
 - 12.4. Excessive swing and interference
 - 12.5. Player appeal options
 - 12.5.1. Method of appeal "let please" **(G8)**
 - 12.5.2. Player appeal & timing **(G10)**
 - 12.6. Referee decisions

- 12.7. No let
 - 12.7.1. No interference (G6)
 - 12.7.2. Good return not possible, insufficient effort (G7)
 - 12.7.3. Played on past point of interference
 - 12.7.4. Created Interference (G12)
 - 12.7.5. Partner obstruction (G6)
- 12.8. Stroke award
 - 12.8.1. Interference, insufficient opponent effort
 - 12.8.2. Swing interference, opponent deliberate action (G8)
 - 12.8.3. Interference, opponent reasonable effort, winning return prevented (G7)
- 12.9. Let allowed
 - 12.9.1. Interference opponent made reasonable effort, good return possible
 - 12.9.2. Player stopped for fear of hitting opponent on way to front wall
- 12.10. Stroke not awarded if swing excessive
- 12.11. Let or stroke without appeal
- 12.12. Appeals from both partners
- 12.13. Applying Rule 17 for interference
 - 12.13.1. Physical contact (G13)
 - 12.13.2. Dangerous excessive swing
- 13. Lets
 - 13.1. Referee may allow let
 - 13.1.1. Ball touches article on court
 - 13.1.2. Fear of hitting opponent (G8)
 - 13.1.3. Distraction on court
 - 13.1.4. Court conditions change
 - 13.2. Referee shall allow let
 - 13.2.1. Receiver not ready
 - 13.2.2. Ball breaks during play
 - 13.2.3. Referee uncertain of appeal
 - 13.2.4. Good return lodges on court
 - 13.3. Conditions for Referee allowing lets
 - 13.4. Conditions for allowing a let even if striker attempts to hit
 - 13.5. Appeal requirements
 - 13.5.1. Player appeal necessary
 - 13.5.2. Player appeal or Referee intervention
- 14. The Ball
 - 14.1. Substituting another ball
 - 14.2. Ball breaks
 - 14.3. Ball breaks without being noticed
 - 14.3.1. Receiver appeals
 - 14.3.2. Server serves with broken ball
 - 14.4. Appeal on final rally of game
 - 14.5. Player stops play to appeal
 - 14.6. Ball remains on court
 - 14.7. Warm-up after changing the ball
- 15. Duties Of The Players
 - 15.1. Observe Rules and spirit of the game
 - 15.2. Ready to commence play
 - 15.3. No articles allowed in court
 - 15.4. Not permitted leaving the court
 - 15.5. Not permitted request change of officials
 - 15.6. Deliberate distraction not allowed
 - 15.7. Player's method of appeal
 - 15.8. Player's compliance with all regulations and Clothing requirements in Tournaments
- 16. Bleeding, Illness, & Injury (G14)
 - 16.1. Bleeding
 - 16.1.1. Caused by opponent, match award
 - 16.1.2. Bleeding unstoppable
 - 16.1.3. Recurrence of bleeding
 - 16.2. Illness options
 - 16.2.1. Resume play
 - 16.2.2. Concede game
 - 16.2.3. Concede match
 - 16.3. Injury - Categories
 - 16.3.1. Self-inflicted
 - 16.3.2. Contributed
 - 16.3.3. Opponent-inflicted
 - 16.3.4. Self-inflicted - Referee action
 - 16.3.5. Contributed - Referee action
 - 16.3.6. Opponent-inflicted - Referee action
 - 16.4. Injured player resuming play early
 - 16.5. Referee disallows claim of injury
 - 16.6. Player conceding game
- 17. Conduct On Court
 - 17.1. Referee required action
 - 17.2. Offences (G16)
 - 17.3. Referee applied penalties (G16)
 - 17.3.1. Conduct Warning - let
 - 17.3.2. Conduct Stroke
 - 17.3.3. Conduct Stroke between rallies
 - 17.3.4. Conduct Game
- 18. Control Of A Match
 - 18.1. The Number of Officials (G17)
 - 18.2. Officiating position
- 19. Duties Of A Marker (G18)
 - 19.1. Calls
 - 19.2. Calling the score without delay
 - 19.3. After Marker calls, rally stops
 - 19.4. Marker unsighted
 - 19.5. Play stops without Marker calling
 - 19.6. Marker keeps written record
- 20. Duties Of A Referee (G19)
 - 20.1. Decide and announce all appeals
 - 20.2. Referee control
 - 20.2.1. Player appeals
 - 20.2.2. Rules applied correctly
 - 20.2.3. Crowd control
 - 20.3. Referee intervention in calling the score
 - 20.4. Referee intervention in calling the play
 - 20.5. Time responsibility
 - 20.6. Referee keeps a written record
 - 20.7. Court condition responsibility
 - 20.8. Awarding match Player(s) not present
 - 20.9. Referee ensures Players wear eye-guards

APPENDICES

Appendix 1 Official Guidelines

Introduction and General

- G1 Change of Equipment
- G2 Time Wasting
- G3 Fallen Object
- G4 Player Struck by the Ball
- G5 Interference on Turning or a Further Attempt
- G6 Interference
- G7 Making Reasonable Effort
- G8 Interference with the Swing and Fear of Hitting Opponent
- G9 Method of Appeal
- G10 Timing of Appeals
- G11 Early Appeal
- G12 Created Interference
- G13 Significant or Deliberate Physical Contact
- G14 Bleeding, Illness, or Injury
- G15 Coaching
- G16 Progression of Penalties
- G17 Single Official
- G18 Marker's Guidelines
- G19 Referee's Guidelines

Appendix 2 Definitions

Appendix 3 Standard Calls

Appendix 3.1 Marker's Calls

Appendix 3.2 Referee's Calls

Appendix 4 Flowcharts

Appendix 4.1 Referee's Line of thinking for Rule 12 Interference

Appendix 4.2 Referee's decisions for Rule 16

Appendix 5 Court & Equipment Specifications

Appendix 5.1 Court Dimensions

Appendix 5.2 Standard Ball

Appendix 5.3 Racket Dimensions

Appendix 6 Protective Eye guards

Appendix 7 The Scoring System

Appendix 8 Experimentation

Appendix 8.1 Officiating Systems

Appendix 8.2 Rules

WORLD SQUASH DOUBLES RULES ABBREVIATED

This ABBREVIATED VERSION of the World Squash Doubles Rules is to help players to understand the basics. All players should read the complete Rules. The Rule numbers in brackets refer to the full Rules.

THE GAME

World Squash Doubles is played between two teams of two players each. All players must wear eye guards at all times while playing.

THE SCORING (Rule 2)

The team which wins each rally scores a point (called Point-a-rally scoring or PARS). When the serving team wins a rally they score a point and retain the service; when the receiving team wins a rally they score a point and that receiving team then becomes the serving team.

Each game is to 11 points. A match is the best of three or five games.

Games to 15 points are an alternative scoring system (Appendix 7). A match is the best of three or five games.

THE WARM-UP (Rule 3)

Before the start of a match, each team is allowed up to 2½ minutes to “warm-up” themselves and the ball on the match court.

When a ball has been changed during a match, or if there has been some delay in play for any reason, the players may warm up the ball to playing condition. The ball may also be warmed up by the players during any interval in play.

THE SERVICE (Rule 4)

Before the match begins each team must announce the order in which the partners will serve, which must remain the same throughout the match. Also, at the start of the match, the teams must announce from which side each partner will receive service for that game. The teams are allowed to change the receiving side of the partners at the start of each subsequent game and must announce any change to the opposing team (and the officials) prior to the start of the subsequent game.

Play commences with a service. The team to serve first is decided by the spin of a racket.

The nominated first server from the team winning the spin of the racket serves first, serving until a rally is lost. Then the serving team becomes the receiving team (“hand out”). The nominated first server from the other team now serves, and retains service until that team loses a rally. The process is then repeated for the second servers from each team.

The team who wins the preceding game serves first in the next game.

At the beginning of each game and when the service changes from one side to the other, the serving team can serve from either service box. After winning a rally the server must then continue serving from the alternate box.

To serve a player stands with at least part of one foot on the floor within the service box while striking the ball which can be done with an underarm or overhead (as in tennis) action. A service is good if it is struck directly onto the front wall above the service line and below the out line so that on its return, unless volleyed, it reaches the floor within the back quarter of the court opposite to the server’s box.

GOOD RETURN (Rule 6)

A return is good if the ball, before it has bounced twice on the floor, is returned “correctly” onto the front wall above the tin and below the out line, without first touching the floor. The ball may hit the side walls and/or the back wall on its way to the front wall.

A return is not good if it is:

“NOT UP” (ball struck after bouncing more than once on the floor, or not struck correctly, or a double hit)

“DOWN” (the ball after being struck, hits the floor before the front wall or hits the tin) or

“OUT” (the ball hits a wall on or above the out line).

RALLIES (Rule 8)

After a good service has been delivered the teams hit the ball in turn until one team fails to make a good return.

A rally consists of a service and any number of good returns. A team wins a rally if the opponents fail to make a good service or return of the ball or if, before a player has attempted to hit the ball, it touches an opponent (including racket or clothing).

