

# **HARDBALL SQUASH DOUBLES RULES 2024**

# Hardball Squash Doubles Playing Rules

Official Playing Rules of Hardball Doubles as maintained by the United States Squash Racquets Association and Squash Canada, and approved by the World Squash Federation.

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1. **Game**

- a. The object of the game is to win by scoring points. Each side or team, consisting of two players, shall earn points either by winning a rally or by being awarded them. Each point won by or awarded to a side shall add one to its score.
- b. The side which first scores fifteen points wins the game.

2. **Match**

- a. The side which first wins three games wins the match, except that a side may be awarded the match at any time upon the retirement, default, or disqualification of the opposing side.

3. **Service**

- a. The service begins the play of each point and is the striking of the ball with the racquet in accordance with this entire Rule 3. At the start of a match the choice to serve or receive shall be decided by the spin of a racquet. The two partners of a side shall serve in succession, the first retaining his serve until his side has lost a point. On the loss of a subsequent point the side shall be declared "out" and the serve reverts to the opponents. On the first serve of every game, however, the "in" side shall be declared "out" after it has lost one point only. The order of serving within a side shall not be changed during the progress of a game. At the end of a game the side which has won the game shall have the choice of serving or receiving to commence the next game.
- b. The server must stand with one foot or at least part of one foot touching the floor within the service box and not touching the line when the ball is struck and serve the ball onto the front wall above the service line and below the top line before it touches any other part of the court, so that on its rebound (return) it first strikes the floor within, but not touching, the lines of the opposite service court, either before or after touching any other wall or walls within the court. The server must be in control of and holding on to the racquet at the moment of contact. (Rule 4(a)). A ball so served is a good service, otherwise it is a Fault. If the Referee calls a Foot-fault or Fault and the server believes the service was proper, the server may appeal the Referee's call.
- c. If the first service is a Fault, the server shall serve again from the same side. If the server makes two consecutive Faults, he loses the point. A service Fault may

not be played, but the receiver may volley any service which has struck the front wall in accordance with Rule 3(b).

- d. At the beginning of each game and each time a side becomes "in" the ball shall be served from whichever service box the first server for the side elects, and thereafter alternately until the side is "out" or until the end of the game. If the server serves from the incorrect box there shall be no penalty and the service shall count and the play shall proceed as if the box served from was the correct box, except that if the receiver does not attempt to return the service, he may demand that it be served from the other box, or if, before the receiver attempts to return the service, there is a Let (See Rule 7), the service shall be made from the other box.
- e. A ball is in play from the moment an attempt is made to strike it with the racquet by the server until:
  - i. the point is decided;
  - ii. a Fault, as defined in Rule 3(b) and 3(f), is made; or a Let occurs (See Rules 6 and 7).
- f. If, in the act of serving the server attempts to strike at but misses the ball, a fault shall result.
- g. The opponents must not deliberately block either the server or the server's partner from moving around the court after the ball has been served.

#### 4. **Return of Service and Subsequent Play**

- a. A return is deemed to be made at the instant the ball touches the racquet of the player making the return. This player must be in control of and holding on to the racquet at the moment of contact. If the racquet leaves his hand in the act of striking the ball, it shall be deemed that he was not "in control of" it, and he shall lose the point even if the ball subsequently makes a good return. To make a good return of a service or of a subsequent return the ball must be struck on the volley or before it has touched the floor twice, and reach the front wall on the fly above the tell-tale and below the top line, and it may touch any wall or walls within the court before or after reaching the front wall. On any return the ball may be struck only once. It may not be "carried" or "double-hit" unless the ball hits the racquet frame and strings simultaneously, in which case it shall not be considered a "double-hit".

#### **G4 CONTROL OF RACQUET**

- b. At the beginning of each game each side shall designate one of its players to receive service in the right hand service court and the other to receive service in the left hand service court and throughout the course of such game the service must be received by the players so designated.
- c. If the designated receiver fails to make a good return of a good service, the serving side wins the point. If the designated receiver makes a good return of service the sides shall alternate making returns until one side fails to make a good return. The side failing to make a good return loses the point.
- d. Until the ball has been touched or has hit the floor twice, it may be struck at any number of times by either player on a side.
- e. If at any time after a service the ball hits outside the playing surfaces of the court (the ceiling and/or lights, or on or above a line marking the perimeters of the playing surfaces of the court), the side so hitting the ball loses the point except as provided in Rule 7(c)(5).

## 5. **Right to Play the Ball**

- a. Immediately after he or his partner has struck the ball, each player must get out of his opponents' way and must:
  - i. Give his opponents a fair view of the ball;
  - ii. Give his opponents a fair opportunity to get to and strike at the ball in and from any position on the court elected by an opponent. A player will be deemed to have failed to give his opponents a fair opportunity to get to and strike the ball when he has used an excessive follow-through so that an opponent has to wait for an excessive swing;
  - iii. Allow either opponent to play the ball to any part of the front wall or back wall and to that part of each side wall in front of the red floor service line. The Referee shall deny a Let to the striker when in the opinion of the Referee the striker could have played the ball SAFELY, but instead requested a Let to get out of an unfavourable position; and
    - Note to Referees
    - Referees should be aware of players who are “fishing for Points”, and after an initial warning deny a Let in such cases

- iv. Refrain from creating a visual or audible distraction.

**G5 PLAYER HIT BY THE BALL**

**G6 INTERFERENCE ON A FURTHER ATTEMPT**

**G7 INTERFERENCE ON TURNING**

**6. Point**

- a. A Point shall be awarded to a side:
  - i. When an opponent, in violating Rule 5, deprives a player of a clear opportunity to attempt a winning shot; or
  - ii. When an opponent, in violating Rule 5, fails to make the effort within the scope of his normal ability to avoid the violation thereby depriving a player of an opportunity to attempt a shot; or
  - iii. When an opponent, in violating Rule 5, has caused repeated Lets, no one of which individually constitutes a Point.
  - iv. When the striker hits the ball back at himself and the opponent is ready to hit the ball but is unable to do so because of the striker's position, it is a violation of Rule 5(3) and a Point for the opponent, regardless of whether or not a winner would have been struck by the opponent, and whether or not the opponent refrains from striking the ball, which would have hit his opponent.
- b. The Referee shall not award a Point as defined in this Rule 6 unless a Let or a Point (See Rule 7) is requested by a player.

**G8 MAKING EVERY EFFORT AND MINIMAL INTERFERENCE**

**G9 INTERFERENCE WITH THE STRIKER'S SWING**

**G10 ASKING FOR A "LET"**

**G11 TIMING OF REQUESTS FOR A "LET"**

**G12 EARLY REQUESTS FOR A "LET"**

**G13 CREATED INTERFERENCE**

**G20 POINT RULE 6 INTERPRETATION**

**7. Let**

- a. A Let mandates the playing over of a point.

- b. On the replay of the point the server
  - i. is entitled to two serves
  - ii. must serve from the correct box even if he served from the incorrect box on the original point being replayed, and
  - iii. may serve from a service box other than the one selected on the original point if it is the start of a new game or hand in.
- c. In addition to the Lets described elsewhere, the following are Lets if the player on the side whose turn it is to strike the ball could otherwise have made a good return:
  - i. When an opponent of such player violates Rule 5 except for those violations described in Rule 6.
  - ii. When such player refrains from striking at the ball because of a reasonable fear of injuring an opponent.
  - iii. When such player before or during the act of striking or striking at the ball is touched by either of his opponents, their racquets or anything either of them wears or carries.
  - iv. When on the first bounce from the floor the ball hits on or above the seven foot line on the back wall; and
  - v. If a player thinks the ball has broken while play is in progress, he must nevertheless complete the point and then immediately request a Let, giving the ball promptly to the Referee for inspection. The Referee shall allow a Let only upon such prompt request if the ball in fact proves to be broken (See Rule 11(c)).
- d. A player may request a Let or a Point (See Rule 6). A request by a player, which must be verbal, for a Let shall automatically include a request for a Point. Upon such request, the Referee shall allow a Let, Point or No Let.
- e. No Let shall be allowed on any stroke a player makes unless he requests such before or during the act of striking or striking at the ball or immediately after doing so in the event of an obstructed swing.
- f. The Referee shall not call or allow a Let as defined in this Rule 7 unless such Let is requested by a player; provided, however, the Referee may call a Let at any time (1) when there is interference with play caused by any factor beyond the control

of the player, or (2) when he fears that a player is about to suffer severe physical injury.

## 8. **Ball in Play Touching Player**

- a. If a ball in play after hitting the front wall, but before being returned again, shall touch any player, or anything he wears or carries (other than the racquet of the player who makes the return) the side of the player so touched loses the point, except as provided in Rule 8(d).
- b. If a ball in play touches the player who last returned it or his partner or anything either of them wears or carries before it hits the front wall, the side of the player so touched loses the point, except as provided in Rule 8(d).
- c. Except as provided for in Rule 6(a), if a ball in play, after being struck by a player on a return, hits either of the player's opponents or anything either of them wears or carries before reaching the front wall:
  - i. The side of the player who made the return shall lose the point if the return would not have been good.
  - ii. The point shall be a Let (See Rule 7) if the return would have hit the front wall fairly except for such interference.
- d. Where a player is struck by his own shot or his partner's shot, he shall lose the point, except where an opponent swings at or shapes to play the ball. Where a player swings at or shapes to play the ball, and the ball subsequently strikes the striker or his partner, a let should be played, unless neither of the opponents would have had a play on the ball, at which time the striker's team shall win the point.

## 9. **Continuity of Play**

- a. Play shall be continuous from the first service of each game until the game is concluded. Play shall never be suspended solely to allow a player to recover his strength or wind. The provisions of this Rule 9 shall be strictly applied. If the Referee believes a player is violating this Rule during a game, the Referee will apply the provisions of Rule 15.

