



RULES OF WORLD SINGLES SQUASH 2001

The Singles Rules for 2001 have been revised to reflect current Refereeing practises and to take into account proposals of member nations. The general format of the previous Rules has been followed. The Rules are followed by a set of Appendices which include Guidelines for the interpretation of the Rules. The Guidelines are to be read in conjunction with the Rules.

An indication of the changes for 2001 is given below. As there are many changes a detailed summary would be too long. Readers are referred to the full text where changes are underlined in bold type. An alternative version without changes highlighted is available on request from WSF.

MAJOR CONCEPTUAL and RULE CHANGES

1. Rule 12 - Interference: **Rule 12.7.1. MINIMAL Interference added** for which Referee's decision is **No Let**. Guideline G6 is expanded to include Minimal Interference.
2. Rule 12 - Interference: Rule 12.7.2: A return to the pre 1997 wording. Players must ".....make every effort to get to **and play the ball**".
3. Rule 12 - Interference: Rule 12.8.2: **New wording** legitimises the current practice that, if the opponent's position **prevents** a player's reasonable swing, even after the opponent made every effort to clear, the Referee shall award a **stroke** to the player. Guideline G7 is expanded to include application of this new rule.
4. Rule 12 - Interference: Rule 12.10: Stroke **not** awarded in the case of excessive swing.
5. Rule 9 - Ball hitting the opponent and a player turning. Rule completely rewritten. In particular:
 - 5.1. Rule 9.1.2: **New Rule**. Referee's decision changed. If the striker **hits** the opponent with the ball **after turning**, the Referee awards a **STROKE** to the **opponent** - previously a let. (Striker can hold the shot and ask for a let).
 - 5.2. Rule 9.2.2: **Interference** on turning. Now the striker on turning can be allowed a let if the swing is obstructed or awarded a stroke if the obstruction is deliberate.
 - 5.3. Rule 9.2.3: Unnecessary turning. As used by the PSA.
6. Rule 10 - Further attempts. Re-formatted with new subsections. **New 10.3** deals with **interference** on further attempts.
7. Rule 13 - Lets. Additional wording added in the first paragraph emphasising that the Referee can ask a player the reason for an appeal.
 - 7.1. **New Rule 13.1.3.** adds a new provision that a stroke can be awarded if distraction interrupts a winning return.
8. Rule 15 - Duties of the Players. **New Rule** which sets out players' responsibilities.
9. Rule 3 - The Warm-Up. Old 15.1 and 15.3 become **new Rules 3.1 and 3.3**. New subsection **3.2** dealing with **unfair warm-up** and **3.4** dealing with warming up during or after an interval are added. Rule 3.1 no longer allows players the option to **remain on the same side** after half time called.
10. Rule 16 - Bleeding, illness, disability and injury. Rule completely **re-organised and rewritten**.

11. Rule 19: Duties of the Marker. New Rule 19.2. Marker must call score **without delay**.
12. Rule 20: Duties of the Referee.
 - 12.1. Addition to 20.1 emphasises that the Referee must speak loudly.
 - 12.2. **New Rule 20.2.3: Crowd control** now included in Rule 20, previously part of G15.
13. Guidelines: Guidelines G4, G5, G6 and G7 rewritten in the light of new rules. New G14 on Bleeding, Illness, Disability or Injury in line with the new Rule 16 and replacing old G2 and G15.
14. Appendix 2: New definitions for **“crowding”, “interval”, “release”, “reasonable swing”, “service”, “shaping”, “turning” and “warm-up”**.

REWORDING and REARRANGEMENTS

1. All rules converted to the active voice.
2. All Notes converted to Rule subsections.
3. New Rule 2 - THE SCORING - formed by merging old Rules 2 - The Score and 3 - Points.
4. Rule 4 - The Service. Rewritten in the positive sense.
5. Rule 11 - Appeals. New subsections 11.1.2.1, 11.1.2.2, 11.2.1.3, 11.2.2.1, 11.2.2.2, 11.3, 11.4, 11.5 and 11.6.
6. Old Guidelines G3 - 18 all renumbered G2 - G17.
7. New G18. - Marker’s Guidelines formed by merging old Guidelines G19 and G20.
8. New G19. - Referee’s Guidelines formed by merging old Guidelines G21 and G22.
9. New Appendix 6 - Protective Eyewear- renumbered old Appendix 10.