NOTE: AT ANY TIME DURING A RALLY A PLAYER SHOULD NOT STRIKE THE BALL IF THERE IS A DANGER OF HITTING ONE OF THE OPPONENTS WITH THE BALL OR RACKET. IN SUCH CASES PLAY STOPS AND THE RALLY IS EITHER PLAYED AGAIN (“A LET”) OR THE OPPOSING TEAM IS PENALISED.

TURNING (Rule 9 & 10)

If the striker has either followed the ball round, or allowed it to pass around him or her - in either case striking the ball to the right of the body after the ball had passed to the left (or vice versa) - then the striker has “**TURNED**”.

If the striker, while turning, stops play for **fear of striking an opponent**, then a **let** is played. This is the recommended course of action in situations where a player wants to turn but is unsure of the opponents’ positions.

FURTHER ATTEMPTS (Rule 9 & 10)

After a player of the striking team has attempted to play the ball and missed, either partner of the striking team may make a further attempt to return the ball.

- ◆ If a further attempt would have resulted in a **good** return, but the ball hits the opponent, a **let** is played.
- ◆ If the return would **not have been good**, the **striking team loses** the rally.

HITTING AN OPPONENT WITH THE BALL (Rule 9)

If a player strikes the ball, which, before reaching the front wall, hits an opponent, or an opponent’s racket or clothing, play stops.

- ◆ If the return would have been **good** reaching the front wall direct or after hitting a side wall or the back wall on the way to the front wall or when the player “turned” or the striking team made a “further attempt”, a **let** is played.
- ◆ If the return would **not have been good**, the **striker’s team loses the rally**.
- ◆ If the return would have been a **winning return**, the **striker’s team wins the rally**.

For safety, the Referee must award a Conduct Penalty if believing that a striker’s action was dangerous.

INTERFERENCE (Rule 12 and Guideline 6)

The player of the striking team whose turn it is to play the ball is entitled to freedom from interference by both opponents.

To avoid interference, the opponents must try to provide the striking team with unobstructed direct access to the ball, space to complete a swing at the ball and freedom to play the ball directly to any part of the front wall.

A player, finding an opponent interfering with the play, can continue the rally despite the interference, or stop play. It is preferable to stop play if there is a possibility of colliding with the opponent, or of hitting him or her with racket or ball.

When play has stopped as a result of interference the general guidelines are:

- ◆ If the player could have returned the ball and
 1. the outgoing opponent has played the ball back close the body and then makes a **reasonable effort** to avoid interference, particularly for direct access to the ball and preventing a reasonable swing (See G8), or
 2. the outgoing opponent has played the ball close to the partner's body and the partner makes **any** effort to avoid interference, a **let** is played.
- ◆ If the player could **not have returned** the ball, the player's team is **not** entitled to a **let** (i.e. loses the rally).
- ◆ If the outgoing opponent does **not make a reasonable effort** to avoid the interference, or if the outgoing opponent's partner does not make any effort to avoid the interference, or if the player would have hit a winning return, the player's team is entitled to a **stroke** (i.e. is awarded the rally).
- ◆ If the player refrains from hitting the ball which, if hit, would clearly have struck an opponent going directly to the front wall the Referee shall
 1. allow a let if the outgoing opponent has played the ball back close to the body and there is a **reasonable** effort to clear, or Stroke if there is **no** reasonable effort to clear: or
 2. allow a let if the outgoing opponent has played the ball back close to the partner's body and there is **any** effort to clear, or Stroke if there is **no** effort to clear.

LETS (Rule 13)

A let is an undecided rally. Neither team scores a point, the rally is replayed and the same server serves again from the same box.

In addition to lets allowed as indicated in the paragraphs above, lets can be allowed in other circumstances.

For example, a let may be allowed if the ball in play touches any article lying on the floor, or if the striker refrains from hitting the ball owing to a reasonable fear of injuring the opponent.

A let must be allowed if the receiver is not ready and does not attempt to return the service, or if the ball breaks during play.

CONTINUITY OF PLAY (Rule 7)

Play should be continuous in each game once a team has started serving. There should be no delay between the rallies.

An interval of 90 seconds is permitted between all games.

Players are permitted to change items of clothing or equipment if necessary, making the change as quickly as possible.

BLEEDING, INJURY AND ILLNESS (Rule 16)

If an injury occurs which involves bleeding, the bleeding must be stopped before the player can continue. A player is allowed **30 minutes to** attend to a bleeding wound.

If the bleeding was caused solely by an opponent's action, the injured player's team wins the match.

If the bleeding recurs no further delay is allowed, except that the player can concede a game, using the 90-second period between games to attend to the wound and stop the bleeding. If unable to stop it, the player's team must concede the match.

For an injury not involving bleeding, it must be decided whether the injury was either caused by an opponent or self inflicted or contributed to by the player and one of the opposing team.

- ◆ If totally caused by an opponent, the injured player's team wins the match if any recovery time is needed.
- ◆ If self-inflicted, the injured player is allowed 3 minutes to recover and must then play on, or concede a game using the 90-second rest period between games to recover.
- ◆ If contributed by the player and one of the opposing team, the injured player is allowed an hour to recover.

A player who is ill must play on or can take a rest period by conceding a game and using the 90-second interval to recover. Cramps, feeling nauseous and breathlessness (including asthma) are considered illnesses. If a player vomits on court, the opponents win the match.

DUTIES OF PLAYERS (Rule 15)

Rule 15 provides guidelines for players. For example 15.6 states that deliberate distraction is not allowed. Players should read and comply with this Rule.

Some of the sub-sections deal with the control of matches by officials (Referee/Marker). The duties and responsibilities of officials are not covered in this abbreviated version of the Rules.

CONDUCT ON COURT (Rule 17)

Offensive, disruptive or intimidating behaviour in squash is unacceptable. Included in this category are audible and visible obscenities, verbal and physical abuse, dissent, abuse of racket, court or ball, unnecessary physical contact, excessive racket swing, unfair warm up, time wasting, late back on court, dangerous play or action and coaching (except between games).

WORLD SQUASH DOUBLES RULES

NOTES

The use of the word “shall” in these Rules indicates compulsion without 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.

Words or terms in italics are used with specific meanings as defined in Appendix 2.

1. THE GAME

World Squash Doubles is played between two teams, each consisting of two players, each player using a racket, with a ball, and in a court, all three of which meet WSF specifications. (See Appendix 5)

All players should bear in mind that, in view of the number of players on the court, the probability of encountering interference is greater than in singles. Players should therefore ensure they maximise their effort to avoid interference.

All players shall wear eye guards properly over the eyes at all times during play. The eye guards shall meet appropriate National Safety Standards as indicated in Appendix 6.

2. THE SCORING

2.1 The team which wins each rally scores a point. When the server’s team wins a rally it scores a point and that server retains the service. When the receiver’s team wins a rally it scores a point and the service changes to the opposing team.

2.2 A match shall consist of the best of three or five games. The team which scores eleven points wins the game. If the score becomes ten-all the winner of the next point wins the game. The Marker shall call “Game ball” to indicate that either team requires one point to win the game in progress, or “Match ball” to indicate that either team requires one point to win the match, or a combination of “Game Ball” and “Match Ball” as appropriate, as set out in Appendices 2 and 3.1.

Fifteen point scoring to either three or five games is an alternative - see Appendix 7.

The organisers of the competition shall choose the number of points and games for a match.

3. THE WARM-UP (see definition in Appendix 2)

3.1 Immediately preceding the start of play each team has 2½ minutes to warm up on the court of play. The choice of warming up first or second shall be decided by the spin of a racket.

At the end each 2½-minute period the Referee shall call “Time”.

If both teams agree, play may commence prior to the expiry of the 5 minute period.

3.2 The players may warm up the ball during or after any interval or delay in play or when a ball has been substituted in terms of Rule 14. Players must take care to avoid interference and dangerous play during any such warm up. Play shall resume on the direction of the Referee, or upon mutual consent of the players, whichever is the earlier.

3.3 In any warm-up involving players from both teams all players must have equal opportunities of striking the ball. A player retaining the strike for an unreasonable time is warming up unfairly. The Referee shall decide when the warm-up is unfair, and apply Rule 17.