### **G1 CHANGE OF EQUIPMENT**

### **G2 TIME WASTING**

### **G3 FALLEN OBJECTS FROM GALLERY**

### **G3A FALLEN OBJECTS ON COURT**

- b. The interval between all games is 2 minutes. The interval between warm-up and the start of play is 1 minute. If a player is not on court ready to play at the expiration of the applicable time period, the Referee will apply the provisions of Rule 15.
- c. Except as otherwise specified in this Rule 9, the Referee may suspend play for such reason and for such period of time as he may consider necessary.
- d. If play is suspended by the Referee because of an injury caused by an opponent to one of the players, such player must resume play within one hour from the point and game score existing at the time play was suspended or his side shall default the match, provided however, if a player suffers a self-inflicted injury such as pulled muscles, or bleeding, play may be suspended by the Referee once during a match for each such player for a period not to exceed five minutes after which time such player must resume play or his side shall default the game and after a further two minutes, the match. Recovery time is permitted only at the time the injury takes place. Only one game may be conceded; a further concession can only be a concession of the match. Points scored in a conceded game shall be retained by the team that concedes. Additional injury time shall not be granted for a reaggravation of a prior injury for which time has already been taken.
- e. A player who suffers an illness that involves neither an injury nor bleeding must either continue play immediately or concede the game in progress and take the 2-minute interval between games to recover. This includes, but is not limited to conditions such as cramp, nausea, and breathlessness, as well as asthma. The player must then resume play or concede the match.
- f. If a player's vomiting or other action causes the court to become unplayable, the match is awarded to the opposing team
- g. In the event the Referee suspends play other than for injury to a player, play shall be resumed when the Referee determines the cause of such suspension of play has been eliminated, except that if such cause of delay cannot be rectified within one hour, the match shall be postponed to such time as the Tournament Committee determines. Any suspended match shall be resumed from the point and game score existing at the time the match was stopped.

**10. Attire and Equipment**

- a. A player's attire, including, but not restricted to, its colour, design, insignia, advertisements, statements and slogans, shall be within the normal standards of good taste associated with the game of squash racquets.

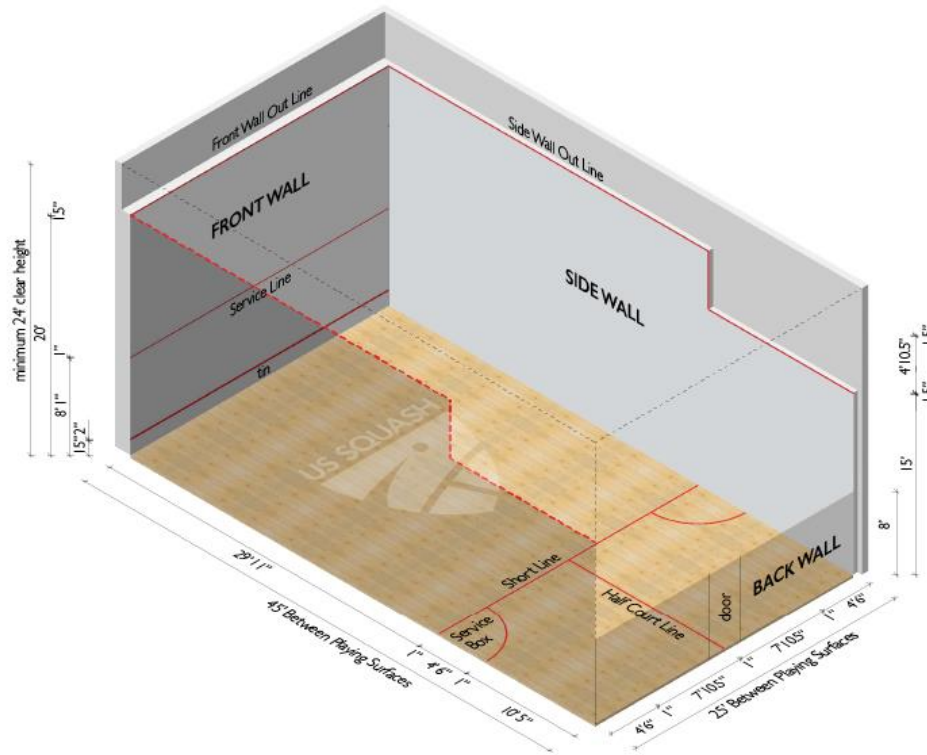
**11. Condition of Ball**

- a. No ball, before or during a match, may be heated, chilled or otherwise artificially treated except by the mutual consent of the sides or by decision of the Referee.
- b. At any time, when not in the actual play of a point, another ball may be substituted by the mutual consent of the sides or by decision of the Referee.
- c. A ball shall be determined broken when it has a crack which extends through both its inner and outer surfaces. The ball may be squeezed by the Referee only enough to determine the extent of the crack. A broken ball shall be replaced, and the preceding point shall be a Let (See Rule 7(c)(6)).
- d. Upon determination of a cracked (but not broken) ball, the ball shall be replaced by the mutual consent of the sides or may be replaced by the Referee and the preceding point shall stand. If a ball breaks during the last point of a game and this is not discovered until after the game is over, the point shall stand.
- e. At the end of a game or match a player must appeal immediately at the end of the last rally, before the players leave the court, if he feels the ball may be broken.

**12. Court**

- a. The doubles court shall be as specified in the Court, Racquet and Ball Specifications of this Association.
- b. No equipment of any sort shall be permitted to remain in the court during a match other than the ball used in play, the racquets being used by the players, and the clothes worn by them. All other equipment must be left outside the court.

## HARDBALL DOUBLES COURT



### 13. Referee

- a. A Referee shall control the game. This control shall be exercised from the time scheduled for the match and/or from the time that at least one player is on the court. The Referee may limit the time of the warm-up period to two minutes, or shall terminate a longer warm-up period so that the match commences at the scheduled time.

#### **G16 SCORER'S GUIDELINES**

#### **G17 REFEREE'S CALLS**

#### **G18 OFFICIALS ADDRESSING PLAYERS**

- b. The Referee's decision on all questions of play shall be final except as provided in Rule 13(c).
- c. Two Judges may be appointed to act on any appeal by a player to a decision of the Referee. When such Judges are acting in a match, a player may appeal any decision of the Referee through the Referee to the Judges, except a decision under Rules 11 and 13(a). If one Judge agrees with the Referee, the Referee's decision stands. If both Judges disagree with the Referee, the Judges' decision is final. If the Referee is not overruled, his decision stands. A Referee serving with Judges, if unsighted, or otherwise unable to decide on a fair return or a Let appeal, shall ask both Judges for their opinions. If they agree, the decision shall

stand. If they disagree, the Referee shall order that a Let be played. The Judges shall make no ruling unless an appeal has been made. The decision of the Judges shall be announced promptly by the Referee.

- i. The appeal process should be handled quickly by the Referee so that play is continuous, and allows the game to flow.
- d. A player may not request the removal or replacement of the Referee or a Judge during a match. Any such request must be made by the player before or immediately upon entering the court, to the Tournament Referee whose decision is final.
- e. A player shall not state his reason for his request under Rule 7 for a Let or Point or for his appeal from any decision of the Referee except if the Referee permits the player to state his reasons.
- f. If a player uses speech or language unbecoming to the game of squash racquets, the Referee will apply the provisions of Rule 15.
- g. If a player's conduct is unbecoming to the game of squash racquets, the Referee will apply the provisions of Rule 15.

**G14 SIGNIFICANT OR DELIBERATE PHYSICAL CONTACT**  
**G15 PROGRESSION OF PENALTIES**

**14. Play Without a Referee**

- a. When there is no Referee and the players are unable to agree with respect to the circumstances described in Rules 6, 7, and 8 the point shall be a Let. No penalties described in Rules 9 and 13 shall apply.

**15. Unsportsmanlike Conduct or Dangerous Play**

- a. The Referee, in his/her discretion, shall have the power to warn, penalize or default a player for unsportsmanlike conduct or dangerous play. Instances of unsportsmanlike conduct include, but are not limited to, the following: swearing; racquet abuse; physical or verbal abuse of an opponent, Referee, Scorer or Judge; intentionally striking (or attempting to strike) an opponent with a ball or racquet. Instances of dangerous play include, but are not limited to, the following: unnecessarily striking a ball without being aware of your opponents' positions on the court when a Let would otherwise have been granted to the striker had he/she refrained from such striking; playing a ball so near or in such

proximity to an opponent so as to create a reasonable likelihood of causing injury to said opponent; or the like.

- b. In cases involving unsportsmanlike conduct or dangerous play, other than the situation where a player intentionally physically abuses an opponent or intentionally strikes an opponent with a ball or racquet, a Referee will apply the provisions of Rule 15. In cases involving intentional abuse of an opponent, Referee, Scorer or Judge or the intentional hitting of an opponent with a ball or racquet, the Referee shall have the discretion to default the offending player without the necessity of a warning.

# APPENDIX 1

## DEFINITIONS FOR HARDBALL DOUBLES RULES

**ACT OF SERVING** The attempt to strike the ball after the server has dropped the ball on to the racket directly or off a side wall or after bouncing the ball on the floor

**ACT OF STRIKING** The act of swinging at the ball including the follow through.

**ACCIDENTAL OBSTRUCTION** Obstruction by a player in spite of best efforts to clear.

**ALL** A score term to indicate points are tied, as in 13 all.

**APPEAL** A player's request for the Referee to make a ruling. Appeal is used in three contexts:  
To request the Referee to allow a Let, or award a Point; the form of appeal is usually Let please initially  
To request the Referee to review a call or lack of call; the form of appeal is usually Appeal please.  
To request the Referee's call to be over ruled by the Judges

**AROUND** (See "Coming around" and "Turning").

**ATTEMPT** The movement of the racquet from a backswing position towards the ball. A swing at the ball without making contact. A backswing with no racket movement forward towards the ball is not an attempt but is defined as shaping.

**ATTIRE** The clothing and equipment a player wears or carries including such things as headband, glasses, jacket, etc. The striker's racquet is not included.  
Attire should be determined by a local rule of the club or tournament.

**AUDIBLE DISTRACTION** Noise made by a player with voice or otherwise. Noise arising from outside the court. The Referee determines if a noise is a distraction.

**BACK WALL** Part of the playing surface of the court. Bounded at the top by the seven foot out of court line.

**BACKSWING** (See "Reasonable backswing" and "Excessive backswing"). The preparation portion of a swing where the racquet is drawn back before the forward motion to the ball. A player may hold a backswing position as long as he likes and the opponent must stay clear of it.