DELETIONS

1. All references to doubles Rules - Appendices 2.1.1, 2.2.1 and 6.1 deleted.
2. Old Appendix 9 - Clothing. Deleted - now included under new Rule 15.8.
3. Appendix 11 - Guidelines for Tournament Referees. Deleted - this is the subject of a separate WSF Rules and Referees Committee booklet.

The WSF Rules Sub-committee of Graham Waters, Bruce Kettle and myself have been greatly assisted in this review by the input of a number of people. All are sincerely thanked for their time, original ideas and reviews of draft documents.

Don Ball

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PREFACE

ABBREVIATED RULES OF SQUASH

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

THE SCORING (Rule 2)

A match is the best of five games. Each game is to nine points, unless the score reaches eight-all. At eight-all the receiver (non-server) has to choose to play either to nine points (known as "Set One") or to ten points (known as "Set Two"). (There is no requirement that a player needs to be two points ahead to win a game).

Points are scored only by the server. When the server wins a rally he or she scores a point; when the receiver wins a rally he or she becomes the server.

THE WARM-UP (Rule 3)

Before the start of a match, the two players are allowed up to 5 minutes (2½ minutes on each side) to "warm-up" themselves and the ball on the match court.

When a ball has been changed during a match, or if the match has been resumed after some delay, the players warm-up the ball to playing condition.

The ball may be warmed up by either player during any interval in the match.

THE SERVICE (Rule 4)

Play commences with a service. The player to serve first is decided by the spin of a racket. Thereafter, the server continues serving until losing a rally, when the opponent becomes the server and the server becomes "hand out".

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

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

To serve a player stands with at least part of one foot on the floor within the service box. For a service to be good, it is served 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 by the striker 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 before reaching 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 players hit the ball in turn until one fails to make a good return.

A rally consists of a service and a number of good returns. A player wins a rally if the opponent fails to make a good service or return of the ball or if, before the player has attempted to hit the ball, it touches the opponent (including racket or clothing) when the opponent is the non-striker.

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

HITTING AN OPPONENT WITH THE BALL (Rule 9)

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

- ◆ If the return would have been good and the ball would have struck the front wall without first touching any other wall, the striker wins the rally, provided the striker did not “turn”.
- ◆ If the ball either had struck, or would have struck, any other wall and the return would have been good, a let is played.
- ◆ If the return would not have been good, the striker loses the rally.

TURNING (Rule 9)

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 opponent is struck by the ball after the striker has turned, the rally is awarded to the opponent.

If the striker, while turning, stops play for fear of striking the 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 opponent’s position.

FURTHER ATTEMPTS (Rule 10)

A player, after attempting to strike the ball and missing, 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 striker loses the rally.

INTERFERENCE (Rule 12)

When it is his or her turn to play the ball, a player is entitled to freedom from interference by the opponent.

To avoid interference, the opponent must try to provide the player with unobstructed direct access to the ball, a fair view of 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 the opponent interfering with the play, can accept the interference and play on, 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:

- ◆ The player is entitled to a **let** if he or she could have returned the ball and the opponent has made every effort to avoid the interference.
- ◆ The player is **not** entitled to a **let** (i.e. loses the rally) if he or she could not have returned the ball, or accepts the interference and plays on, or the interference was so minimal that the player’s access to and strike at the ball was not affected.
- ◆ The player is entitled to a **stroke** (i.e. wins the rally) if the opponent did not make every effort to avoid the interference, or if the player would have hit a winning return, or if the player would have struck the opponent with the ball going directly to the front wall.

LETS (Rule 13)

A let is an undecided rally. The rally does not count and the 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 is expected to be continuous in each game once a player has started serving. There should be no delay between the end of one rally and the start of the next one.

In between all games an interval of 90 seconds is permitted.

Players are permitted to change items of clothing or equipment if necessary.

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 a reasonable time to attend to a bleeding wound.

If the bleeding was caused solely by the opponent's action, the injured player 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 must concede the match.

For an injury not involving bleeding, it must be decided whether the injury was either caused by the opponent or self inflicted or contributed to by both players.

- ◆ If caused by the opponent, the injured player 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 both players, 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, eriyreco

Symptoms of tiredness, alleged illness, or disability 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:

16.3.1 If a player claims that an injury has occurred, the Referee must be satisfied that the injury is genuine and, if so, 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.