4. THE SERVICE

- 4.1 Play commences with a service, and the right to serve first is decided by the spin of a racket.
At the start of a match both teams shall indicate their order of serving which shall remain the same throughout a match.
From the start of the match the nominated first server from the team winning the spin of the racket serves first, serving from alternate boxes until a rally is lost, whereupon the Marker shall call "Handout" and the serving team becomes the receiving team. The nominated first server from the team now serving then serves and retains service until that team loses a rally, whereupon the Marker shall again call "Handout". The process is then repeated for the second servers from each team.
At the commencement of the second and each subsequent game, the team that won the previous game shall serve first.
- 4.2 At the beginning of each hand and of each game, the server has the choice of serving from either box.
Any player, having commenced serving from one box, shall serve from the alternate box after the player's team wins a rally except that, if a rally ends in a let, that player shall serve again from the same box.
If the server moves to the wrong box, or any player appears uncertain as to which is the correct box, the Marker shall announce which is the correct box. If the Marker makes an error with this information, or there is a dispute, the Referee shall rule on the correct box.
- 4.3 At the beginning of a match both teams shall nominate one partner to receive service from the right side of the court and the other from the left side, with the team receiving first nominating first. Each partner shall receive service throughout a game from that nominated side.
Partners may exchange sides for receipt of service at the start of a new game, in which case the same conditions apply as at the start of the match.
- 4.4 When serving, a player shall release the ball from either a hand or the racket before striking it. Should the player, after releasing the ball, make no attempt to strike it, the player shall release the ball again for that service. The player may strike the ball for service using an underarm or overhead action.
Both the server and the receiver of service are entitled to freedom from interference as specified in Rule 12.
- 4.5 A service is good if all the conditions in Rules 4.5.1 - 4.5.5 are met:
- 4.5.1 the server has 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 if it does not touch the line) at the time of striking the ball; and
 - 4.5.2 the server, after releasing the ball for service, strikes it *correctly* on the first or further attempt before the ball reaches the floor, touches a wall, or touches anything the server wears; and
 - 4.5.3 the server strikes the ball directly onto the front wall between the service and out lines; and
 - 4.5.4 unless volleyed by the receiver, the first bounce of the ball on the floor is in the quarter court opposite the server's box without touching the short or half court lines; and
 - 4.5.5 the server does not serve the ball *out*.
- 4.6 A service which does not meet the requirements of Rules 4.5.1 - 4.5.5 is not good and the Marker shall make the appropriate call.
The calls are: "foot-fault" for Rule 4.5.1
"not up" for Rule 4.5.2
"fault" for Rule 4.5.3 if the ball strikes a side wall first or the front wall on or below the service line but above the board
"down" for Rule 4.5.3 if the ball strikes on or below the board or on the floor
"fault" for Rule 4.5.4 and
"out" for Rule 4.5.5.

A service in which the ball is considered to have struck the front wall and a side wall simultaneously is not good and is called “fault”.

4.7 The Marker must call the score without delay.

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

If the server serves or attempts to serve prior to the Marker completing the calling of the score, the Referee shall stop play and require the server to wait until the Marker has completed calling the score before serving.

5. THE PLAY

After the server delivers a good service, the teams return the ball alternately until one team fails to make a good return or the ball ceases to be in play in accordance with the Rules or a player makes an appeal or the Marker or Referee makes a call.

6. GOOD RETURN

A return is good if all the conditions in Rules 6.1 – 6.4 are met:

6.1 the striker returns the ball *correctly* before it has bounced twice on the floor; and

6.2 the ball strikes the front wall above the board, either directly or via the side wall(s) and/or the back wall, without first touching the floor or any part of the striker’s body or apparel, or any other player’s racket, body or apparel; and

6.3 the ball does not strike the board before or after it hits the front wall; and

6.4 the ball is not *out*.

7. CONTINUITY OF PLAY

After the server delivers a good service, play shall be continuous as far as is practical. However,

7.1 at any time the Referee may suspend play, owing to bad light or other circumstances beyond the control of the players and officials, for an interval as the Referee decides. The score shall stand. If another court is available and the original court remains unsuitable for play, the Referee may transfer the match to it.

7.2 There shall be an interval of 90 seconds between the end of the warm-up and the commencement of the first game and between all games. Players may leave the court during such intervals but must be ready to play prior to the expiry of the 90-second interval.

If both teams agree, play may commence or resume prior to the expiry of the 90-second interval.

(G1) 7.3 If a player satisfies the Referee that a change of equipment, clothing or footwear is necessary, the player may leave the court to make the change as quickly as possible, and must do so within 90 seconds.

7.4 When 15 seconds of any permitted interval remain, the Referee shall call “Fifteen seconds” to advise the players to be ready to resume play. At the end of the interval the Referee shall call “Time”. This includes recovery time specified in Rule 16.3.4.

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

Should any player fail to be ready to resume play when “Time” is called, the Referee shall apply Rule 17 to the player’s team.

Should neither team be ready to resume play when “Time” is called, the Referee shall apply Rule 17 to both teams.

7.5 If a player is bleeding, ill or injured the Referee shall apply Rule 16.

(G2) 7.6 The Referee, on deciding that a player has delayed play unreasonably, shall apply Rule 17 to that player’s team.

(G3) 7.7 If an object, including a player’s racket or protective eye guards fall to the floor of the court while a rally is in progress the Referee or Marker shall stop play or a player may appeal.

- 7.7.1 The Referee shall award a stroke to the opponent's team if the object falls from a player, unless Rule 7.7.3 applies or the cause is a collision with an opponent. In the latter case the Referee shall allow a let, unless the player appeals for a let because of possible interference in which case the Referee shall apply Rule 12; or
- 7.7.2 the Referee shall allow a let if the object falls from a source other than a player, unless Rule 7.7.3 applies; or
- 7.7.3 if the fallen object interrupts a player's winning return, that player's team shall win the rally; or
- 7.7.4 if a dropped object remains unnoticed until the end of the rally, the result of the rally shall stand.

8. WINNING A RALLY

A team wins a rally if

- 8.1 the server of the opposing team fails to deliver a good service under Rule 4.5; or
- 8.2 the opposing team fails to make a good return when that team is the striking team, unless the Referee allows a let or awards a stroke to the opposing team; or
- (G4) 8.3 the ball touches an opponent (including anything worn or carried) without interference when the opponents are the non-strikers, except as provided for in Rules 9 and 10. If interference occurs then the provisions of Rule 12 apply. In all cases the Referee shall make the decision; or
- 8.4 the Referee awards a stroke to that team as provided for in the Rules; or
- 8.5 an opponent hits the opponent's partner (including anything worn or carried) with the ball unless interference from the opposing team prevents the partner from getting clear in which case the Referee shall apply Rule 12; or
- 8.6 a player of the non-striking team deliberately intercepts an otherwise good return on its way to or from the front wall before it is out of play or the Marker has made a call.

9. BALL HITTING AN OPPONENT (including after *TURNING* or a **FURTHER ATTEMPT**)

(G4) If the striker hits the ball which, before reaching the front wall, hits one of the opponents (including anything worn or carried), play shall cease. This includes *turning* (see definition in Appendix 2) or further attempts. The Referee shall consider infringement of Rule 17 and, having assessed the ball's trajectory, shall:

- 9.1 allow a let if the return would have been good; or
- 9.2 award a stroke to the opposing team if the return would not have been good; or
- 9.3 award a stroke to the striker's team if deciding the return would have been a winning return unless 9.4 applies; or
- 9.4 allow a let if the striker *turned* or made a further attempt and the return would have been good; and
- 9.5 award a Conduct Penalty against the striker's team if the striker's action is considered dangerous.

10. FURTHER ATTEMPTS TO HIT THE BALL and *TURNING*

If one player of the striking team attempts to strike the ball and misses, either player of the striking team may make further attempts to strike it before it has bounced twice on the floor, unless it is a return of service when only the designated receiver may make a further attempt. A first attempt by the partner of the first striker is regarded as a further attempt.

- 10.1 If, after being missed, the ball touches an opponent (including anything worn or carried), the Referee shall:
 - 10.1.1 allow a let if deciding either player could make a good return; or
 - 10.1.2 award a stroke to the opposing team if deciding the striking team could not make a good return.
- (G5) 10.2 The striker may, because of interference on the further attempt or *turning*, stop play and appeal. The Referee, if deciding there was interference shall apply Rule 12.
- 10.3 The striker may, before making a further attempt or after *turning*, stop and appeal for fear of hitting one of the opponents with the ball. The Referee, if deciding there was a reasonable fear of hitting one of the opponents, shall:

- 10.3.1 allow a let if the striker would have been able to make a good return; or
- 10.3.2 not allow a let if the striker could not have made a good return.

11. APPEALS

The losing team of a rally may appeal against any call or lack of a call by the Marker affecting that rally.

A player should preface any appeal under Rule 11 by saying "Appeal please". Play ceases when a player appeals. The Referee, if uncertain of the reason for an appeal, may ask the player for an explanation.

If the Referee disallows an appeal under Rule 11, the Marker's decision shall stand.

If the Referee is uncertain a let shall be allowed unless a winning return was interrupted (Rule 11.2.1.1 or 11.2.1.2).

11.1 Appeals on Service

11.1.1 If the Marker calls "Fault", "Foot fault", "Not up", "Down" or "Out" to the service, either partner of the serving team may appeal. If the Referee upholds the appeal, the Referee shall allow a let.

11.1.2 If the Marker fails to call "Fault", "Foot fault", "Not up", "Down" or "Out" to the service, the Referee, if certain that the service was not good, shall stop play and award the rally to the receiving team. In the absence of Referee intervention either partner of the receiving team may appeal, either immediately or at the end of the rally. Then the Referee shall:

11.1.2.1 if certain the service was good, allow the result of the rally to stand; or

11.1.2.2 if uncertain, allow a let.

11.1.3 If a player appeals the Marker's call of "Foot-fault", "Fault", "Not up", "Down" or "Out" to a service but that same service subsequently is clearly a fault, not up, down or out, the Referee shall rule only on the subsequent occurrence.