**BALL IN PLAY** A ball is in play from the moment an attempt is made by the server to strike it.

**BETWEEN GAME** An interval between games which is up to 2 minutes, between **all** games.

**BLEEDING** A player who is bleeding, caused either by an accidental collision or is self-inflicted, must stem the bleeding to prevent blood dripping on the floor within 5 minutes. Failure to do so will result in the game being awarded to the opponents, and then after a further two minutes the match.  
If the bleeding is caused deliberately by one of the opponents and the player is unable to continue the bleeding player may be awarded the match.

**BOARD** Usually referred to as the "tin" or "tell-tale". The lowest horizontal marking on the front wall. Sheet metal covers the board (except the painted line sloped portion) as a telltale. A ball touching the board is ruled to be down.

**BOAST** A squash term for a shot where the ball first hits a side wall, or back wall, and then onto the front wall.

**BOX** The terms "service box", "left box", "right box" are also used. A quarter circle area in each quarter court bounded by part of the short line, part of the side wall and by a quarter circle arc. The space from within which the server serves. There is a left service box and a right service box.

**BROKEN BALL** (See also "Cracked ball"). A ball that is broken through both the outside and inside surfaces. The Referee makes a judgment on whether a ball is good, cracked, or broken. The ball must be replaced if it is broken, and the rally is replayed.

**CARRIED** (See also "Double hit"). A stroke where the ball remains in contact with the racquet too long. Such a shot is not good.

**CHOICE** Call made by the Scorer or Referee to indicate that one team has served their hands out (side out) and the other team now serves.

**CEILING** The ceiling and attached fixtures are not part of the playing surface. A ball touching the ceiling or attached fixtures is out. A ball going through a roof structure is in.

**CLEAR** (See "Clearing").

**CLEAR OPPORTUNITY** A situation where there is interference and it is obvious the striker is in or trying to be in good position and would otherwise have been able to strike the ball to the front wall.

**CLEARING** The movement of the non-striking side to give the striking side clear view of the ball and the opportunity to play the ball.

**COMING AROUND** (See also "Turning" and "Around"). The movement of a player to turn, or follow the ball around, in order to strike the ball. The warning by a player that he is about to turn on the ball.

**COMPETITION** A formal setting of matches such as a championship, tournament, or league.

**CONTINUITY OF PLAY** Once play begins, play is expected to be continuous so far as practical.

**CORRECT BOX** The service box where a serve should be taken.

**CORRECTLY** The ball being hit by the racquet, held in the hand, not more than once and without prolonged contact on the racquet. As in "correctly struck ball".

**COURT** The playing surfaces and the space within.

**COURT CONDITIONS** Some things are considered existing conditions such as hanging fixtures, door handle, loose boards, and lighting. Changing conditions are when the lights flicker, a door comes ajar, or there is sweating (not drops of sweat from players) on the floor or wall, which alters play considerably and perhaps dangerously.

**CRACKED BALL** (See also "Broken ball"). A ball, which has a visible crack on the outside surface but is not broken through the inner surface. The referee determines if a ball is good, cracked, or broken. A ball,

which is cracked but not through, may be replaced by mutual consent of BOTH teams or may be replaced by the Referee. The rally stands.

**CREATED INTERFERENCE** When a player unnecessarily comes into contact with an opponent in attempting to play the ball; the situation where a player “finds his opponent” in an attempt to get a Let when the direct path to the ball would not have caused interference; and

**CROSSCOURT** A shot hit from one side of the court to the other.

**CROSSING** The movement of a non-striking player to a side wall.

**CROSSING THE FLIGHT** When a player moves sideways, across the flight of the ball, between the ball and the opposing player behind.

**CROWDING** The situation of an opponent standing too close to the striker and not allowing freedom of stroke to play the ball.

**CUT LINE** (See “Service line”).

**DANGEROUS PLAY** Action by a player that is deemed to cause or likely cause injury or danger to an opponent.

**DEFAULT** Where a side forfeits a point, game, or match. Also used where the Referee takes similar action.

**DELIBERATE OBSTRUCTION** When a player moves into a position of obstructing. ie. Where the non-striker intentionally “moves into” the striker’s stroke of intended ball path to deprive the striker of the shot of his choice.

**DISQUALIFICATION** Where a side forfeits a match.

**DOUBLE BOUNCE** When the ball is played after it has struck the floor twice. The ball is not good.

**DOUBLE FAULT** When two successive faults are made with no intervening play.

**DOUBLE HIT** (See also “Carried”). A shot where the ball typically hits the strings and then the frame or the ball is slung from the racquet. Such a shot is not good.

**DOUBLES BALL** The specified ball for doubles squash.

**DOWN** The term used to indicate that an otherwise good return has struck the floor before reaching the front wall, or has struck the board or tin before striking the floor.

**DROPPED EQUIPMENT** Any attire or equipment such as a head band, glasses, vibration dampener, or racquet that the player drops or loses control of.

**EQUIPMENT** A player’s racquet, glasses, head band, wrist watch, and items in pockets, etc. are considered equipment.

**EXCESSIVE FOLLOW THROUGH** (See “Reasonable follow through”). When the latter portion of a swing after the ball has been struck is not compact. ie a straight arm follow through. See “dangerous play” and “clearing”.

**EXCESSIVE SWING** (See "Reasonable swing"). When any portion of a swing is not compact. ie a straight arm backswing or follow through. See also "dangerous play" and "clearing".

**EYE GUARDS** Required protective eye guards with Polycarbonate lenses. Must meet specified standards, and must be worn properly.

**FAIR VIEW** A reasonable unobstructed view of the ball and front wall.

**FAIRLY** When a ball is struck according to the rules, that is not carried or a double hit.

**FAULT** (See also "Double fault" and "Foot fault"). When one or more of the conditions of a good serve are not met.

**FIRST HAND** The player who must be the first server each time the team gains service. (See also "Second hand").

**FIRST SERVICE** Multiple meanings. The first of two allowed serves. The first serve by the side-in to begin the sequence of serves from alternating courts. The beginning serve by a hand-in.

**FOOT-FAULT** A service fault caused by not having part of one foot touching the floor entirely within the service box and not touching the line when the ball is struck by the server.

**FREEDOM OF STROKE** The opposition being clear of the striker so as to allow a reasonable swing.

**FRONT COURT** That portion of the court close to the front wall. The front one-third of the court is important in judging the outcome of appeals relating to Lets and Points on cross courts, as well as straight shots.

**FRONT WALL** Part of the playing surface of the court. Bounded at the top by the twenty foot line. The service line and tin are also marked on the front wall.

**FURTHER ATTEMPT** Any action to strike the ball after an initial miss. Any number of attempts by one or both players are permitted.

**GALLERY** The spectators.

**GAME** Part of a match, commencing with a service and concluding when one side's score reaches 15. The side first winning 3 games wins the match.

**GAME BALL** The state of the score when one point is required to win the game in progress. The proper call of an official is "Game ball", not "Possible game ball".

**GET TO** An effort by a player to run to the ball and play it.

**GOOD RETURN** Any shot following the service that complies with the rules of a good return.

**GOOD SERVICE** A serve which meets all requirements as described in the rules.

**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 (service courts or quarter courts) and meeting the short line at its midpoint to form the "T".

**HALF TIME** The midpoint of the warm-up. Teams usually warm up separately and must share the warm-up time fairly. The warm-up period is restricted to 3 minutes per team.

**HAND** The period from the time a player or team becomes server until losing service. (See also Hand-in, Hand-out, Side-in, and Side-out)

**HAND-IN** Condition when a change of server occurs. The player who becomes or is server.

**HAND-OUT** Condition when a change of server occurs. The player who has relinquished serve.

**HEADBAND** Usually a strip of cloth worn around the head to prevent sweat from dripping into the eyes. Considered to be a piece of equipment within the rules.

**ILLNESS** A condition inhibiting play that does not involve a physical injury or bleeding. Examples include, but are not limited to cramp, nausea, breathlessness and asthma.

**IN CONTROL OF** When striking the ball, the player must be in control of his racquet for the entire swing, including the follow through, otherwise the ball is deemed not good. See dropped equipment.

**INCOMING STRIKER** The player who is preparing to play or is in the process of playing the ball including a reasonable follow through. See also out going striker.

**INCOMING STRIKER'S PARTNER** The partner of the incoming striker.

**INCORRECT BOX** The wrong box to deliver a serve.

**INJURY** Physical injury to the body. This does not include cramping or illness. Injury may be self-inflicted or through interaction with an opponent. The cause of such a collision, racquet contact, or ball impact may be deemed accidental, deliberate, or through dangerous play.

**INJURY TIME** A granted delay in the match as a result of an injury of 5 minutes.

**INTERFERENCE** Any action by the opposing side that infringes on access to the ball, play the ball, or see the ball. A distraction by the opposing side.

**INTERVAL** (See Suspended play or Delay). A time-period prescribed by the Rules for a delay in play.

**JUDGE** Two judges are part of the four match officials. Judges assist the Referee when calls by the Referee are appealed by the players.

Judges should only give decisions when asked to do so by the Referee. Normally the Referee would go first to the Judge with the best view.

**LATE CALL** Failure to make an early call by a player turning, giving the opponents little time to clear

**LEFT COURT RECEIVER** The designated player to receive serves to the left quarter court (service court).

**LEFT SERVICE BOX** (See "Box).

**LET** An undecided rally. If the Referee allows a Let, neither side wins a point for that rally and the server shall serve again from the same box or correct box.

A Referee's decision. An appeal by a player.

**LINE JUDGE** (See Judge)

**LOVE** A score term to indicate zero.

**MARKER** (See Scorer).

**MATCH** The complete contest between two teams, commencing with the warm-up and concluding at the end of the final rally. Usually a best of 5 game contest.

**MATCH BALL** The state of the score when one point is required to win the match. (The correct call is Match ball", not Possible match ball and not Game and match ball).