The categories are:

16.3.1.1 self-inflicted, where the opponent did not contribute to the injury;

16.3.1.2 contributed, where the opponent accidentally contributed to or accidentally caused the injury. The Referee shall not interpret the words "accidentally contributed to or accidentally caused by" to include the situation where a player is crowding the opponent;

16.3.1.3 opponent-inflicted, where the opponent solely caused the injury.

16.3.2 If the injury involves bleeding, Rule 16.1 shall apply until the bleeding has stopped. Subsequently Rule 16.3.3 applies.

16.3.3 If bleeding is not involved the following rules shall apply:

16.3.3.1 for a self-inflicted injury (Rule 16.3.1.1) the Referee shall allow 3 minutes for the injured player to recover. The Referee shall call "Time" at the end of the 3 minute period after giving a 15 second warning. If the player requests additional recovery time beyond 3 minutes, the Referee shall require the injured player to concede one game, accept the 90 second time 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 opponent;

16.3.3.2 for a contributed injury (Rule 16.3.1.2) the Referee shall allow one hour for the injured player to recover and such additional time as the time-schedule of the competition permits. The Referee shall call "Time" at the end of any recovery time allowed. 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;

16.3.3.3 for an opponent-inflicted injury (Rule 16.3.1.3) the Referee shall apply Rule 17 and if the injured player requires time to recover, the Referee shall award the match to the injured player.

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

16.6 If conceding the game, the player 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 **the** opponent, **an** official or **a** spectator, or could in any way bring the game into disrepute, **the Referee shall penalise the player.**
- (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 12.12.1**), excessive racket swing (Rule 12.4), unfair warm-up (Rule 3.2), late back on court (**Rule 7.4**), dangerous play or action (Rule 16.3.1.3) and time-wasting (Rule 7.6).
- (G16) 17.3 The **Referee shall apply** one of the following **penalties** for these and any other offences.
 Warning (called a Conduct Warning).
 Stroke awarded to opponent (called a Conduct Stroke).
 Game awarded to opponent (called a Conduct Game).
 Match awarded to opponent (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 During a rally, if an incident occurs warranting the award of a Conduct Stroke, the Referee shall stop play, if it has not already ceased, and award a stroke. Application of the Conduct Stroke 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 award is additional to the score but without further change of service box.**
- 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 shall retain any points already scored in the game awarded.**

18. CONTROL OF A MATCH

- (G17) **18.1 A Referee, assisted by a Marker, normally controls a match. Although the Referee may undertake the duties of the Marker as well, the WSF recommends that separate officials carry out the two roles.**
- 18.2 The correct location 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

- (G18) 19.1 The Marker shall call the play, followed by the score, with the server'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", "Hand-out" 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 If 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 and the correct side for service.

(G19) 20. DUTIES OF A REFEREE

20.1 The Referee shall **rule on all appeals**, make decisions **where the Rules call for** them and shall decide all appeals 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 on the court and must 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** one of the **players appeals**, including an appeal against any specification;

20.2.2 to ensure that all relevant rules are applied correctly;

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 Marker has called the score incorrectly. In that case the Referee shall correct the 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 rule accordingly.

20.5 The Referee shall enforce all **Rules** relating to time.

20.6 The Referee shall keep a written record of the score and the correct side 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 player whose opponent is not present on court, ready to play, within ten minutes **after** the announced time of play.

APPENDIXES

APPENDIX 1 - 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 match. This requires that the Referee implement the rules fairly for both players **throughout** the match.

The Guidelines should be read in conjunction with the Rules and have been approved by the World Squash Federation.

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, **shall** be satisfied that there has indeed been a material deterioration of the equipment.

The preference for another racket, or a different pair of shoes where no physical deterioration is evident, is not sufficient reason **for the player to** change **that** equipment. **The player may leave the court to effect the change as quickly as possible and must do so within 90 seconds.**

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

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

G2. TIME-WASTING

Time-**wasting is an** attempt by one player to gain an unfair advantage over the opponent. Prolonged discussion with the Referee and slow preparation to serve or receive service are examples. 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.

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

G3. FALLEN OBJECT

Rule 7.7 makes it clear that, if any object falls (or is thrown) to the floor **of the court**, play must cease. **Since an injury may occur if a player treads on any object of significant size or texture, 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 and 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 7.7.6).**

Players are responsible **for retaining their equipment**. As a general rule, a player who drops **or throws a piece of equipment** will lose **a** stroke. Exceptions are **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.**

If a player drops a racket **without colliding with the opponent**, the **Referee shall allow the rally to continue under most circumstances. It is considered that the player is already at a significant disadvantage, as the player must pick up the racket to remain in the rally.**

The Referee shall deal with a player's deliberate dropping or throwing of an object to the floor of the court under Rule 17.