11.2 Appeals on Play other than Service

11.2.1 Either player of a team may appeal if the Marker calls "Not up", "Down" or "Out" following one of that team's returns. The Referee shall allow a let if upholding the appeal, unless Rule 11.2.1.1 or 11.2.1.2 applies. If uncertain the Referee shall allow a let unless Rule 11.2.1.2 applies.

11.2.1.1 If the Marker's call interrupted that player's winning return the Referee shall award a stroke to the player's team.

11.2.1.2 If the Marker's call interrupted or prevented a winning return by an opponent, the Referee shall award a stroke to the opponent's team.

11.2.2 If the Marker fails to call "Not up", "Down" or "Out" following a player's return, the Referee, if certain that the return was not good, shall stop play and award the rally to the opponents' team. In the absence of Referee intervention either partner of the opposing team may appeal, either immediately or at the end of the rally. Then the Referee shall:

11.2.2.1 if deciding the return was good, allow the result of the rally to stand; or

11.2.2.2 if uncertain, allow a let.

11.2.3 If a player appeals the Marker's call of "Not up", "Down" or "Out" to a return but that same return subsequently is clearly down or out, the Referee shall rule only on the subsequent occurrence.

11.3 After the delivery of a service no player may appeal for anything which occurred before that service, except as Rule 14.3 provides.

11.4 When the losing team makes more than one appeal concerning a rally, the Referee shall consider each appeal.

12. INTERFERENCE

- 12.1 The players whose turn it is to play the ball are entitled to freedom from interference by the opponents. This includes the players serving and receiving service and a player attempting to return the ball by *turning* or with a further attempt.
- (G6) 12.2 To avoid interference both opponents must make reasonable effort to provide the players with:
- (G7) 12.2.1 unobstructed direct access to the ball after completion of a reasonable swing; and
- (G8) 12.2.2 freedom to hit the ball with a reasonable swing; and
12.2.3 freedom to hit the ball directly to any part of the front wall.
- 12.3 Interference occurs if an opponent fails to fulfil any of the requirements of Rule 12.2, even though the opponents make every effort to fulfil those requirements.
- 12.4 A player's excessive swing can contribute to interference for the opponents when it becomes the latter's turn to play the ball.
- 12.5 A player encountering possible interference has the choice of continuing the rally or of stopping and appealing.
- (G9) 12.5.1 A player seeking a let or a stroke should appeal by saying "Let please".
- (G10) 12.5.2 Only the player who encountered possible interference and whose team's turn it is to play the ball may appeal, except that if both players were attempting to play the ball then both may appeal. The player(s) must appeal either immediately the interference occurs or, where clearly not continuing with play beyond the point of interference, without undue delay.
- 12.6 The Referee shall decide on the appeal and shall announce the decision with the words "No let", "Yes let" or "Stroke to (name of team)" (see flowchart in Appendix 4.1). The Referee alone makes all decisions, which are final. The Referee, if uncertain of the reason for an appeal, may ask the player for an explanation.
- 12.7 The Referee shall not allow a let and the player's team shall lose the rally if:
- 12.7.1 there was no interference; or
- 12.7.2 interference occurred but neither player would have made a good return; or neither player had made reasonable effort to get to and play the ball; or
- 12.7.3 the player who appealed has clearly accepted the interference and played on; or
- (G12) 12.7.4 the player created the interference in moving to the ball; or
12.7.5 same team obstruction has occurred, in that the partners themselves have solely caused the interference.
- 12.8 The Referee shall award a stroke to the player's team, unless it was a further attempt or *turning* in which case the Referee shall allow a let, if:
- 12.8.1 there was interference which an opponent has not made reasonable effort to avoid and one of the players would make a good return (see G6 for further guidance on the interpretation of "reasonable" effort and the introduction of "any" effort in this situation); or
- (G8) 12.8.2 there was interference as a result of an opponent's deliberate action which prevented the player, who is in a position to play the ball, from making a reasonable swing and the player would have been able to make a good return; or
- 12.8.3 there was interference which the opponents made reasonable effort to avoid and one of the players would make a winning return.
- 12.9 The Referee shall allow a let if:
- 12.9.1 there was interference by an opponent which the opponent made reasonable effort to avoid and one of the players would make a good return (see G6 for further guidance on the interpretation of "reasonable" effort and the introduction of "any" effort in this situation); or
- 12.9.2 a player refrains from striking the ball for fear of hitting an opponent provided that opponent had made reasonable effort to avoid any interference (see G6 for further guidance on the interpretation of "reasonable" effort and the introduction of "any" effort in this situation).
- 12.10 The Referee shall not award a stroke to a player who causes interference with an excessive swing.

- 12.11 The Referee may allow a let under Rule 12.9 or award a stroke under Rule 12.8 without an appeal having been made, if necessary stopping play to do so.
- 12.12 If both partners of the striking team appeal and the Referee's decisions are different for the two appeals, the decision giving the greater reward to the striking team shall stand, e.g. if the Referee's decisions are stroke for one appeal and let for the other, the Referee shall award a stroke; if the Referee's decisions are Let for one appeal and No let for the other, the Referee shall allow a Let.
- 12.13 The Referee may also apply the provisions of Rule 17 in interference situations. The Referee shall, stopping play if it has not already stopped, apply an appropriate penalty if:
 - (G13) 12.13.1 a player has made significant or deliberate physical contact with an opponent;
 - or
 - 12.13.2 a player has endangered an opponent with an excessive racket swing.

13. LETS

In addition to lets allowed under other Rules, the Referee may or shall allow lets in certain other cases. A player should request a let by saying "Let please". The Referee, if uncertain of the reason for an appeal, may ask the player for an explanation.

- 13.1 The Referee may allow a let if:
 - (G8) 13.1.1 the ball in play touches any article lying on the floor; or
 - 13.1.2 the striker refrains from hitting the ball onto any of the walls including the back wall owing to a reasonable fear of injuring an opponent; or
 - 13.1.3 the Referee decides that an occurrence on or off the court distracted either player of the striking team. A player appealing for distraction must do so immediately the distraction occurs. The Referee shall award a stroke to a team, one player of which has been distracted, if that player could have played a winning return but for the distraction; or
 - 13.1.4 the Referee determines that a change in court conditions affected the result of the rally.
- 13.2 The Referee shall allow a let if:
 - 13.2.1 the receiver is not ready and does not attempt to return the service; or
 - 13.2.2 the ball breaks during play; or
 - 13.2.3 the Referee is unable to decide an appeal; or
 - 13.2.4 a player makes an otherwise good return but either the ball lodges in any part of the playing surface of the court, preventing it from bouncing more than once on the floor, or the ball goes out after its first bounce on the floor.
- 13.3 If a partner of the striking team appeals for a let under Rules 13.1.1 (ball touching article on court), 13.1.3 (distraction) or 13.1.4 (change in court conditions), the Referee shall allow a let only if one of the partners was able to make a good return. If the striker appeals for a let under Rule 13.1.2 (fear of injury) then the Referee shall allow a let only if the striker was able to make a good return. For a non-striker's team appeal under Rules 13.1.1, 13.1.3 and 13.1.4 a good return is not a requirement.
- 13.4 If the striker attempts to play the ball the Referee may still allow a let under Rules 13.1.1 (ball touching article on court), 13.1.4 (change in court conditions), 13.2.2 (ball breaking during play) and 13.2.4 (ball lodging in court).
- 13.5 The appeals requirements of Rule 13 are:
 - 13.5.1 an appeal is necessary for the Referee to allow a let under Rules 13.1.3 (distraction), 13.1.2 (fear of injury), 13.2.1 - receiver only (receiver not ready) and 13.2.3 (Referee unable to decide); or
 - 13.5.2 an appeal or Referee intervention without appeal is applicable to Rules 13.1.1 (ball touching article on court), 13.1.4 (change in court conditions), 13.2.2 (ball breaking during play) and 13.2.4 (ball lodging in court).

14. THE BALL

- 14.1 At any time, when the ball is not in actual play, any of the players or the Referee may examine the ball. The Referee may substitute another ball by consent of all the players, or on appeal by any of the players.
- 14.2 If a ball breaks during play, the Referee, after confirming it is broken, shall replace it promptly with another ball.
- 14.3 If a ball has broken during play without being noticed during the rally, the Referee shall allow a let for the rally in which the ball broke if the serving team appeals prior to the next service or if the receiving team appeals prior to the receiver attempting to return that service.
 - 14.3.1 If the receiver appeals prior to attempting to return service and the Referee decides 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.
 - 14.3.2 If the Referee decides that the server served with a broken ball the Referee shall allow a let for the previous rally.
- 14.4 The provisions of Rule 14.3 do not apply to the final rally of a game. In that case a player must appeal 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 team shall lose the rally.
- 14.6 The ball shall remain within the court at all times when not in play unless the Referee permits its removal.
- 14.7 When the Referee has substituted another ball or when the players resume a match after some delay, the Referee shall allow the players to warm the ball to playing condition. Play shall then resume on the direction of the Referee, or on consent of all the players, whichever is earlier.