**MISSES** Attempts to strike the ball but not making contact.

**NEW SERVER** (See Choice, Hand in and Side in).

**NO LET** The Referee's decision to not grant a Let or Point. No replay of rally.

**NORMAL ABILITY** Referee's judgment of the physical strength, speed and skills of a player at that time.

**NOT UP** The expression used to indicate that a player did not strike the ball in accordance with the Rules. Not up applies when either the player did not strike the ball correctly, or the ball bounced more than once on the floor before the striker hits it, or the ball touched the striker or anything worn or carried other than the racquet, or the server made one or more attempts to strike the ball but failed to do so.

**OBSTRUCTED SWING** A swing or attempt that is disrupted by contact or anticipated contact by an opposing player.

**OBSTRUCTION** (See "Interference").

**OFFENDING PLAYER** A player who has committed some offense.

**OFFENDING SIDE** A side who has committed some offense.

**OFFICIALS** The scorer, line judges, and the referee.

**OPPOSING SIDE** The other team.

**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. A ball going through a roof structure or light fixture but not touching it is not out.

**OUTGOING STRIKER** The player who has just completed his reasonable follow through.

**OUTGOING STRIKER'S PARTNER** The partner of the outgoing striker.

**OUT LINE** The lines marking the top boundaries of the court on the front wall, both side walls, and the back wall. The portion of the out line on the front wall is also called the 20 foot line (top line) and the portion on the back wall the 7 foot line.

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 Referee shall make the decision in the normal manner, subject to the player's appeal.

**OVERRULED** When a Referee's call is not upheld, and the Line judges' call stands.

**PHILADELPHIA (ALSO KNOW AS A PHILLY BOAST)** A shot directed to a high spot in the front corner with the intention the ball will go diagonally towards a back corner.

**PHYSICAL ABUSE** (See Unsportsmanlike conduct). Unsportsmanlike conduct such as running through a player, pushing into a player, or punching.

**PLAYER'S RIGHTS** The striker no longer has any rights once he has completed a reasonable follow through

**PLAYING SURFACES** All the surfaces which the ball may fairly touch which includes the front, back, left and right side walls, and the floor.

**POINT** A unit of the scoring system. The scorer adds one point to a team's score when that team wins a rally or is awarded a point. See also rally.

**PROPER** (See "Fairly"). Done according to the rules.

**QUARTER COURT** (See also Service court). One of two equal parts of the court bounded by the short line, a portion of the side wall, the back wall and the half court line.

**RACQUET** The piece of equipment used to strike the ball. The racquet must meet the specified requirements.

**RACQUET ABUSE** Throwing a racquet in anger or smacking a racquet on a surface, or breaking a racquet deliberately. A type of unsportsmanlike behaviour.

**RALLY** 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, an official makes a call or the Referee stops play.

**REASONABLE BACKSWING** A player's action to move the racquet 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 racquet arm is extended towards a straight arm position and/or the racquet is extended with the shaft approximately horizontal. A backswing is excessive if it appears the player is trying to intimidate or initiate contact with an opponent. The Referee shall decide whether a backswing is reasonable or excessive.

**REASONABLE FOLLOW-THROUGH** A player's action continuing the movement of the racquet 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 racquet arm is extended towards a straight arm position with the racquet 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.

**REASONABLE SWING** This consists of a reasonable backswing, strike at the ball and reasonable follow-through.

**RECEIVE** The return of a serve.

**REFEREE** One of the four officials. In the absence of any other court official, the Referee takes on all responsibilities. In charge of all aspects of the match except those matters, which might rest with tournament officials, ie Tournament Referee.

**REPEATED LET** Requested Lets which occur for similar conditions.

**REPLAY** When a previous rally is ignored and the rally is played again. A rally is replayed when a Let is granted.

**RETIREMENT** When a player or side withdraws and concedes a match in progress.

**RETURN** Any shot other than the serve.

**RETURN OF SERVICE** The responding shot to the serve played by the designated player.

**REVERSE CORNER** Usually a cross court shot directed to the furthest front corner. The ball may hit the front wall and then the side wall or the side wall and then the front wall.

**RIGHT COURT RECEIVER** The designated player to receive serves directed to the right quarter court (right service court).

**RIGHT SERVICE BOX** (See "Box").

**SAFETY LET** A Let requested or Let granted that is for the reason that a player's safety was in doubt, had the shot been taken.

**SCORER** An official who keeps a written record of the score and related matters. Announces score, Referee's decisions, and other matters of the match to players and gallery. Similar to a Marker in singles.

**SERVE** (See Service). The shot, which begins each rally.

**SERVER** (See Hand in). The player whose turn it is to serve.

**SERVICE** The Referee's direction for play to begin. A player's action to put the ball into play at the commencement of a rally. The beginning shot of each rally.

**SERVICE BOX** (See Box).

**SERVICE COURT** (See also Quarter court). The floor area bounded by side wall, back wall, short line, and the half court line. The intended target of a serve.

**SERVICE LINE** A line on the front wall between the tin and the out line, extending the full width of the court. A good serve must be between the service line and the front wall out line. Sometimes confused with the short line, which is a floor marking.

**SERVICE MOTION** The entire motion of serving including the foot work leading up to the service swing.

**SEVEN FOOT LINE** The portion of the out line on the back wall.

**SHAPING** The preparation of the racquet and body positioning prior to making an attempt. Also includes the instances when the player gives the appearance of preparing for one shot but chooses to play another shot. i.e switches from shaping to play a forehand to a backhand

Once there is forward movement of the racquet towards the ball the shaping becomes an attempt.

**SHORT LINE** A line on the floor extending the full width of the court. The front boundary of the service courts.

**SHOT** The striking of the ball and the ball's flight thereafter.

**SIDE** Also referred to as team. Two players make up a side. See also side wall.

**SIDE-IN** Changing of serve to the opposing side. The side that has service.

**SIDE-OUT** Changing of serve to the opposing side. The side that has relinquished service.

**SIDE WALL** Left and right side walls are part of the playing surfaces. The side walls are bounded on the top by a stepped out line.

**SPECIFIED** The description given to balls, racquets and courts that meet existing association specifications.

**SQUIRT** When the ball squirts out of the back corner causing the player to turn unexpectedly.

**STOP** Referee's call to halt play.

**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.

**STRIKING AT** (See also Attempt, Stroke and Swing. The motion of a player attempting to hit the ball.

**SUSPEND PLAY** (See also Injury time). To interrupt play for instances such as a broken ball or injury.

**SUSTAIN** (See Upheld). When a Referee's decision is upheld with the support of at least one line judge.

**SWEARING** (See Unsportsmanlike conduct" and Verbal abuse).

**SWING** (See Attempt).

**TEAM** (See Side).

**TELL-TALE** (See Tin or Board).

**TIE** When the game score is the same for the two sides. Also when each side has won the same number of games.

**TIME** Referee's call to end a warm-up or resume play.

**TIN** (See Board or Tell-tale). The lower band across the front wall. Also refers to the covering on the board or tin, which should be constructed of a material that makes a distinctive sound when struck by the ball.

**TOUCHING PLAYER** The situation when the ball touches a player or anything a player wears or carries. The racquet of the striker is the only thing other than the playing surfaces the ball may touch, otherwise the play stops.

**TOURNAMENT REFEREE** The person given overall responsibility for all scoring and refereeing matters throughout the tournament, including the appointment and replacement of officials to matches.

**TURNING** The action of the striker when the ball is followed around and the striker physically turns, to play the ball to the front wall or to the side walls in the front third of the court. This usually occurs in the back corners of the court.

**TURNS** (See Turning, Around, and Coming around).

**TWENTY FOOT LINE** The portion of the out line on the front wall.

**TWO SERVES** The rules of doubles squash permit two serves.

**UNBECOMING CONDUCT** (See Unsportsmanlike conduct).

**UNBECOMING LANGUAGE** (See Verbal abuse and Unsportsmanlike conduct).

**UNSIGHTED** Where an official's sight line is blocked from seeing pertinent activity such as a double bounce.

**UNSPORTSMANLIKE CONDUCT** Any verbal, physical, or otherwise behaviour which is unbecoming of squash etiquette.

**UPHELD** (See Sustained). When a Referee's call is confirmed by a Judge and his original ruling stands

**VERBAL ABUSE** A player's language directed to other players, officials, or gallery that is unbecoming of squash etiquette.

**VIBRATION DAMPENER** A device, often a small rubber ball or clip, attached to a racquet to lessen the vibration of the strings. The device can be knocked loose during play. See dropped equipment.

**VISUAL DISTRACTION** A distraction by the players such as waving or falling down. Or an outside source such as flickering lights. It is a Referee's decision to deem such an event as accidental, intentional, or sufficient to disrupt play.

**VOLLEY** A shot that is taken before the ball has struck the floor.

**WARM-UP** 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. A pre-game warm-up is permitted that may be up to 3 minutes per team. Sides normally warm up independently. 1 minute shall be allowed between the warm-up and start of play.

**WARNING** Notification given by the Referee to a player or side that a similar infraction may result in a penalty such a loss of point, game, or match.

**WINNING SHOT** (See Winning situation).

**WINNING SITUATION** Where a player is in position, or would be able to be in position in the absence of interference, to hit a shot that is deemed to be a winner. The player's ability to hit the winner is not to be taken into account, only the situation for the winner.

## APPENDIX 2

### GUIDELINES ON HARDBALL DOUBLES RULES INTERPRETATIONS

The over-riding principle governing the Rules of Hardball Doubles Squash and Guidelines on Hardball Doubles Rules Interpretations is to allow a fair result to each match. This requires that the Referee implement the rules fairly for both teams throughout the match.

The Guidelines should be read in conjunction with the Rules.

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#### 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 racquet, 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 2 minutes.

If a player's glasses break or a player loses a contact lens, or a player is bleeding, that player is permitted up to 5 minutes, after which the player must resume play.

If a player is unable to resume play because of lack of alternative equipment, or blood is dripping on the floor of the court, the Referee shall award the game to the opponents and after a further two minutes the match.

## **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 Rules 9 and 15 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 2 minutes between games, 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 9d or Rule 15, at the discretion of the Referee.

## **G3 Fallen Object from Gallery**

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 Scorer shall halt play with the word Stop or Time, 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.