G4. PLAYER HIT BY THE BALL INCLUDING TURNING AND FURTHER ATTEMPT

If the **ball hits** the 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** the non-striker without interference **occurring**, the non-striker loses **a** stroke unless further attempt applies (Rule 10). The definition of "Attempt" makes it clear that even a fake swing of the racket or feint at the ball is an attempt, but **racket** preparation comprising only backswing with no racket movement towards the ball is not an attempt.

Rules 9 and 10 cover the various situations **in which the ball going to the front wall hits** the non-striker.

If **the ball hits the** striker (without interference) the striker loses the **rally** and the Marker **shall** call "Not up", because the **striker has not struck the** ball **correctly**. The **Referee need not make** a decision **unless the Marker fails to make a call**.

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

In deciding to play the ball on turning, a player must ensure that the return will not hit the opponent. If the player does hit the opponent with the ball after turning, the Referee shall award a stroke to the opponent, **unless the opponent made a deliberate movement to prevent a good return reaching the front wall, in which case the Referee shall award a stroke to the striker**.

G5. INTERFERENCE ON TURNING OR A FURTHER ATTEMPT

When a player turns or makes a further attempt to play the ball, the opponent still has an obligation to make every effort to provide the player with freedom to sight the ball and to get to and play the ball as provided for in Rule 12. However, the act of turning or of recovering for a further attempt is often so quick that the opponent does not have a reasonable opportunity to clear before the interference occurs. In such cases, the Referee shall allow a let. Conversely, if the opponent had ample time to clear but made no effort to do so, or deliberately moved thereby creating the interference, the Referee shall award a stroke to the player.

When a player shapes 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 turning **nor** making a further attempt 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. MAKING EVERY EFFORT AND MINIMAL INTERFERENCE

The **opponent must** make every effort to clear the ball after playing a return. **The opponent's route should allow the player unobstructed** direct access to the ball, provided the **player** has not moved in to play the ball so quickly as to block the **opponent's** exit. **In the latter case the Referee shall allow a let, unless the player could not have made a good return, in which case the Referee shall not allow a let.**

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

The **Referee shall decide the** degree of effort **that the player** should **make** to demonstrate "making every effort". **This does not give the player the right to** abuse **the** opponent physically and **the Referee shall penalise significant or deliberate** physical contact under **Rule 12 or Rule 17**.

When a player appeals for a let, having encountered some interference, the Referee, when deciding that the interference had no effect on that player's sighting of the ball and freedom to get to and play the ball, shall not allow a let. This is minimal interference and includes situations in which: the opponent crossed the flight of the ball very early in its trajectory from the front wall but still allowed the player time to sight the ball; the player brushed past the opponent on

the way to the ball without affecting the player's direct access; and the racket swing brushed the opponent, the opponent's clothing or racket without affecting the racket's swing.

However, **when** interference has occurred, the Referee **shall** not refuse **a let** in situations **in which** the player was clearly making every effort (albeit short of physical contact with the opponent) to get to and play the ball and had demonstrated to the Referee the ability to reach the ball.

G7. INTERFERENCE WITH THE STRIKER'S SWING AND REASONABLE FEAR OF HITTING THE OPPONENT

Rule 12.2.3 allows the striker "freedom to hit the ball **with a reasonable swing**". If the striker stops play because of the opponent not granting this freedom and appeals, the Referee shall consider **following** options:

1. **If the opponent is too close and has prevented the striker's reasonable swing and is hit or would have been hit with the racket, the Referee shall award a stroke to the striker.**
2. **If the striker stops play as a result of slight racket contact with the opponent, who is making every effort to clear, the Referee shall allow a let. This is different from the minimal interference described in G6. The amount of contact must be sufficient to affect the player's swing, but insufficient to prevent it.**
3. **If the striker stops play for fear of hitting the opponent and the opponent, though close to, does not prevent the striker's reasonable swing, the Referee shall allow a let under rule 13.1.2 - reasonable fear of injury. As long as the opponent does not prevent a reasonable swing, a let is the appropriate decision.**
4. **If the striker stops play for fear of hitting the opponent and the opponent is well clear of the reasonable swing, the Referee shall not allow a let, as the striker has judged the opponent's position incorrectly.**

G8. METHOD OF APPEAL

The correct method of appeal when interference or Rule 13 instances 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 players and Referee is difficult. 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.**

G9. TIMING OF APPEALS

The timing of an appeal on interference is important.