15. DUTIES OF THE PLAYERS

- 15.1 Players must observe all the Rules and the spirit of the game. Failure to do so could bring the game into disrepute and the Referee may apply Rule 17.
- 15.2 Players must be ready to commence play at the announced starting time of the match.
- 15.3 Players are not permitted to place within the court any object(s), clothing or equipment.
- 15.4 Players are not permitted to leave the court during a game without the permission of the Referee. If they do the Referee may apply Rule 17.
- 15.5 Players are not permitted to request a change of Marker or Referee.
- 15.6 Players must not deliberately distract an opponent. If this occurs the Referee shall apply Rule 17.
- (G9) 15.7 Players should preface appeals by saying "Let please" or "Appeal please" according to the circumstances.
- 15.8 Players must comply with any additional tournament or competition regulations including those relating to clothing. In tournament or competition play it is recommended that players of each team be required to wear shirts of identical colour which is a different colour from those worn by their opponents.

16. (G14) BLEEDING, ILLNESS, AND INJURY (see flowchart in Appendix 4.2)

- 16.1 Bleeding: the Referee shall immediately stop play when any player has visible bleeding, an open wound or bloodstained clothing and the player must leave the court. Before allowing play to continue the Referee shall require that the bleeding be stopped, the wound covered and any blood-stained clothing changed, allowing such time as is reasonable and necessary and is available on the tournament schedule.
 - 16.1.1 If the bleeding was caused solely by an opponent's action, the Referee shall immediately award the match to the player's team.
 - 16.1.2 If the player is unable to stop the bleeding within 30 minutes, the player's team shall either concede one game taking the 90 second interval and then continue play if the bleeding has stopped or concede the match.

- 16.1.3 If the bleeding recurs, for which recovery time has already been allowed, the Referee shall allow no further recovery time except that the player's team may concede the game in progress and use the 90-second interval between games for recovery. If the bleeding continues at the end of this interval, the player's team shall concede the match. A player's team may only concede one game for one 90-second interval.
- 16.2 Illness: when a player is suffering illness not involving bleeding, the player's team has the following options:
- 16.2.1 resuming play without delay; or
- 16.2.2 conceding the game in progress, accepting the 90-second interval; or
- 16.2.3 conceding the match.
- Symptoms of tiredness, alleged illness not reasonably evident to the Referee or recurrence of pre-existing ailments including injuries sustained earlier in the match shall be dealt with under this Rule 16.2. This includes cramps of any kind, actual or impending nausea and breathlessness including asthma. The Referee shall inform the players of the decision and the requirements of the Rules.
- 16.3 Injury: in the event of an injury to a player not involving bleeding the Referee shall confirm that the injury is genuine and, if it is, decide the category of injury, informing the players of the decision and of the requirements of the Rules. The player is only entitled to recovery time immediately after the injury occurred. If the injury involves bleeding Rule 16.1 applies. The categories are:
- 16.3.1 self-inflicted, where an opponent did not contribute to the injury;
- 16.3.2 contributed, where an opponent accidentally contributed to or accidentally caused the injury. The Referee shall not interpret this to include the situation where a player is crowding an opponent; and
- 16.3.3 opponent-inflicted, where an opponent solely caused the injury.
- For the different injury categories the Referee shall take the following action:
- 16.3.4 for a self-inflicted injury (Rule 16.3.1), allow 3 minutes for the injured player to recover. If the player is unable to continue after the 3 minutes, the player's team shall concede one game, accept the 90-second interval between games, and then resume play or concede the match. If the injured player has not returned to the court when "Time" is called, the Referee shall award the match to the opposing team;
- 16.3.5 for a contributed injury (Rule 16.3.2) allow one hour for the injured player to recover, or such additional time as the time schedule of the competition permits. The injured player must, by the end of this period, resume play or concede the match. If the injured player resumes play, the score at the conclusion of the rally in which the injury occurred shall stand;
- 16.3.6 for an opponent-inflicted injury (Rule 16.3.3) apply Rule 17, and if the injured player requires any time to recover, award the match to the injured player's team.
- 16.4 If an injured player, having been granted a period of recovery time, wishes to resume play prior to the expiry of that time, the Referee shall permit the opponents sufficient time to prepare to resume play.
- 16.5 If a player claims injury and the Referee is not satisfied that an injury has occurred, the Referee shall require the player's team to resume play; or concede one game, accept the 90-second interval and then either resume play or concede the match.
- 16.6 If conceding a game, the player's team shall retain any points already scored and at the conclusion of the 90-second interval between games, shall either resume play, or concede the match.

17. CONDUCT ON COURT

- 17.1 If the Referee considers that a player's behaviour is disruptive, intimidating or offensive to an opponent, an official or a spectator, or is contrary to the spirit of the game and could in any way bring the game into disrepute, the Referee shall penalise the player's team.
- (G15) 17.2 Offences with which the Referee shall deal 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 significant or deliberate physical contact (Rule 12.13.1), excessive racket swing (Rule 12.4), unfair warm up (Rule 3.3) late back on court (Rule 7.4) dangerous play or action (Rule 12.13) and time wasting (Rule 7.6, G 16).
- 17.3 The Referee shall apply one of the following penalties for these and any other offences:
warning by the Referee (called a Conduct Warning);or
stroke awarded to the opposing team (called a Conduct Stroke);or
game awarded to the opposing team (called a Conduct Game); or
match awarded to the opposing team (called a Conduct Match).
- 17.3.1 If the Referee stops play to give a Conduct Warning, the Referee shall allow a let.
- 17.3.2 If the Referee stops play to award a Conduct Stroke then that stroke award becomes the result of the rally.
- 17.3.3 If the Referee awards a Conduct Stroke as a result of an incident between rallies, the result of the completed rally stands and the Conduct Stroke is additional to the score but without further change of service box. A Conduct Stroke awarded after the end of a game is carried over to the next game.
- 17.3.4 If the Referee awards a Conduct Game, that game shall be the one in progress, or the next game if one is not in progress. In the latter case the interval between games shall not apply. The offending player's team shall retain any points already scored in the game awarded.

18. CONTROL OF A MATCH

- 18.1 A Referee, assisted by a Marker, normally controls a match. Although one person may be appointed to carry out the functions of both Referee and Marker, the WSF recommends that separate officials carry out the two roles.
- 18.2 The correct position for the Referee and Marker is at the centre of the back wall, as close to that wall as possible, above the out line on the back wall and preferably with seating.

19. DUTIES OF A MARKER

- 19.1 The Marker shall call the play, followed by the score, with the serving team's score called first. The Marker shall call services and returns which are not good using the recognised calls of "Fault", "Foot fault", "Not up", "Down", "Out", "Handout", and "Stop" (see Appendix 3.1) as appropriate, and shall repeat the Referee's decisions.
- 19.2 At the end of the rally, the Marker shall call the score without delay and after the Referee has decided any appeals.
- 19.3 When the Marker makes a call, the rally shall cease.
- 19.4 The Marker, if unsighted or uncertain, shall make no call.
- 19.5 If play ceases without the Marker having made a call, the Marker, if unsighted or uncertain, shall advise the players and the Referee shall make the relevant decision. If also uncertain, the Referee shall allow a let.
- 19.6 The Marker shall keep a written record of the score, the player whose turn it is to serve and the correct box for service.

20. DUTIES OF A REFEREE

- (G19) 20.1 The Referee shall rule on all appeals, make decisions where the Rules call for them and decide all appeals including those against the Marker's calls or lack of calls. The decision of the Referee shall be final.
The Referee must announce all decisions to the players and make all calls in a voice loud enough to be heard on the court and in the gallery.
- 20.2 The Referee shall exercise control:
- 20.2.1 when any of the players appeals, including an appeal against any specification;
 - 20.2.2 to ensure that all Rules are applied correctly; and
 - 20.2.3 when the behaviour of any spectator, official, manager or coach is disruptive to the play or offensive to the players, officials or spectators. The Referee shall suspend play until the disruption has ceased and, if necessary, shall require the offending person(s) to leave the court area.
- 20.3 The Referee shall not intervene in the Marker's calling of the score unless the Referee decides that the score has been called incorrectly. In that case the Referee shall announce the correct score and the Marker shall repeat the corrected score.
- 20.4 The Referee shall not intervene in the Marker's calling of the play unless the Referee decides that the Marker has made an error in stopping play or allowing play to continue, in which case the Referee shall immediately make a ruling.
- 20.5 The Referee shall enforce all Rules relating to time.
- 20.6 The Referee shall keep a written record of the score, the player whose turn it is to serve, and the correct box for service.
- 20.7 The Referee is responsible for ensuring that court conditions are satisfactory for play.
- 20.8 The Referee may award a match to a team whose opponents fail to be present on court, ready to play, within ten minutes after the advertised time of play.
- 20.9 The Referee must ensure that all players are wearing appropriate eye guards.

APPENDIX 1

OFFICIAL GUIDELINES ON RULES INTERPRETATIONS

Guideline numbers are referenced in the Rules.

INTRODUCTION

The over-riding principle governing the Rules of Squash and their interpretation is to allow a fair result to each and every match. This requires that the Referee implement the Rules fairly for all players throughout the match.