## **G3A Fallen Objects on the Court**

A player who loses a piece of his/her equipment other than the racquet (glasses, headband, vibration dampener etc.) during play shall lose the point unless such loss of equipment was caused by contact with or interference by an opponent.

## **G4 Control of Racquet**

A player when striking the ball must be in control of the racquet immediately before, during the contact and immediately after contact on the follow through. Failure to do so will result in the player losing the point (Rule 4(a)).

## **G5 Player Hit by the Ball**

If the ball, coming from the front wall, hits the non-striker without interference occurring, the non-striker loses a point unless further attempt applies (Rule 8(d)). 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, but is defined as shaping.

Rules 7 and 8 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 Referee shall call Not up, because the striker has not struck the ball correctly.

When the ball strikes either player and interference occurred, the Referee shall apply Rule 8.

### **G6 Interference on a Further Attempt**

When a player 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 5. However, the act 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 Point to the player.

When a player shapes to play the ball on one side and then brings the racquet 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 5 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.

### **G7 Interference on turning**

A player who turns on the ball (or comes around) **must** make every effort to play the ball. The changes in this Rule are designed to eliminate the abuse of the safety Let provision, often invoked by a player to recover from a defensive position, while continuing to provide safety for all players on court. In doing so the following provisions apply:

1. The turning player **should** warn his opponents as early as possible that he is turning by declaring his intent to turn (turning, coming around or some other clear verbal warning). Failure to do so **will** result in a warning initially; however failure subsequently to announce a turn or to announce the turn late **could** result in a Point to the opponents.
2. If the turning player fails to declare his intention to turn and then hits either opponent with the ball a Point **will** be awarded to the opponents.
3. If the turning player fails to declare his intention to turn and then requests a Let due to his opponents' positions on the court, the Referee **should** warn the turning player that future failure to declare a turn could, at the Referee's discretion, result in No Let being awarded.
4. However if the turning player fails to call turning or calls late but plays the ball safely, then the Referee **should** allow play to continue and after the point has concluded, warn the turning player that future failure to declare a turn **could**, at the Referees discretion, result in the awarding of a Point to the opponents due to unsafe or dangerous play.
5. The turning player's opponents **must** make every effort to clear to give the turning player the full front wall and the side walls in the front third of the court, as well as provide freedom to the striker to play the ball.
6. Where possible, the turning player **should** play the ball to the front wall or to the sidewalls in the front third of the court. If the turning player does not play the ball he **will not** be

granted a Let if he is considered to be unreasonably trying to get out of an unfavourable position, especially when the opponents have cleared properly.

7. If the ball hits an opponent who has cleared to allow the turning player to play the ball safely to the front third of the court, the turning player **will** lose the Point. Also to ensure the safety of the players on the court in enforcing the Turning rule, if the turning player plays a shot which is considered reckless or dangerous (not safe) the striker will be penalized and a Point **will** be awarded to the opponents.

The exceptions are as follows:

- a. Where the striker, while planning to play his normal shot, is forced to turn to play the ball due to the ball "squirting" off the back or side wall, forcing the striker to turn unexpectedly; in this case a Let **will** be allowed, provided the striker could have played the ball.
- b. When the opponents do not make every effort to clear, after turning has been declared, then the striker need not play the ball and a Let **will** be allowed and the Referee should warn the opponents that future failure to clear **will** result in a Point to the striker.

Footnote to Referees:

The overriding principle for all Referees is that the game should be played safely and fairly, and Referee's calls should be made to promote safety while preserving the integrity of the Rules, and the flow of the game. The Referee should include, when making his judgement, whether or not the turning player could have reached the ball and played it to the front wall and would it have resulted in a safe return.

Ultimately it is the responsibility of the player turning to play the ball in a safe manner. Failure to do so, **may** at the discretion of the Referee, result in a warning, or, if the Referee deems the conduct offensive, a Point.

An initial warning applies to both players of the team warned.

## **G8 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 5 or 15.

When a player appeals for a Let, having encountered some interference, that had no effect on that player's view of the ball and freedom to get to and play the ball, the Referee 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 racquet swing brushed the opponent, the opponent's clothing or racquet without affecting the racquet's swing.

The player's partner must also allow opponents free access to the front wall and a clear view of the ball and front wall.

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.

### **G9 Interference with the Striker's Swing and Reasonable Fear of Hitting the Opponent**

Rule 5 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 the 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 racquet, the Referee shall award a Point to the striker.
2. If the striker stops play as a result of slight racquet 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 **G8**. 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 7 (c) (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, and there is no interference.

### **G10 Asking for a Let**

The correct method of appeal when interference on Rule 7 infractions have occurred is to say "Let please".

All requests for a Let must be verbal.

### **G11 Timing of Requests for a Let**

The timing of calling a Let on interference is important.

In 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 Point.

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 9 (a) Continuity of Play.

If the server serves the ball out, even though the receiver is not ready, the service will be deemed to be a fault.

### **G12 Early Requests or a Let**

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.

### **G13 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 exists. If the player appeals in this case, 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 the situation 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 Point 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.

### **G14 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 15.

### **G15 Progression of Penalties**

The penalties available to the Referee under Rule 13 are:

- Warning, (called a Conduct Warning).
- Point awarded to opponent's team, (called a Conduct Point).
- Game awarded to opponent's team, (called a Conduct Game).
- Match awarded to opponent's team, (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, point, game or match depending on the seriousness of the offence, and that this is applied to the team. 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 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's name) for (Offence).
- Conduct stroke (Player or Team's name) for (Offence), Point 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 Scorer shall repeat only that part of the Referee's decision that affects the score.

### **G16 Scorer's Guidelines**

The Scorer's job is to call the score and announce who is the server, in a timely manner, which allows the game to flow.

### **G17 Referee's Calls**

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 of how a Scorer or Referee announces to players and spectators are:

"Not up, 4-3."

"Down, game ball."

"Yes let, 3-4."

"No let, side-out, 5-7" or "No Let, 5-7 choice"

"Point to Jones, 14-8, match ball."

"Foot fault (on second serve), side out, love-all."

"Fault" (appeal by server, Referee uncertain). "Yes let, 14-11, game ball."

Match introduction:

"Match between Player's A and B from .... Against Player's C and D from .... Best of 5 games, love-all, Play." Do not forget the Best of 5 games!

End of a game:

"15-7, Game to Smith and Jones. They lead one game to love."

"15-9, Game to Smith and Jones. They lead two games to love."

"15-12, Game to Smith and Jones, Games are two all."

"15-14, Match to Smith and Jones, 15-7, 15-9, 8-15, 4-15, 15-14."

Start of subsequent game:

"Smith and Jones lead one game to love, Second Game, love-all, Play."

"Smith and Jones lead two games to one, Jones to serve, Love-all, Play."

"Two games all, Final Game, Smith to serve, love-all, Play."

### **G18 Officials Addressing 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.

### **G19 Right to Play the Ball Rule Rule 5.(3) Interpretation**

Clearing behind the short line: All players must clear to allow the opposing players to hit the ball to either side wall in front of the short line. Repeated failures to do so or deliberate actions which deny the opponent the right to play his chosen shot will result in Points being awarded to

opponents. Remember, if you clear to behind the short line your opponent cannot eradicate himself from a defensive position by calling a Let on you unless the "boast" is a reasonable shot under the circumstances (See intent and interpretation under Rule 5(a)(1)). Referees should warn the player who tries to abuse this rule with calls of repeated Lets, that he/she must play the ball if the opponents have so cleared.

### **G20 Point Rule – Rule 6 Interpretation**

- a. Ball struck back at one's self: When you hit a ball back at yourself and your opponent refrains from striking it and calls Let, he/she should be awarded the Point, irrespective of whether or not he/she could have struck the ball for a winner. It is also a Point if the opponent hits the player with the ball going to the front wall. The intent here is to penalize the person for his own bad shot which placed him in this poor position. This Point rule (Rule 6(a)(4)) also applies when a player hits a bad "reverse corner" or short "philly-boast" since it was his own poor shot which caused interference.
- b. Depriving an opponent of a winning shot or failure to use reasonable efforts to clear: There appears to be a misconception by some players who get caught in the front 1/3<sup>rd</sup> of the court by their partner's poor shot. They argue that since they did not hit the ball back at themselves, their opponent should not get a Point – Wrong!!! No matter who hit the poor shot, or from where, if your position, either by refusing or being unable to clear, deprives your opponent of a clear opportunity to attempt a winning shot, a Point should be awarded.
- c. A Point shall be awarded on a crosscourt shot only in the following circumstances:
  1. When the opponent deprives the striker of a clear opportunity to attempt a winning shot (i.e., in the front third of the court);
  2. Where the opponent fails to make the effort within the scope of his/her ability to clear so as to deprive his/her opponent of an opportunity to attempt the reasonable shot of striker's choice; or
  3. Where the opponent, either due to his/her partner's poor shot selection/placement causes repeated Let situations, no one of which individually constitutes a Point.

The intent of paragraphs 2 and 3 above is to allow a Referee to penalize a player who repeatedly refuses to clear adequately when his/her partner has placed him/her in a disadvantageous position, whether or not the striker had a clear opportunity to attempt a winning shot. Prior to the awarding of a Point, the Referee should warn the offending player who refuses to clear that further violations will result in the awarding of a Point.



## A COMPLETE EXPLANATION AND INTERPRETATION OF SQUASH DOUBLES RULES

**UPDATED 2024**

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Note: Throughout this book he/she and him/her are interchangeable

## INTRODUCTION

This booklet represents an important step in the standardization of the interpretation and explanation of the Rules of Doubles Squash. It has been developed by Tony Swift (Canada) and Mike McGorry (USA). We thank them for their effort on this project.

**Revisions made and updated by Tony Swift in 2018 to reflect the changes made to the Rules of Doubles in 2006, 2010 and 2014. All changes are in bold. Additional updates made in 2020 by Graham Bassett, US Squash in coordination with Squash Canada.**

## OFFICIATING

The one area that seems to have fallen behind in the development of doubles squash is the quantity and quality of officials to supervise the matches and ensure that correct and fair results are achieved.