In the case of an appeal concerning fair view and freedom to hit the ball directly to the front wall (commonly known as "crossing the flight"), the Referee **shall** consider the situation at the time the player could have hit the ball.

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.

If a player appeals for not being ready to receive service, the Referee shall allow a let, unless deciding the player delayed play unnecessarily. In the latter case the Referee could apply Rule 17.

G10. EARLY APPEAL

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

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

G11. CREATED INTERFERENCE

At all times an **opponent** must **allow the** player **unobstructed** direct access to play the ball.

However, sometimes the situation arises **in which** the opponent has caused no interference (i.e. the opponent has clearly provided the required **direct** access) but the player takes an indirect route to the ball which takes the player **towards**, or very close to, the opponent's position. The 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, the player has created the interference where none otherwise existed and, if the player appeals, the Referee shall not allow **a let**. Whether the player could make a good return is not a consideration - in order to remain in the rally the player 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 the opponent hitting the ball one way, starts moving that way, but having guessed wrongly, changes direction to find the opponent in the way. In this situation the **Referee shall allow** the player 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 player plays a poor return that gives the opponent a position of advantage, the **Referee shall allow** the player a let only if, in taking the direct line to the ball for the next return, the Referee determines that, but for the interference, that player would have been able to get to and play the ball.

G12. 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 the player "pushes off" the opponent** and this has no significant effect on the opponent, the Referee shall allow the rally to continue and give a warning **to that player** at the end of the rally. **Where there is a significant effect, the Referee shall stop play and apply Rule 17.**

G13. BROKEN BALL

When the receiver, without attempting to return the service, appeals that the ball is broken, the Referee will normally allow a let for that rally. However, if the Referee considers that the ball broke in the previous rally, the Referee shall allow a let for the previous rally. This also applies if the service is not good.

G14. BLEEDING, ILLNESS, DISABILITY or INJURY

1. **If a player has visible bleeding, the Referee shall require** the player to leave the court immediately. The Referee **shall not permit play** to resume while the **bleeding** is visible. **The Referee shall permit recovery time for bleeding according** to Rule 16.1. A player, unable to stop **bleeding** within the total time the Referee **permits, shall** either concede one game to

gain a further **90** seconds and then continue play without bleeding, or concede the match.

If a player's clothing has become blood-stained as a result of the injury, the player **shall** change that clothing before **resuming play**.

If the bleeding recurs after recovery time has been allowed, the Referee **shall** allow **no further recovery time, except that the player may concede the game in progress and use the interval between games to recover.**

2. A player suffering illness or disability on court has the **option**, except **where blood is visible**, of completing the game in progress or of conceding **that game** or the match.

A player who does not wish to concede the match, but who requires recovery time or who needs to leave the court, **shall** concede the game. After informing the Referee, the player shall take the **90 second** interval between games for recovery, then be ready to play; or concede the match. **The player may concede only one** game.

If a player vomits or **otherwise makes the court unplayable**, the Referee **shall award** the match to the opponent, irrespective of whether the sick player is able to resume play (Rule 17.). The Referee's decision with regard to court conditions is final.

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.

3. **If a player is injured** the Referee, **after confirming that the injury is genuine, shall** advise the players of the requirements of the **Rules, inform the players of the category of the injury and** shall ascertain the player's intentions regarding a resumption of play.

When a player suffers a self-inflicted injury, i.e. an injury which clearly does not involve the opponent as **described** in Rule 16.3.1.1, the Referee **shall** allow the recovery time permitted in Rule 16.3.3.1. Such an injury could be the result of a blow, especially to the face or head, as a result of the player **colliding with the walls or floor, 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 request an extension of recovery time, if required, in the case of an injury which is still bleeding. If the player is not present when "Time" is called the Referee shall award the match to the opponent.

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 that clearly have no effect on the continuity of play. The Referee **shall decide whether comments are 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 player being coached.