These Guidelines, which are to be read in conjunction with the Rules, are to assist Referees' decision-making and interpretation of the Rules.

GUIDELINES GENERAL

Most guidelines applicable to singles squash have been retained for doubles squash with the terminology adjusted for doubles (e.g. for "player" it is usually necessary to substitute "player's team").

The appropriate guideline numbers are referenced in the Doubles Rules, just as they are for Singles.

G1. CHANGE OF EQUIPMENT

In order to prevent one player from 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 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 a player to change that equipment.

If a player's glasses break or a player loses a contact lens, that player is permitted 90 seconds to replace the eyewear, after which the player must resume play.

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

G2. TIME-WASTING

Time-wasting is an attempt by one team to gain an unfair advantage over the opposing team. Examples are prolonged discussion with the Referee and slow preparation to serve or receive service. The Referee shall apply Rule 17 when this occurs.

While excessive ball bouncing prior to service is time wasting, it does not constitute serving the hand out.

G3. FALLEN OBJECT

Rule 7.7 makes it clear that if any object falls (or is thrown) to the floor of the court then play must cease. Player's rackets and eye guards are classed as "objects" for doubles.

Eye guards will be treated as "fallen" if they move from their correct position over the eyes.

Since an injury may occur if a player treads on any object, the Referee or Marker shall halt play with the word "Stop", or the player(s) may stop and appeal. If the fallen object is unnoticed by players or the officials until the end of the rally and the Referee judges there has been no effect on the outcome of the rally, the result of the rally shall stand (Rule 7.7.4).

Players are responsible for retaining their own equipment. As a general rule, a player's team will lose a rally if equipment is dropped. The exception is equipment falling as a result of a collision when the Referee may allow a let or award a stroke, depending on whether the player has hit a winning return. If the collision results in an appeal for interference, Rule 12 will take precedence. A player's deliberate dropping or throwing of an object to the floor of the court is contrary to the spirit of the game and the Referee shall apply Rule 17.

G4. PLAYER STRUCK BY THE BALL

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

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

Rule 9 covers the various situations in which the ball, going to the front wall, hits a non-striker.

If the ball hits the striker (without interference) the striker's team loses the rally and the Marker should make the call of "Not up", because the striker has not hit the ball "correctly". The Referee is not required to make a decision unless the Marker fails to make a call.

When the ball strikes any player and interference occurred, the Referee shall apply Rule 12.

As safety is of great concern in Doubles, a Conduct Penalty (Rule 17) must be awarded if the Referee considers the striker's action to be dangerous.

G5. INTERFERENCE ON A FURTHER ATTEMPT OR TURNING

When a player makes a further attempt or turns to play the ball, the opponents have an obligation to make reasonable effort to provide the player with freedom to get to and play the ball as provided for in Rule 12. However, the act of recovering for a further attempt or of turning is often so quick that an opponent may not have a reasonable opportunity to clear before the interference occurs. In such cases, the Referee shall allow a let.

When a player prepares to play the ball on one side and then brings the racket across the body to take the ball on the other side, it is neither making a further attempt nor turning and, if interference occurs, Rule 12 applies. This position frequently occurs after the ball has hit the side wall and the front wall simultaneously and then rebounds into the middle of the court.

G6. INTERFERENCE

The team whose turn it is to hit the ball is entitled to the three freedoms specified in Rule 12.2. These are unobstructed direct access to the ball, freedom to hit the ball and freedom to hit the ball directly to any part of the front wall. The concept of fair view of the ball is not included.

If playing partners obstruct themselves ("same team obstruction", Rule 12.7.4), in terms of any of the three freedoms specified in Rule 12.2, the Referee shall not allow a let on appeal.

Stroke award is limited to situations in which

1. The outgoing opponent has played the ball back close to the body and then does not make a **reasonable effort** to avoid interference, particularly for direct access to the ball and preventing a reasonable swing (See G8), or
2. The outgoing opponent has played the ball close to the partner's body and the partner does not make **any** effort to avoid interference

and the player could have made a good return and when a winning return is prevented after reasonable effort to clear was made, excluding turning or a further attempt when only a let is allowed. 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 reasonable effort to clear by an opponent. In the "winning return" case the Referee should look for clear indications of the likely path of a return not played, considering that there are two opponents on the court to retrieve the ball.

When a player refrains from hitting the ball which, if hit, would clearly have struck an opponent going directly to the front wall the Referee shall

3. allow a let if the outgoing opponent has played the ball back close to the body and there is a **reasonable** effort to clear, or Stroke if there is **no** reasonable effort to clear: or
4. allow a let if the outgoing opponent has played the ball back close to the partner's body and there is **any** effort to clear, or Stroke if there is **no** effort to clear.

G7. MAKING REASONABLE EFFORT

Both opponents must make reasonable effort to clear the ball after their team has played a return. The opponents' route should allow a player unobstructed direct access to the ball, provided that player has not moved in to play the ball so quickly as to block the opponents' exit. In the latter case, if an appeal is made, the Referee shall allow a let unless that player could not have made a good return in which case the Referee shall not allow a let.

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

The Referee shall decide the degree of effort that is reasonable in all cases. This does not give players the right to abuse their opponents physically, and the Referee shall penalise significant or deliberate physical contact under Rule 12 or Rule 17.

However, a Referee should not refuse lets in situations where a player was clearly making reasonable 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. INTERFERENCE WITH THE STRIKER'S SWING AND REASONABLE FEAR OF HITTING THE OPPONENT

Rule 12.2.2 allows the striker "freedom to hit the ball with a *reasonable swing*". If the striker stops play and appeals because of possible interference with the swing or fear of hitting the opponent, the Referee shall:

1. award a stroke to the striker's team if the opponent does not make reasonable effort to avoid the interference or makes a deliberate movement which prevents the striker's reasonable swing and is hit or would have been hit with the racket; or
2. allow a let if there was racket contact with an opponent, or reasonable fear of hitting an opponent, who is making a reasonable effort to clear; or
3. not allow a let if the opponent is well clear of a reasonable swing but the striker stops play for fear of hitting an opponent, as the striker has misjudged the opponent's position.

G9. METHOD OF APPEAL

The correct method of appeal when interference or Rule 13 situations have occurred is to say "Let please" and for other occurrences under Rule 11 is to say "Appeal please".

Players sometimes use other forms of appeal including a raised hand or racket, especially when communication between the players and the Referee is poor. A Referee accepting any form of appeal other than the standard "Let please" or "Appeal please" must be satisfied that the player is actually making an appeal.

G10. TIMING OF APPEALS

The timing of an appeal on interference is important.

In the case of interference on backswing the appeal must be immediate and before the player makes any attempt to play the ball. Any attempt to hit the ball after backswing interference has occurred indicates that the striker has accepted the interference and thus forfeits the right of appeal.

If there is interference in the act of playing the ball, which includes a reasonable backswing, hit and reasonable follow-through, an appeal is justified. The Referee shall consider whether the opponent was *crowding* and not allowing freedom to play the ball in deciding whether to allow a let or to award a stroke.

G11. EARLY APPEAL

If a player makes an appeal for interference before the result of an opponent's return is known, this is regarded as an early appeal. If a player makes an early appeal and an opponent's return subsequently goes *down* or *out*, the Referee shall allow the result of the rally to stand, the player's team winning the rally.

When an opponent appeals for a let for interference before a player has completed a reasonable follow through, this is also regarded as an early appeal. In this case the opponents have no right of appeal and the Referee shall not allow a let.

G12. CREATED INTERFERENCE

At all times the opposing team must allow the players' team unobstructed direct access to play the ball.

However, sometimes the situation arises in which the opponents have caused no interference (i.e. the opponents have clearly provided the required direct access) but a player takes an indirect route to the ball which takes that player towards, or very close to, an opponent's position. That player then appeals for a let because of being "obstructed" in access to the ball. If there is no genuine reason for this indirect route, that player has created the interference where none otherwise existed and if that player appeals, the Referee shall not allow a let. Whether that player could make a good return is not a consideration - in order to remain in the rally the player's team must get to and play the ball.

This is different from two situations in which a player, in attempting to recover from a position of disadvantage, does not have direct access to the ball. In the first situation the player is "wrong-footed" and anticipates an opponent hitting the ball one way, starts moving that way, but having guessed wrongly, changes direction to find an opponent in the way. In this situation the Referee shall allow a let on appeal if the recovery is sufficient to demonstrate the player would have made a good return. In fact, if the opponent prevents the incoming player from playing a winning return, the Referee shall award a stroke to that player.

Secondly, if a partner of the player's team plays a poor return that gives the opponents a position of advantage, the Referee shall allow a let only if deciding that the partner of the player's team, in taking the direct line to the ball for the next return, would have been able to get to and play the ball but for the interference.

G13. SIGNIFICANT OR DELIBERATE PHYSICAL CONTACT

Significant or deliberate physical contact is both detrimental to the game and potentially dangerous. In blatant cases the Referee shall stop the rally and award the appropriate penalty. Where a player "pushes off" an opponent and 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. Where there is a significant effect, the Referee shall stop play and apply Rule 17.