Look at other sports, particularly the spectator sports on television. One does not see tennis matches at Wimbledon played without linesman or an umpire. (It is interesting to note that after recent confrontations with players, the umpire now has the right to overrule the linesman on appeal from a player – the exact situation in squash.) A boxing match would be chaos without a Referee, and even with one there are some unsightly incidents on the rugby and football pitches. Yet in squash one frequently sees, contrary to all efforts by the organizers, important matches played without officials and only the very top fixtures on the squash calendar have the correct arrangements whereby a Referee, Scorer and Line Judges are in charge of each match.

In the early days squash was played as a social game and very much for fun. There are still many players who are content to continue playing it that way -- without any officials, purely for enjoyment and the satisfaction of knowing that at the end of the day they are a little fitter. This attitude still persists and it is difficult to convince players who have been brought up with this background that there is a need for officials in any competitive squash match.

Unlike other racquet games where players are separated by a net, squash players are in the same playing space, posing problems caused by their proximity to each other. Furthermore, the pace of the game, the speed of the ball and the movement of the players in all directions can obscure the ball from the officials on occasion making it a difficult job to Referee. It is unfair to the players to expect them to decide tricky situations on court, where either or both have been unsighted or have fallen over.

A situation could arise in a vital match between two club teams who had reached a decisive point in the fifth game, when there was a collision between two players. Neither team would wish their players to insist on taking the point because of his opponent's obstruction or presenting him with the point because of his wrong positioning. A "let" would be the only possibility and this might be unfair to one of the players who should have been awarded the point. Thus, if it is fair to have a Referee at 17-all in the fifth game of a match, it only proves that it is right to have one throughout, as any rally may well be the one on which the whole match depends. Also it is unfair in a championship to have no officials to safeguard the inexperienced

player from the unscrupulous one or to look after the interests of the more pleasant of two ambitious players in their struggle against ruthless opponents.

The average person does not enjoy standing up and announcing scores and decisions in public, but if people could be made to see that it is very much in the interest of the game itself as well as the individual players on court at the time, then perhaps more would come forward.

Ideally, every match should have three or four officials. However it may not always be possible. Let us, therefore, try and make sure that every match has at least one official who will combine all the duties.

This can only be done by convincing squash players that it is desirable and correct, and by ensuring that officials who undertake the job are competent. To be competent the official concerned must do a great deal of officiating, learning as he goes. It is a very interesting task, but one that demands concentration and a very deep knowledge of the game and its rules. It may be some incentive and compensation to consider that the Referee, Scorer and Line Judges always get the best seats in the front row of the gallery, free of charge!

It is even written into some Tournament Rules that there is an expectation that the winners of the previous match are expected to Referee the next match. Perhaps it should **also** be written into all league rules that the home team is expected to provide a Referee for all matches.

## **OFFICIALS**

Before starting to consider the match, it is important that the roles of the Scorer, Referee and Line Judges are clearly understood. There is a difference and confusion, even among players, as to what duties are expected of each. It is important also to understand their relationship with each other and with the players and spectators.

## **THE SCORER**

The Scorer's only role is to assist the Referee by writing the score down and calling the score. The Referee makes all the other calls. It may well be that the Referee does not have the assistance of a Scorer in which case he calls the score himself.

The only requirements of a good Scorer are a clear voice and a satisfactory method of recording the score.

The Scorer's job is to announce the match to the spectators and to call the play and the score. Only when he has called the score can play begin. However, it must be said that there is nothing more annoying for players who are ready to play a rally to be held up by a slow Scorer. One can see there is a happy medium, which can be gained by practice and experience, which gives confidence to the players. The timing for the call of the score should be such that it allows the game to flow.

**The Scorer should always record the score before calling it.**

Let us now consider the correct calls that the Scorer may be required to make during the course of the match.

## SCORER'S CALLS

CALL	EXPLANATION
FINAL OF THE CANADIAN OPEN CHAMPIONSHIP	announces the event
GARY WAITE AND JAMIE BENTLEY AGAINST WILLIE HOSEY AND MIKE PIRNAK	introduces the players
BENTLEY TO SERVE	who is serving
BEST OF 5 GAMES	don't forget this or they could go on all night
LOVE ALL, PLAY	Indication for player to serve.

Before calling the score the scorer must also repeat any decisions of the referee.

CALL	EXPLANATION
YES LET	The call used when a rally is to be replayed, when the Referee's decision is in answer to the appeal "Let Please."
NO LET	The call made up by the Scorer after the Referee has disallowed an appeal by either player for a let.

When a player appeals a decision with the words "Appeal Please" against a Referee's call, the Referee will direct the appeal to the Line Judges.

CALL	EXPLANATION
POINT TO CANADA	The call made by Scorer, after the Referee has announced that the Canadian player wins the point (for example as a result of interference).
HAND OUT	To indicate a change of server.
SIDE OUT or CHOICE	To indicate the change of team serving
GAME BALL	Added at the end of a call when one team, if they win the next rally, would win the game.

MATCH BALL	On match point when one team winning the next rally wins the match. Only “Match Ball” is called in this situation, not “Game Ball, Match Ball” or “Game, and Match Ball.”
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These are correct calls but the Scorer must also announce the score before each service. When calling the score, the server’s team score is always called first.

CALL	EXPLANATION
4-0	“Four love”, the server’s team leads by 4 love
14-13 GAME BALL	Game ball is added to the call of the score when one team only needs to win that rally for the game.
QUICK AND VLCEK WIN THE FIRST GAME 15-13	announces the end of the first game

**Each game is played to 15 points. There is no longer setting at 13 all or 14 all.**

## THE REFEREE

It is clearly stated in the rules that the calling of the game is vested in the Referee and it is his duty to call the play and the score during the game in the absence of a Scorer.

He needs good eyesight because he needs to make decisions on whether the ball was in or out of court, whether the ball bounced twice or was up or down on the front wall. Concentration is also a necessary requirement because the Referee has to watch the ball on every shot in every rally throughout the match.

Basically, the Referee has three choices on each shot played:

- i. whether the ball was a good return, i.e. up or in court;
- ii. whether the ball was not a good return, i.e. down, not up, or out;
- iii. unsure whether the ball was a good return or not.

In cases of doubt, the Referee may be guided by the players on court. However if this does not happen and he is “more sure” than not, he would make his call accordingly. If either team is not happy they may appeal at the end of the rally with the words “Let please”.

If in rare situations the Referee is unsure because he is unsighted or otherwise unable to make a call. Then he will opt to play a “Let”. This call may be overruled on appeal when both Line Judges agree otherwise.

The Referee should make all calls clearly, loudly and as quickly as possible – particularly on service. He should be as brief as possible, use the recognized calls and be correct and

consistent. As soon as the Referee uses his own calls the players will immediately, if only sub-consciously, question if the Referee knows what he is doing.

The best position for the Scorer is in the center of the gallery next to the Referee. On the old conventional courts this is usually immediately above the back wall line, but on the newer glass back courts this position may be about five rows from the back wall just above the height of the glass or immediately above the glass wall on a specially designed chair. A central position gives the best vantage point for the sidewall lines as well as the lines on the floor and front wall.

It is helpful to the players if both officials can be easily identified, usually with bright colored clothing to distinguish them from the spectators in the gallery.

Let us now consider the correct calls that the Referee may be required to make during the course of the match.

## REFEREE'S CALLS

CALL	EXPLANATION
TIME	This is the first call heard by the players. The Referee announces the end to each team's warm up with the call of "Time". At the end of both teams' warm up, the players will spin a racket to decide who will serve. The Scorer or Referee then announces the match and all subsequent calls during the course of the match.
15 SECONDS	The call made between games. The Referee calls "fifteen seconds" to advise the players to be ready to resume play on time.
TIME	The Referee makes this call when the interval between games has elapsed. The players should be ready to resume play when the call is made.
GAME BALL	Added at the end of a call when one team, if they win the next rally, would win the game.
MATCH BALL	On match point when one team winning the next rally wins the match. Only "Match Ball" is called in this situation, not "Game Ball, Match Ball" or "Game, and Match Ball."
YES LET	Calls made by Referee in answer to a player's appeal.
NO LET	"Let Please".
POINT TO WAITE	It is important that Referees, when awarding points, indicate to whom the point is awarded.
STOP	This is the call now used to end a rally.
FOOT FAULT	on service. It is important to make these calls early and clearly.
FAULT	on service

When a player is unsure which box to serve from, the Referee will indicate the correct box.

<b>CALL</b>	<b>EXPLANATION</b>
OUT	to indicate when the ball has gone out of court, which may occur on service or during a rally.
Definition of "OUT"	The ball is out if it hits the upper limiting court line or anything above it. If the ball goes over a light, beam or fan and does not hit it, it is "good".

If spectators line the sidewall in a court where the wall is cut away above the line, the spectators are not considered to be permanent fixtures. If an otherwise good return hits a spectator, the rally is replayed.

The court is played as is unless the Referee dictates otherwise BEFORE the start of the match, i.e. bad bounces off the door handle.

<b>CALL</b>	<b>EXPLANATION</b>
NOT UP	The expression used to denote that a ball has not been struck in accordance with the rules (e.g. double-hit or double bounce).
DOWN	The expression used to indicate that an otherwise good return has struck the tin or board or has failed to reach the front wall.

Note: A good return is one in which the player hits the ball with his racquet cleanly and fairly. It does not include a carry, throw or double hit, all of which are normally obvious from either the sound the ball makes after contact with the racquet or the direction of the ball as it comes off the racquet.

The call "Double Hit" is not strictly correct, but can be made if the Referee feels it could clarify his objection to the shot.

In general the correct order of calling is anything affecting the score, followed by the score, then comments on the score.

Examples are:

<b>AFFECTS THE SCORE</b>	<b>THE SCORE</b>	<b>COMMENTS ON THE SCORE</b>
Not up, down or out		
Choice		Indicates side out; incoming server has choice of box for service
Secondhand, right	4-3	
Yes let	4-3	
No let	5-3	

	14-13	Game ball
Quick and Vlcek lead one game to love, second game, love all, play		Announces the start of the second game.