G16. PROGRESSION OF PENALTIES

The penalties available to the Referee under Rule 17 are:

Warning (called a Conduct Warning).
 Stroke awarded to opponent (called a Conduct Stroke).
 Game awarded to opponent (called a Conduct Game).
 Match awarded to opponent (called a Conduct Match).

The guidelines for applying the penalties are as follows:

When the Referee imposes the first penalty for a particular offence, it **should** 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 player should** not be **less severe** than the previous penalty for that offence. Thus the Referee may award **more than one** warning or stroke for the same type of offence if the **Referee decides that** the offence does not warrant a more severe penalty.

When issuing penalties the Referee shall use the following terminology:

Conduct warning (player or team's name) for (Offence).
 Conduct stroke (player or **team's name**) for (Offence), stroke to (opponent or **opposing team's name**).
 Conduct game (player or **team's name**) for (Offence), game to (opponent or **opposing team's name**).
 Conduct match (player or **team's name**) for (Offence), match to (opponent or **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, **a single** Official acts as 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 normally makes directly - such as when the ball strikes a player or answering appeals under Rule 12 - present no problems. However, there are limitations in the appeals process related to the Marker's decisions. Specifically a Marker making an affirmative call (e.g. "Out") is unlikely, as Referee, to reverse that decision on appeal. 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 the Referee shall allow a let.

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 score always called first.
3. Comments on the score:

Examples are:

"Not up, hand-out, 4-3."
 "Down, 8-all, set one, game ball."
 "Out, 8-all, set two."
 "Yes let, 3-4."
 "No let, hand-out, 5-7."
 "Stroke to Jones, 8-2, match ball."
 "Foot fault, hand-out, love-all."
 "Fault" (appeal by server, Referee uncertain). "**Yes** let, 8-3, game ball."

Match introduction:

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

End of a game:

"9-7, game to Smith. Smith leads one game to love."
 "10-9, game to Smith. Smith leads two games to love."
 "9-3, game to Jones. Smith leads two games to one."
 "9-4, game to Jones, two games all."
 "10-8, match to Smith, 9-7, 10-9, 3-9, 4-9, 10-8."

Start of subsequent game:

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

"Smith leads two games to one, Jones to serve, Love-all"

"Two games all, **Smith to serve**, love-all."

After award of Conduct penalty:

"Stroke to Smith, 7-2".

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

G19. REFEREE'S GUIDELINES

Addressing the players: **Officials should use the player's surname/family name, rather than the given name, 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 <u>to make a ruling</u> . "Appeal" is used in two contexts: - 1) <u>To request</u> the Referee to allow a let, <u>or award a stroke;</u> 2) <u>To request</u> the Referee <u>to review the</u> Marker's decision. The correct form of appeal by a player is "Appeal please" or "Let please".
<u>ATTEMPT</u>	<u>The movement of the racket from a backswing position towards the ball.</u>
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 <u>and without</u> prolonged contact on the racket.
<u>CROWDING</u>	<u>The situation of an opponent standing too close to the striker and not allowing freedom to play the ball.</u>
DOWN	The <u>term</u> used to indicate <u>that</u> an otherwise good service or return has struck the floor before reaching the front wall, or has struck the board or tin <u>before striking the floor.</u> ("Down" is also a Marker's call).
GAME	Part of a match, commencing with a service and concluding when one <u>player's score reaches</u> nine or ten points in accordance with the rules.
GAME BALL	The state of the score when the server requires one point to win the game in progress. ("Game ball" is also used as a Marker's call).
HALF-COURT LINE	A line 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 player becomes server until becoming receiver.
HANDOUT	Condition when a change of server occurs. ("Hand-out" is also used as a Marker's call to indicate that a change of server has occurred).
<u>INTERVAL</u>	<u>A time-period prescribed by the Rules for a delay in play.</u>
LET	An undecided rally. <u>If the Referee allows a let, neither player wins a stroke for that rally</u> and the server <u>shall</u> serve again from the same box.
MATCH	The complete contest between two players, commencing with the warm-up and concluding at the end of the final rally.
MATCH BALL	The state of the score when the server requires one point to win the match. ("Match ball" is also used as a Marker's call).
NOT UP	The expression used to indicate <u>that</u> a player did <u>not strike</u> the ball in accordance with the <u>Rules</u> . "Not up" applies when <u>either the player did not strike the ball correctly, or</u> the ball <u>bounced</u> more than once on the floor before <u>the striker hits</u> it, <u>or</u> the ball <u>touched</u> the striker or anything worn or carried other than the racket, <u>or</u> the server <u>made</u> one or more attempts to strike the ball but <u>failed</u> to do so. ("Not up" is also a Marker's call).
OFFICIALS	The Marker and the Referee.