G14. BLEEDING, ILLNESS, or INJURY

1. In the case of symptoms of tiredness, alleged injuries not reasonably evident to the Referee or pre-existing ailments, the Referee shall not permit recovery time (except that the Referee shall allow the player concerned the option of conceding one game to take the 90-second interval between games and then resume play). Included in this category are cramps, whether abdominal pains or muscle cramps, actual or impending nausea, and breathlessness including asthmatic conditions.
2. If a player is injured the Referee, in addition to applying Rule 16.3, shall ascertain the player's intentions regarding a resumption of play.
A self-inflicted injury could be the result of a blow, especially to the face or head, as a result of the player colliding with the walls, floor or the player's partner, or a possible muscle tear or sprained joint causing the player to stop suddenly.
It is the responsibility of the injured player to be back at the court when the Referee calls "Time", either to resume play, or to concede a game thereby gaining a 90-second interval in the case of an injury which is still bleeding. If the player is not present when "Time" is called the Referee shall award the match to the opponents.
The player shall make the decision to resume play. The Referee's role is to decide whether an injury exists, to apply and monitor time-intervals, and to apply the Rules when the total allocated recovery time has elapsed.

G15. COACHING

Coaching of players is permitted only during the interval between games. Coaching does not include brief comments of encouragement between rallies or communication between the partners of a team between rallies which clearly have no effect on the continuity of play. The Referee shall decide what constitutes permissible encouragement or improper coaching.

The use of external communication aids is prohibited.

The Referee may penalise coaching in any form during play by applying Rule 17 to the team of the player being coached.

G16. PROGRESSION OF PENALTIES

The penalties available to the Referee under Rule 17 are:

Warning (called Conduct Warning).

Stroke awarded to the opposing team (called a Conduct Stroke).

Game awarded to opposing team (called Conduct Game).

Match awarded to opposing team (called Conduct Match).

The guidelines for applying the penalties are as follows:

When the Referee imposes the first penalty for a particular offence, it may be a warning, stroke, game or match depending on the seriousness of the offence. However, any subsequent penalty for the same type of offence for the same team should not be less severe 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. The progression of penalties shall apply to each player's team and not to the individual players.

When issuing penalties the Referee shall use the following terminology:

conduct warning (team's name) for (offence);

conduct stroke (team's name) for (offence), stroke to (opposing team's name);

conduct game (team's name) for (offence), game to (opposing team's name);

conduct match (team's name) for (offence), match to (opposing team's name).

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

G17. 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.

When there is a single Official the decisions which the Referee makes directly under Rules 9, 10, 12 and 13 present no problems: e.g. when the ball strikes a player or in answering appeals made by the players.

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. On the other hand, in the event of the Marker's failure to call (e.g. a suspected service fault), an appeal may be worthwhile because the Referee's response shall be either "Good" or "Uncertain". In the latter case a let would be allowed.

G18. MARKER'S GUIDELINES

The Marker shall call services and returns that are not good as soon as they occur using the appropriate call, thereby stopping the rally.

The correct order of calls is:

1. anything affecting the score;
2. the score with the server's team's score always called first; and
3. comments on the score.

Examples are:

“Not up, handout, 4-3”.

“Out, 10-all, game ball”.

“Yes let, 3-4”.

“No let, handout, 5-7”.

“Stroke to Jones and Harris, 10-2, match ball”.

“Foot fault, handout, one-love”.

“Fault” (appeal by server, Referee uncertain). “Let, 10-3, game ball”.

“Fault, handout, 7-10, game ball”.

“Smith and Clark serving, Jones and Harris receiving, best of 5 games, love-all”.

End of a game:

“11-7, game to Smith and Clark. They lead one game to love”.

“11-8, game to Smith and Clark. They lead two games to love”.

“11-3, game to Jones and Harris. Smith and Clark lead two games to one”.

“11-4, game to Jones and Harris, two games all”.

“11-8, match to Smith and Clark, 11-7,11-8, 3-11, 4-11, 11-8”.

Start of subsequent game:

“Smith and Clark lead one game to love, love-all”.

“Smith and Clark lead two games to one. Smith and Clark to serve, love-all”.

“Two games all, Smith and Clark to serve, love-all”.

After award of Conduct penalty:

“Stroke to Smith and Clark, 7-2”.

“11-7, game to Jones and Harris, two games all”.

G19. REFEREE’S GUIDELINES

Addressing the players:

officials should use the players’ surnames or family names, rather than the given names, when addressing players. This eliminates any appearance of familiarity that players or spectators could interpret as favouritism.

Explanations:

following an appeal by a player, the Referee normally gives the decision and play resumes. However, on some occasions, it may be appropriate to explain the decision to the players. In those cases the Referee may give a concise explanation following the decision. It is helpful to the players if the Referee uses the terminology of the appropriate Rule when explaining a decision.

APPENDIX 2

DEFINITIONS

APPEAL	A player's request for the Referee to make a ruling. "Appeal" is used in two contexts:- 1) to request the Referee to allow a let, or award a stroke. 2) to request the Referee to review the Marker's decision. The correct form of appeal by a player is "Appeal please" or "Let please".
ATTEMPT	The movement of the racket from a backswing position towards the ball.
BOARD	The lowest horizontal marking on the front wall, with the tin beneath it covering the full width of the court.
BOX (SERVICE)	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.
COMPETITION	A championship tournament, league or other competitive match.
CORRECTLY	The ball being hit by the racket held in the hand, not more than once and without prolonged contact on the racket.
CROWDING	The situation of an opponent standing too close to the striker and not allowing freedom to hit the ball.
DOWN	The term 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 before striking the floor. ("Down" is also used as a Marker's call).
GAME	Part of a match, commencing with a service and concluding when one team has scored or been awarded eleven points (or fifteen points) in accordance with the Rules.
GAME BALL	The state of the score when either team requires one point to win the game in progress. ("Game ball" is also used as a Marker's call).
GAME BALL, MATCH BALL	Condition when the serving team requires one point to win the game in progress and the opponents require one point to win the match.
HALF-COURT LINE	A line set on the floor parallel to the side walls, dividing that part of the 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".
HALF TIME	The midpoint of the warm up ("Half time" is also used as a Referee's call).
HAND	The period from the time a team becomes server until that team loses the right to serve.
HANDOUT	The term used to indicate that the serving team becomes the receiving team. ("Hand-out" is also a Marker's call).
INTERVAL	A time period prescribed by the Rules for a delay in play.
LET	An undecided rally. If the Referee allows a let neither team wins that rally and the server shall serve again from the same box.
MATCH	The complete contest between two teams, commencing with the warm up and concluding when all players have left the court at the end of the final rally.

MATCH BALL	The state of the score when either team requires one point to win the match. (“Match ball” is also used as a Marker’s call).
MATCH BALL, GAME BALL	Condition when the serving team requires one point to win the match and the opponents require one point to win the game in progress.
NOT UP	The term used to indicate that a player did not strike the ball in accordance with the Rules. “Not up” applies when either 1) the player did not strike the ball correctly, or the ball bounced more than once on the floor before being struck, or 2) the ball touched the striker or anything worn or carried other than the racket or 3) the server made one or more attempts to strike the ball but failed to do so. (“Not up” is also used as a Marker’s call).
OFFICIALS	The Marker and the Referee.
OUT	The term used to indicate that either 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 a Marker’s call).
OUT LINE	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 Marker shall make the decision in the normal manner, subject to the player’s appeal to the Referee.
POINT	A unit of the scoring system. The Marker and Referee add one point to a team’s score when that team wins a rally or is awarded a stroke.
QUARTER COURT	One of two equal parts of the court bounded by the short line, the back wall and the half court line.
RALLY	A service only, or a service and any number of returns of the ball, ending when the ball ceases to be in play.
RELEASE	A player’s action to drop or throw the ball from a hand or a racket for service.
REASONABLE BACKSWING	A player’s action to move the racket away from the body as preparation prior to racket movement towards the ball. 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 shall decide whether a backswing is reasonable or excessive.
REASONABLE FOLLOW-THROUGH	A player’s action used by 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 shall decide whether a follow-through is reasonable or excessive.
REASONABLE SWING	This consists of a reasonable backswing, strike at the ball and reasonable follow-through.

SERVICE	A player's action to put the ball into play at the commencement of a rally.
SERVICE LINE	A line on the front wall between the board and the out line, extending the full width of the court.
SHAPING	The preparation of the racket prior to making an attempt.
SHORT LINE	A line on the floor, extending the full width of the court.
STRIKER	A partner of the striking team who hits or attempts to hit the ball.
STRIKING TEAM	The team 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	An award by the Referee which results in a team winning the rally, thereby scoring 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.
TURNING (TURNS, TURNED)	The action of the striker when the ball is followed around and the striker physically turns, or the ball is allowed to pass around the striker who, in either case, strikes the ball to the right of the body after the ball has passed to the left (or vice-versa).
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. (See WSF booklet Guidelines for Tournament Referees for a full description.)
WARM-UP	The time allowed, immediately preceding the start of play, for the players to accustom themselves to the match court and to warm the ball to playing condition.