Remember the Scorer and the Referee must call clearly, loudly and early.

Where there is no scorer to work with the referee, the referee also acts as the scorer.

## THE REFEREE'S DUTIES

The Referee, as well as calling the game, has the important task of ensuring that every rally reaches its fair and correct conclusion safely. He has to check that the Scorer is scoring correctly and answer appeals by the players in relation to any of his calls or failure to make a call. When any obstruction or interference between the players occurs, he adjudicates on the appeal and gives his decision. He is responsible for time keeping, ensuring court conditions are safe, the ball has not broken and eye guards are being worn properly.

From this brief description, it can be seen that a Referee must have a thorough understanding of the rules and their interpretation in order that he can give a correct decision consistently and quickly.

As many of his decisions are based on judgment or opinion – for instance would a player have reached the ball? – it is helpful for the Referee to have had experience as a player (preferably at the level at which he is Refereeing). While it is not essential to have been a good player, it certainly is helpful and probably the best Referees are those who have played at the top level within recent years. Having played at that level, he knows the problems that face the players and often knows best how to handle them. It can be difficult, as one can imagine, to interpret situations which occur so much faster in the later stages of National Championships compared with a local league match.

Gain experience slowly by Refereeing at lower levels, learn by your mistakes – we all make mistakes – and your enthusiasm will be rewarded as you progress to the more important matches. Watch the top Referees in action and discuss matches and their decisions whenever you can. A competent Referee will be only too willing to discuss them with you. The rules and their interpretations are a fascinating subject and you can discuss decisions for hours, thereby broadening your experience.

A good start for any Referee is to read the rules thoroughly, and while it is not necessary to quote rule numbers, it is important that you have a sound working knowledge of the rules before trying to apply interpretations.

This book will help, but the most important thing for you to do is score and Referee as many matches as possible to gain experience.

The Referee is also entrusted with special powers but in general if one cannot think of the correct decision, ask yourself what is the fair outcome to the particular situation in question. With experience and a full understanding of the rules this state of affairs will arise less

and less frequently. However, even the most experienced Referees sometimes face a situation which is new to them. In this way their experience is broadened.

The Referee does not normally interfere with the game except:

1. upon appeal by one of the players;
2. as provided for in Rule 17 (Conduct on Court);
3. when the Scorer has made a mistake in calling the score, in which case he advises the Scorer of the correct score and has him call that score;
4. a dangerous play developing.

The Referee's job is to allow the match to proceed smoothly. The Referee should really only become involved giving decisions when the players want him to do so. (Remember the game is for the players and a good Referee will go unnoticed throughout the match.) He should not get involved if the players do not want him to do so, for the most part. The Referee will not interject unless the players ask for him to do so following a request for a 'Let'.

On a request for a 'Let' the Referee will give his decision to the players and his decision will stand, unless there are Line Judges for the match, in which case the players may appeal the Referee's decision.

Another duty of the Referee is to check on the score. Should a player appeal against the score, the Referee must be sure that his decision on the score is correct.

## THE LINE JUDGES

Appropriate Line Judges should be selected by the Referee before the match. Line Judges are positioned either side of the gallery as close to the sidewall as possible and within earshot of the Referee. When a player wishes to appeal a Referee's decision, the Referee controls the appeal process.

The Referee will first go to the Line Judge with the best view of the situation. If this Line Judge gives the same decision as the Referee, the Referee announces to the players that the Referee's decision is upheld and play continues.

If the Line Judge is unsighted then the Referee's decision is also upheld. However, if the Line Judge disagrees with the Referee, the Referee goes to the other Line Judge for his opinion. If both Line Judges agree the Referee announces to the players that the original decision is overruled, gives the correct decision and play continues.

If the first Line Judge disagrees with the Referee, but the second Line Judge agrees with the Referee, the Referee's decision is upheld. Only when both Line Judges agree can the Referee's decision be overruled.

This process of appeal, if controlled by the Referee, **should** take only a few seconds.

The Referee must avoid appeals from the players going directly to the Line Judges and must also prevent any discussion between players and Line Judges.

If a player continues to query decisions given by either the Line Judges or Referee, the Referee should take appropriate action by applying a conduct warning, point, game or, even in the

extreme, the match. It is usually helpful to indicate quite clearly to a player that the Referee has a much better view of the situation than the players on court but do so firmly and with authority. The Referee announces his decision to the players clearly.

Should a Referee have to explain a decision? The answer is “no”. Sometimes it is helpful if early in the match when the Referee makes a decision which he obviously feels is correct but the appealing player looks at the Referee aghast, for the Referee to give a clear, concise reason for his decision, so that should the same situation occur again, the player will accept the decision. A good Referee is consistent in his decisions. Having said that, many top players prefer the decision to be made without any explanation. A good Referee is firm, gives decisions quickly, confidently and with authority, but is hardly noticed throughout the match.

It is important that the Scorer records the score in order that he can quickly check after a long rally, the state of the match. He should be able to establish immediately who served last, from which side and what the existing score was. One important point must be made about the recording of the score. **It is essential that the score is written down before it is announced.** The announcement of the score is an indication to the server that he may serve when his opponent is ready

Get into good habits from the start. Practice recording the score until you can do it so quickly that you don't waste any time thinking about it. This will ensure that your eyes are always on the ball once the rally commences.

There are many ways in which the score can be written down, and there is no one official method. However there is a system which requires less writing. It is clearer and from it one can see the pattern of the match at a glance.

Take a match between Waite/Bentley vs Hosey/Pirnak. In summary, the job of the officials is:

SCORER	REFEREE
To assist the Referee	To see a fair result to every rally and to the match. To ensure the safety of the players.
Call the play and the score	Is in overall charge of the match (includes players, Scorer Line Judges, court and spectators);

If there is no Scorer, the Referee assumes the duties of the Scorer.

SCORER ABILITIES	REFEREE ABILITIES
Clear and loud voice	Correct and standard calls
Confident and well-timed	Correctness of interpretation.
Accurate recording	Consistency of interpretation
General confidence	Judgment of speed of players at the appropriate level.
Good eyesight and hearing	Authority

<b>SCORER TECHNIQUE</b>	<b>REFEREE TECHNIQUE</b>
Write then call	Introduce officials to players
Repeat Referee's decisions	Good decision late, rather than bad one early
Assist the Referee	Each decision independent of the last and stage of the game.
No discussion on court Control, don't dominate	Able to assess when to impose sanctions.
General technique for controlling appeals from all players	
Arrive early	Knowledge of the rules and spirit of the game.
Use recognized calls only.	

*REMEMBER – CONCENTRATION IS THINKING IN THE PRESENT*

## **APPEALS**

Before discussing the match when the powers available to the Referee will become more obvious, it is worth looking at the relationship between Referee, marker, players and spectators.

A player may appeal in general on two occasions -- when he feels the score has been called incorrectly or on Interference or Obstruction.

When the player wants to check the score or he wants a "Let" for interference or obstruction, he should appeal to the Referee with the words "Let Please". An appeal for "Let" automatically includes an appeal for a "Point".

When a player wishes to appeal on Service Faults, he would do so with the words "Appeal Please".

## **REFEREE'S CALLS**

If a player wishes to appeal against the Referee's call, or lack of a call, he should normally do so at the end of the rally with the words "Let Please". This, in the case of lack of a call, gives him the chance of winning the rally in the normal way without taking the chance that the appeal will be turned down.

When the player has failed to call the ball “Not up”, “Out” or “Down” and the Referee rules that was in fact the case, the “Point” should be awarded accordingly.

There are two cases where a Referee should award a “Point”, even though he was uncertain as to whether a particular return was good (that particular return being the subject of appeal). One is where he believes a winning return would have been hit in any case by a player’s opponent after the player’s return was called “Not up”, “Out” or “Down”. The other is where a return called “Not up” also goes “Down” or “Out”.

## **INTERFERENCE**

A player may also appeal against interference or obstruction. This must be done at the time of the interference otherwise he loses the right to appeal.

The correct form of appeal is “Let Please”, addressed to the Referee in a courteous manner. If a player just looks at the Referee, that does NOT constitute an appeal. It is also very unnerving. If the Referee is faced by such a player, the Referee should ask him if he is appealing and remind him politely of the correct form of appeal. In the absence of a verbal request, the Scorer would be entitled to call the score in accordance with the outcome of the rally. Players should also be reminded that a pointing gesture is not a recognized form of appeal, but does alert the Referee to a subsequent appeal. APPEAL – DON’T SQUEAL should be the motto for all players.

### **The timing of the verbal appeal can influence the referee’s decision.**

The player appeals to the Referee. The Referee gives his decision to the players. If Line Judges are available and the player does not agree with the Referee’s decision, he may appeal to the Referee who then goes to the Line Judges for his decision to be either upheld or overruled. The Scorer would then repeat the decision with the correct score. This can be shown diagrammatically.

## **TIME KEEPING**

The Referee is also responsible for time keeping and announces all calls related to time to the players directly. The Referee ends each team’s 3-minute warm up as well as the one minute period between warm up and the start of play with the call of “Time”. The Referee also enforces the time interval between games, which is two minutes. A warning call of “15 seconds” should always be given to advise the players that the interval is nearing conclusion. It is the responsibility of the players to be within earshot of the warning call.

### **The interval between all games is now 2 minutes.**

If players are inclined to take longer than the allocated time, the Referee will warn them that it is their responsibility to be back on court ready to start the next game on time. If a player fails to do so when “Time” is called by the Referee, the provisions of Code of Conduct should be applied. The Referee would usually issue a warning before awarding a point, game or the match to the offender depending on how seriously he views the offence. The Referee should be flexible when penalizing a player for delay in returning to the court. In the unlikely event that

neither team is ready to resume play when “Time” is called the Referee would apply the provisions of Code of Conduct to both teams.

Another duty of the referee is to check on the score.

Should a player appeal against the score the Referee must be sure that his decision on the score is correct.

## **ONE OFFICIAL**

While it is undesirable to have only one official in the gallery to carry out the roles of both Scorer and Referee, it may not always be possible to have four officials for some matches. If there is only one official available he acts as Referee and Scorer.