OUT	The term used to indicate that either 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 the wall above the out line or the ball has passed through any fitting attached to the ceiling and/or the wall above the out line. In addition, 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 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 adds one point to a player's score when that player is the server and 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.
<u>RALLY</u>	A service only, or a service and any number of returns of the ball, ending when a player cannot make a good return, a player appeals, the Marker makes a call or the Referee stops play.
<u>RELEASE</u>	<u>A player's action to drop or throw the ball from a hand or a racket for service.</u>
REASONABLE BACKSWING	<u>A player's</u> action to move the racket away from the body to prepare for a swing 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	<u>A player's action</u> 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 moment. 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.
<u>REASONABLE SWING</u>	<u>This consists of a reasonable backswing, strike at the ball and reasonable follow-through.</u>
<u>SERVICE</u>	<u>A player's action to put the ball into play at the commencement of a rally.</u>
SERVICE LINE	A line on the front wall between the board and the out line , extending the full width of the court.
<u>SHAPING</u>	<u>The preparation of the racket prior to making an attempt.</u>
SHORT LINE	A line on the floor extending the full width of the court.
SPECIFIED	The description given to balls, rackets and courts that meet existing WSF specifications.
STRIKER	The player whose turn it is to hit the ball after it has rebounded from the front wall, or who is in the process of hitting the ball, or who - up to the point of the return reaching the front wall - has just hit the ball.
<u>STROKE</u>	<u>An award by the Referee which results in the player winning the rally, thereby scoring a point if serving or becoming the server if receiving.</u>

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.
<u>TURNING</u> <u>(TURNS,</u> <u>TURNED)</u>	<u>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).</u>
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. <u>(See WSF booklet “Guidelines for Tournament Referees” for a full description.)</u>
<u>WARM-UP</u>	<u>The time allowed, immediately preceding the start of play, for the players to prepare themselves on the match court and to warm the ball to playing condition.</u>

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 4.4.3 and 4.4.4.
FOOT-FAULT	To indicate that the service is a foot-fault. See Rule 4.4.1.
NOT UP	To indicate that <u>the player did not strike</u> the ball in accordance with the Rules . (See Definition in <u>Appendix 2</u>).
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 Definition in <u>Appendix 2</u>).
OUT	To indicate that an otherwise good service or return has gone out. (See Definition in <u>Appendix 2</u>).
HAND OUT	To indicate that the server has become the receiver, i.e. a change of server has occurred. (See Definitions <u>in Appendix 2</u>).
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 score is always called first, thus in this example the server leads by four points to three. If points are equal the wording used is "all" (e.g. "love-all").
SET ONE	To indicate that the game in progress is to be played to nine points after the score has reached 8-all (called once only in any game).
SET TWO	To indicate that the game in progress is to be played to ten points after the score has reached 8-all (called once only in any game).
GAME BALL	To indicate each time it occurs that the server requires one point to win the game in progress. See Definitions "GAME BALL".
MATCH BALL	To indicate each time it occurs that the server requires one point to win the match. See Definitions "MATCH BALL".

Calls made by the Marker as referred to in **Rule 19**

DUTIES OF A MARKER (Repeating Referee Decisions).

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

APPENDIX 3.2 - REFEREE'S CALLS

The recognised Referee's calls are defined below

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 (PLAYER or TEAM)	To advise that the player <u>or team named</u> 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 that the Referee is giving 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.
CONDUCT GAME	To advise a player of an offence committed under Rule 17 and <u>that the Referee has awarded</u> a game to the opponent.
CONDUCT MATCH	To advise a player of an offence committed under Rule 17 and that <u>the Referee has awarded</u> the match to the opponent.