APPENDIX 3.1

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

FAULT	To indicate that the service is a fault. See Rules 4.5.2, 4.5.3 and 4.5.4.
FOOT FAULT	To indicate that the service is a foot fault. See Rule 4.5.1.
NOT UP	To indicate that the player did not strike the ball in accordance with the Rules. See Definitions in Appendix 2.
DOWN	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 in Appendix 2.
OUT	To indicate that an otherwise good service or return has gone out. See Definitions in Appendix 2.
HANDOUT	To indicate that the serving team has lost a rally and has become the receiving team. See Definitions in Appendix 2.
STOP	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 SCORING

4-3	An example of the score. The server's team's score is always called first, thus in this example the server's team leads by four points to three. If points are equal the wording used is "all" (e.g. "love-all").
GAME BALL	To indicate that either team requires one point to win the game in progress. See Definitions "GAME BALL".
GAME BALL MATCH BALL	To indicate that the serving team requires one point to win the game in progress and the receiving team require one point to win the match.
MATCH BALL	To indicate that either team requires one point to win the match. See Definitions "MATCH BALL".
MATCH BALL GAME BALL	To indicate that the serving team requires one point to win the match and the receiving team require one point to win the game in progress.

Calls made by the Marker as referred to in Rule 19.1 **DUTIES OF A MARKER**

YES LET, LET	Repeating the Referee's decision that a rally is to be replayed.
STROKE TO (TEAM NAME)	Repeating the Referee's decision to award a stroke to that team.
NO LET	Repeating the Referee's decision that an appeal for a let is disallowed.

APPENDIX 3.2

REFEREE'S CALLS

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

APPENDIX 4.1

REFEREE'S LINE OF THINKING FOR RULE 12

INTERFERENCE

		<i>Decision</i>	<i>Rule</i>
Did interference occur?	NO ➤	NO LET	12.7.1
YES ▼			
Could the obstructed player have got to the ball and made a good return, and was that player making a reasonable effort to do so?	NO ➤	NO LET	12.7.2
YES ▼			
Did the obstructed player move past the point of interference and play on?	YES ➤	NO LET	12.7.3
NO ▼			
Did the obstructed player create the interference in moving to the ball?	YES ➤	NO LET	12.7.4
NO ▼			
If the outgoing opponent played the ball close to the body, did the outgoing opponents make reasonable effort to avoid interference?	NO ➤	STROKE to player's team	12.8.1 G6
YES ▼			
If the outgoing opponent played the ball close to the partner's body, did the partner make any effort to avoid interference?	NO ➤	STROKE to player's team	G6
YES ▼			
Did an opponent's deliberate action cause the interference so preventing the player's reasonable swing?	YES ➤	STROKE to player's team	12.8.2
NO ▼			
Could the obstructed player have made a winning return?	YES ➤	STROKE to player's team	12.8.2
	NO ➤	YES LET	12.9

APPENDIX 4.2

REFEREE'S DECISIONS UNDER RULE 16

BLEEDING, ILLNESS, OR INJURY

Incident	Referee action	Recovery time	Decision	Rule
Bleeding - accidental	Stop play. Allow up to 30 minutes to stop the bleeding, cover wound or change clothing. Allow play to continue once bleeding stopped.	Referee discretion	Allot time	16.1
Bleeding - caused solely by an opponent	Stop play.	Not applicable	Award match to player's team.	16.1.1
Bleeding recurrence	Stop play. Award game and allow 90-second interval between games.	None	Award game to opponent's team.	16.1.3
Bleeding unstoppable	If, after 90-second interval between games, bleeding continues, Referee awards the match.	None	Award match to opponent's team.	16.1.2
Illness	Require the player to play on, concede the game, taking the 90-second interval between games, or concede the match	None directly	Player decides	16.2
Injury	Confirm injury is genuine, decide category of injury and announce this to the players.		Decide category	16.3
Either:- Self-inflicted	Allow initial recovery time.	3 minutes	Allow time	16.3.4
	If additional recovery time is required, award that game to the opponent's team and allow 90-second interval.	90 sec	Award game	16.3.4
Or:- Contributed	Allow recovery time.	One hour	Allot time	16.3.5
	If additional time is required, consider tournament schedule.	Referee discretion	Allot time	16.3.5
Or:- Opponent inflicted	Apply Rule 17. If player unable to continue, award the match to the injured player's team.	None	Award Conduct match	16.3.6

APPENDIX 5.1

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 or 8420 mm (Note 8)
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

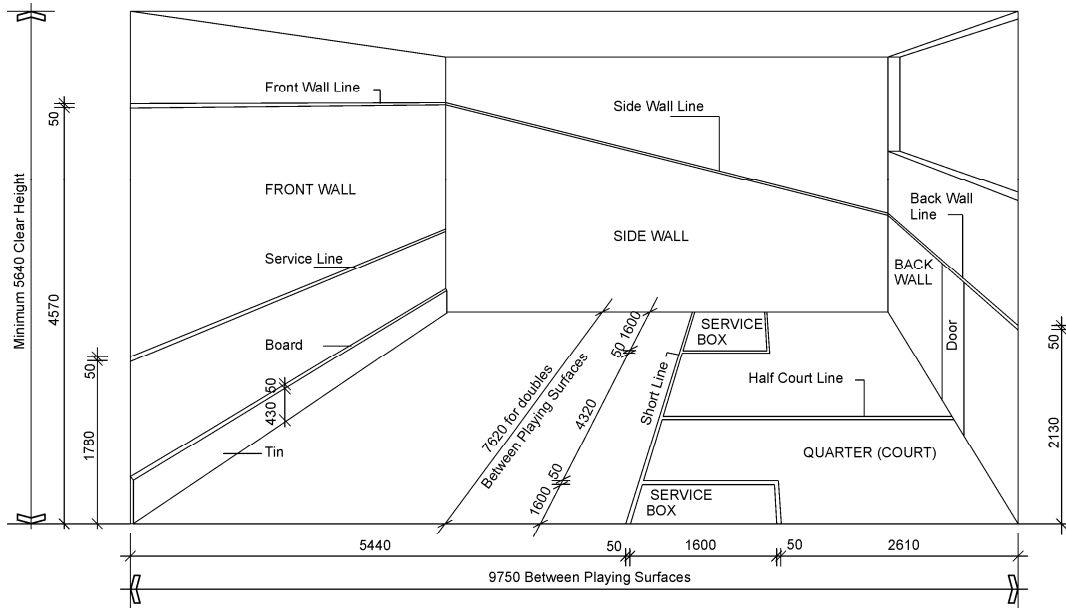
NOTES

1. The Side Wall line 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.
8. For WSF recognised World and Regional events and Commonwealth Games, the width of the court between playing surfaces may be expanded from 7620mm to 8420mm.

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.

DOUBLES SQUASH COURT DIMENSIONS DIAGRAM



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



APPENDIX 5.2

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 specification is available from the WSF. The WSF will arrange for testing of balls under standard procedures if requested.
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 may vary from the diameter and weight in the above specification of a standard yellow dot squash ball. It is recommended that balls bear a permanent colour code or marking to indicate their speed or category of usage. It is also recommended that balls for beginners and improvers conform generally to the rebound resilience figures below.

Beginner	Rebound resilience @ 23 degrees C.	not less than 17%
	Rebound resilience @ 45 degrees C.	36% to 38%
Improver	Rebound resilience @ 23 degrees C.	not less than 15%
	Rebound resilience @ 45 degrees C.	33% to 36%

Specifications for balls currently fulfilling these requirements can be obtained from the WSF on request.

The speed of balls may also be indicated as follows:

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. The slowest speed of balls intended for elite players and Championship usage may if required be identified by a double yellow dot. Such balls will be deemed for the purposes of this specification to be yellow dot squash balls.
4. From 1 May 2001, yellow dot balls of a larger diameter than 40.0mm specified above, but which otherwise meet the specification, may be authorised for use in tournaments by the official organising body.

APPENDIX 5.3

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. cm
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 g
----------------	-------

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 un-pigmented 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 6

PROTECTIVE EYEWEAR

In Doubles Squash players are required to use protective eye guards properly over the eyes at all times during play whether social, league or tournament. It is the responsibility of the player to ensure that the quality of the product worn is satisfactory for the purpose. Players are advised that, even if correctly equipped themselves, they should not participate in doubles play unless all players are wearing protective eye guards. Referees and Markers are advised that they should refuse to officiate at a doubles match where any player is not wearing protective eye guards.

As at October 2000 National Standards for Racket Sport Eye Protection are published by the British Standards Institution, the Canadian Standards Association, Standards Australia/New Zealand and the United States ASTM.

APPENDIX 7

THE SCORING SYSTEM

Point-a-rally scoring (PARS) with games played to 11 points is standard for Doubles. However an alternative game score to 15 points is allowed and the organisers of the competition shall decide the number of points per game. The provisions of Rule 2.2 then apply to the 15 point game. When the score reaches 14-all the game is played to 15 points only.

APPENDIX 8.1

EXPERIMENTAL OFFICIATING SYSTEMS

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

Tournament organisers using experimental officiating systems shall specify at the time of entry the manner in which the trial system differs from the existing WSF officiating method of a Referee and a Marker.

APPENDIX 8.2

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.