APPENDIX 4.1 - Flowchart: Referee's line of thinking for Rule 12

INTERFERENCE

			Decision	Rule
<u>Did interference occur?</u>	→	NO	NO LET	12.7.1
▼ YES				
<u>Was the interference minimal?</u>	→	<u>YES</u>	<u>NO LET</u>	<u>12.7.1</u>
▼ <u>NO</u>				
Could the obstructed player have got to the ball and made a good return and was that player making every 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				
Did the opponent make every effort to avoid interference?	→	NO	STROKE to <u>player</u>	12.8.1
▼ YES				
Did the interference <u>prevent</u> the <u>player's</u> reasonable swing?	→	YES	STROKE to <u>player</u>	12.8.2
▼ NO				
Could the obstructed player have made a winning return?	→	YES	STROKE to <u>player</u>	12.8.3
▼ NO				
<u>Would</u> the obstructed player have struck the opponent with the ball going directly to the front wall or if going to a side wall would it have been a winning return?	→	YES	STROKE to <u>player</u>	12.8.4
	↘	NO	YES LET	12.9

APPENDIX 4.2 - Flowchart: Referee's decisions under Rule 16

BLEEDING, ILLNESS, DISABILITY or INJURY.

<i>Incident</i>	<i>Referee action</i>	Recovery time	Decision	Rule
<i>Bleeding</i>	Stop play. Allow time to staunch bleeding, cover wound or change clothing. Allow play to continue, once bleeding stopped.	Referee discretion	Allot time	16.1

Bleeding
recurrence

Stop play. Award game and allow Awce d.

SQUASH COURT DIMENSIONS DIAGRAM

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.	12% minimum	
@ 45 degrees C.	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.

<u>Beginner</u>	<u>Rebound resilience @ 23 degrees C</u>	<u>not less than 17%</u>
	<u>Rebound resilience @ 45 degrees C</u>	<u>36% to 38%</u>
<u>Improver</u>	<u>Rebound resilience @ 23 degrees C</u>	<u>not less than 15%</u>
	<u>Rebound resilience @ 45 degrees C</u>	<u>33% to 36%</u>

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 gm
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CONSTRUCTION

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

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

APPENDIX 6 - PROTECTIVE EYEWEAR

The WSF recommends that all Squash players should wear protective eye guards, manufactured to an appropriate National Standard, properly over the eyes at all times during play. It is the responsibility of the player to ensure that the quality of the product worn is satisfactory for the purpose.

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

APPENDIX 7 - POINT-A-RALLY SCORING

The standard scoring system described in Rule 2 The Scoring **is the approved** scoring system for singles Squash. **If Point-a-Rally scoring (PARS) is used, the following text replaces Rule 2.**

2. THE SCORING

2.1 Either player may score points. The server, on winning a stroke, scores a point and retains the service; the receiver, on winning a stroke, scores a point and becomes the server.

2.2 A match shall consist of the best of three or five games and each game shall be played to nine or fifteen points at the option of the organisers of the competition.

Where each game is to fifteen points, the player who scores fifteen points wins the game, except that on the **score reaching** fourteen-all the receiver shall choose, before **the server delivers the next service**, to continue that game either to fifteen points (known as "Set one") or to seventeen points (known as "Set three") In **the** latter case the player who scores three more points wins the game. The receiver shall in either case clearly indicate this choice to the Marker, Referee and the opponent.

Where each game is to nine points, the player who scores nine points wins the game, except that on the score **reaching** eight-all the receiver shall choose, before **the server delivers the next service** to continue that game either to nine points (known as "Set one") or to eleven points (known as "Set three"). **In the** latter case the player who scores three more points wins the game. The receiver shall in either case clearly indicate this choice to the Marker, Referee and the opponent.

The Marker shall call "Set one" or "Set three" as applicable before play continues.

The Marker shall call "Game ball" to indicate that either player requires one point to win the game in progress, "Match ball" to indicate that either player requires one point to win the match, "Match ball, game ball" if the **server** requires one point to win the match and the **receiver** requires one point to win the game in progress **and "Game ball, match ball" if the server requires one point to win the game in progress and the receiver requires one point to win the match.**

4. THE SERVICE

The spin of a racket decides the right to serve or to receive first.

Note: The Marker's use of the terms "Game ball", "Match ball", and "Stroke" must be adjusted to comply with the Point-a-Rally scoring system.

APPENDIX 8.1 - EXPERIMENTAL OFFICIATING SYSTEMS

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

The evaluation will continue through the validity of the 2001 rules.

The system is known as the 2-Referee system. This Appendix provides a brief description of it. The full details are available free of charge from the World Squash Federation and WSF Member Nations.

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

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

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

Both the Referee and the Appeals Referee can invoke Rule 17 Conduct on Court. The players cannot appeal against Rule 17 decisions.

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.