So we have dealt with the roles of Scorer, Referee and Line Judges. It is to be hoped that it is clear that it is never the Scorer who answers the appeals, only the Referee and his decision is FINAL, unless there are Line Judges.

## **WHERE TO SIT**

In the old days, before the glass walled court was invented, there was little doubt that the best position for the officials was in the middle of the front row of seats overlooking the court from above the back wall line. The officials were in a central position with a bird’s eye view of the court. They were also within easy earshot of the players and could communicate with them without the rest of the gallery knowing what was being said. The officials were in an excellent position to control the game, as well as being close at hand for line calls and decisions on interference.

However, times have changed and all too often the officials are now placed in near impossible positions. Glass back walls have given rise to larger galleries. The poor officials take the best seats in the house but even those are often a compromise between height and distance from the playing arena. The officials are lost in the gallery; some distance from the court, with little if any communication with the players, and surrounded on occasions by a hostile crowd. Viewing the lines for close calls and seeing interference from such distances is very difficult.

**Being in the middle of a noisy or boisterous gallery makes life very difficult for the referee, who will need extra powers of concentration to give good decisions.**

To make the job a little easier an umpire’s chair over the glass back wall would seem to be the answer. Often it’s a case of personal preferences, but one thing is certain -- it is important the Scorer and Referee are seated together as near to the middle of the back wall as possible.

## **PHILOSOPHIES OF AN OFFICIAL**

### **Do’s**

1. Do know the rules thoroughly.

2. Do communicate with your fellow officials. Assist aspiring officials.
3. Do hold the courage of your convictions.
4. Do be courteous and firm.
5. Do be consistent
6. **Do make sure the line judges are ready at the start of each game.**

### **Don'ts**

1. Don't argue with the players. If an appeal is made, listen for a brief period and give a simple explanation.
2. Don't look for trouble – it will find you quickly enough. Just pay attention to your duties and administer the rules.
3. Don't let players, coaches or spectators call the play. Remind them in a polite way that you are the official in charge.
4. Don't take your eyes off the action once it starts.
5. Don't obtain your assignments by being a politician -- earn them by being a respected official.
6. Don't be pompous, belligerent or vengeful. To do so is the quickest way to exit from the role.
7. Don't neglect to keep abreast of rule changes. Do constantly study, review and discuss all game aspects...this is the sure way to success
8. **Don't hold up the players by not calling the score when the players are ready to play .**

## **THE MATCH**

### **BEFORE THE MATCH**

At a major championship a list of Referees is normally posted near the draw sheet ahead of time. The Players do not have the right to request a change of **Referee or Line Judges** during a match, only before a match starts.

It is helpful to arrive well ahead of the posted time for several reasons. The tournament may be running ahead of time and the organizers may wish to start the match early, although this is unlikely. More important, is the opportunity to introduce yourself to the players prior to the match. You can make sure that the players are wearing clothing in accordance with the tournament regulations. Ensure that supplies are on hand and spare pencils, balls and score pads are available. Make your way to the gallery in good time for the start of the match. The Scorer and the Referee should be in their seats before the players arrive on court.

So one team takes to the court for their warm up or do they? You may think there will be no problems at this stage, but what happens if one player has not arrived. The Referee has the power to award the match to the opponents if the late player is not on court within 15 minutes of the advertised time of the match. The disqualification is at the discretion of the **Tournament Referee**, is not automatic and depends very much on the circumstances.

### **THE WARM-UP**

Each team warms up separately on the court. Each warm up should be timed from the first occasion the ball is hit. A period of three minutes is allowed for each team with a one minute period between warm up and the start of play. The Referee must time the warm-up.

## THE BALL

The Referee should provide a ball of the type laid down within the regulations of the championship or league but must be a ball approved by the WSF.

## NEW BALL

If a ball breaks during play, sufficient time should be allowed for the new ball to reach a suitable playing condition.

If a player thinks a ball has broken during play he should give it to the Referee who, without imparting undue pressure, will determine whether the crack has broken through the seam to expose the inside of the ball. Only then is the ball deemed to be broken. **A broken ball shall be replaced and the preceding rally replayed.**

Thus, when a player wishes to appeal that the ball is broken, the appeal must be made before the ball is struck by any of the players before the start of the next rally, or if it is the final rally of the game or match, directly at the end of the rally, **and before the players leave the court.**

The onus is therefore on the players to appeal if the ball is broken and it is not necessary for the Referee to check the ball at the end of a game or the match.

However if a player does stop during a rally to appeal that the ball is broken, only to find that the ball is not broken, that player shall lose the rally, regardless of whether it's his teams' turn to hit the ball or the other team's turn. This includes the case where the seam may be cracked on the surface, not broken through the seam to the inside of the ball. **A cracked ball (but not broken) may be replaced but the preceding rally is not replayed.**

When a ball has been replaced, play will resume on the direction of the Referee, when he feels the ball has been warmed up to playing condition or by prior mutual consent of the players. A good Referee will ensure that both teams warm up the ball fairly.

At any time, when the ball is not in play, another ball may be substituted by mutual consent of the teams or an appeal by either team at the discretion of the Referee. Also, the Referee shall allow a further period for the players to warm the ball up if the match is being resumed after a considerable delay.

At the end of the pre-match warm-ups the Referee calls "Time" and the players spin the racket for service. The Referee ensures that the spin was fair and that the correct team serves. The Referee should ensure that the players are wearing appropriate clothing and that nothing is left on the floor of the court, even at the front wall near the tin.

**CSA approved eye guards must be worn properly by all players.**

The Scorer then announces the match – and we are off to what we hope will be a clean and fair match.

## THE MATCH

Now that you understand the roles of the officials, we can start a fictitious match in which we shall create as many problems for the officials as possible. Should any of them arise during a match in which you are acting as Referee, you or the Line Judges should know how to deal with the problem.

It is hoped that few such occasions will occur during any match you are asked to Referee. If you are lucky and the teams on court are fair and both prefer to play the ball rather than ask for “Lets”, you may officiate in a match where you are not called upon to give one decision. Usually the Referee has to make some decisions and if you are unlucky you may be called on for just about every rally (heaven forbid), but it has happened.

**A tough call by the referee early in a match can often lead to a cleanly played match rather than a match with endless appeals.**

## RULES ON SERVICE

To start the match, a game or a rally the server must serve the ball by dropping or throwing it in the air and striking the ball before it touches the floor or walls. (A player with the use of only one arm could use his racket to project the ball in the air). As this is the starting point for all rallies, let us look at the rules on service.

## FAULTS

A service is a fault if:

1. The server does not have at least one foot or part of that foot grounded inside the service box at the moment of striking the ball. At no time should that qualifying foot be touching the lines, wall or floor outside the box, although part of it may be in the air above the line.
2. The ball is served on to or below the cut line.
3. The ball touches the floor in the same back quarter court that the server served from or on the half court line.
4. The ball touches the floor on or in front of the short line.
5. He serves the ball out.
6. The ball hits any surface other than the front wall first – for example the side wall on a ‘cork-screw service’, the tin, board or floor.
7. The server strikes at but misses the ball.

Also, if the receiver is not ready to receive service he may ask for a “Let”, which will be allowed provided that he does not attempt to play the ball.

After a fault a player serves again.

A server serves his hand out and loses the rally if:

1. the server serves two consecutive faults, or
2. the ball hits the server or anything he or his partner wears or carries, unless the receiver has struck at the ball and missed or unless the serve is a fault.

A team serves its side out when each player on the team has served his hand out, except at the start of the game, the team serving only has one hand.

There are one or two comments to be made about these service rules. The Scorer or Referee in calling the score will direct the server to the correct box.

A fault may not be accepted for play. It is irrelevant if the receiver attempts to return a service fault because the Referee's call of "foot fault" or "fault" to a service terminates the rally.

It is important that the Referee calls "fault" or "foot fault" loudly, clearly AND as early as possible. This is to allow certain appeals which are available on service. Let's look at the question of appeals.

**A Foot Fault, as with other Faults, may now be appealed.**

## **APPEALS ON SERVICE**

An appeal may be made against any call by the Referee and is usually made at the end of the rally in the form "**Let Please**". On service the following rules apply to appeals:

1. If the Referee calls a fault or foot fault and the server thinks it is a good service, the server may appeal. If the appeal is upheld by the Line Judges, a "Let" is allowed and the first serve is replayed. Note: If the server has come in to serve, he also has the choice of side again. But, if the second service is called a fault, and the appeal is upheld, only the second serve is replayed.
2. If the Referee does not call "Foot Fault" or "Fault" to the service, the receiver may appeal (he could do so immediately but would normally wait until the end of the rally and appeal only if he loses the rally). If, on appeal, the Line Judges consider that the service was good the Referee should allow the result of the rally to stand. If the service was, in the opinion of the Line Judges, a "Fault" or "Foot Fault", **the server serves a second serve.**
3. If the Referee calls "Out", "Not up" or "Down" to the service, the server may appeal. If the appeal is upheld a let shall be allowed. However, if the Referee does not call "Out", "Not up" or "Down" to the service the receiver may appeal, either immediately or at the end of the rally if he has played or attempted to play the ball. If the service was, in the opinion of the Line Judges "Out", "Not up" or "Down", **the server serves a second serve.** If the Line Judges believe the service to have been good, the Referee would allow the result of the rally to stand.

Sometimes players look up in the gallery with no request for an appeal thinking that the appeal is automatic. The Referee should remind the player that the correct form of appeal is either "Let

Please”, or “Point Please”. A pointing gesture or any other form of non-verbal communication is not a recognized form of appeal, through alerts the Referee to an impending appeal.

Occasionally a Referee might be puzzled by an appeal and it is in order to ask why the player is appealing before giving a decision. If there is more than one appeal in a rally (including an appeal “Let Please” which would of course terminate the rally) the Referee is obliged to consider each appeal in turn.

## EARLY RALLIES

Early in the match teams may be either consciously or unconsciously assessing the Referee’s interpretations of the rules to see how much they think they can get away with. It is important therefore that a Referee make early decisions promptly and with authority. On no account should a Referee allow a “Let” as he settles into the match when the situation demands the award of a “Point” solely because the match has only just started.

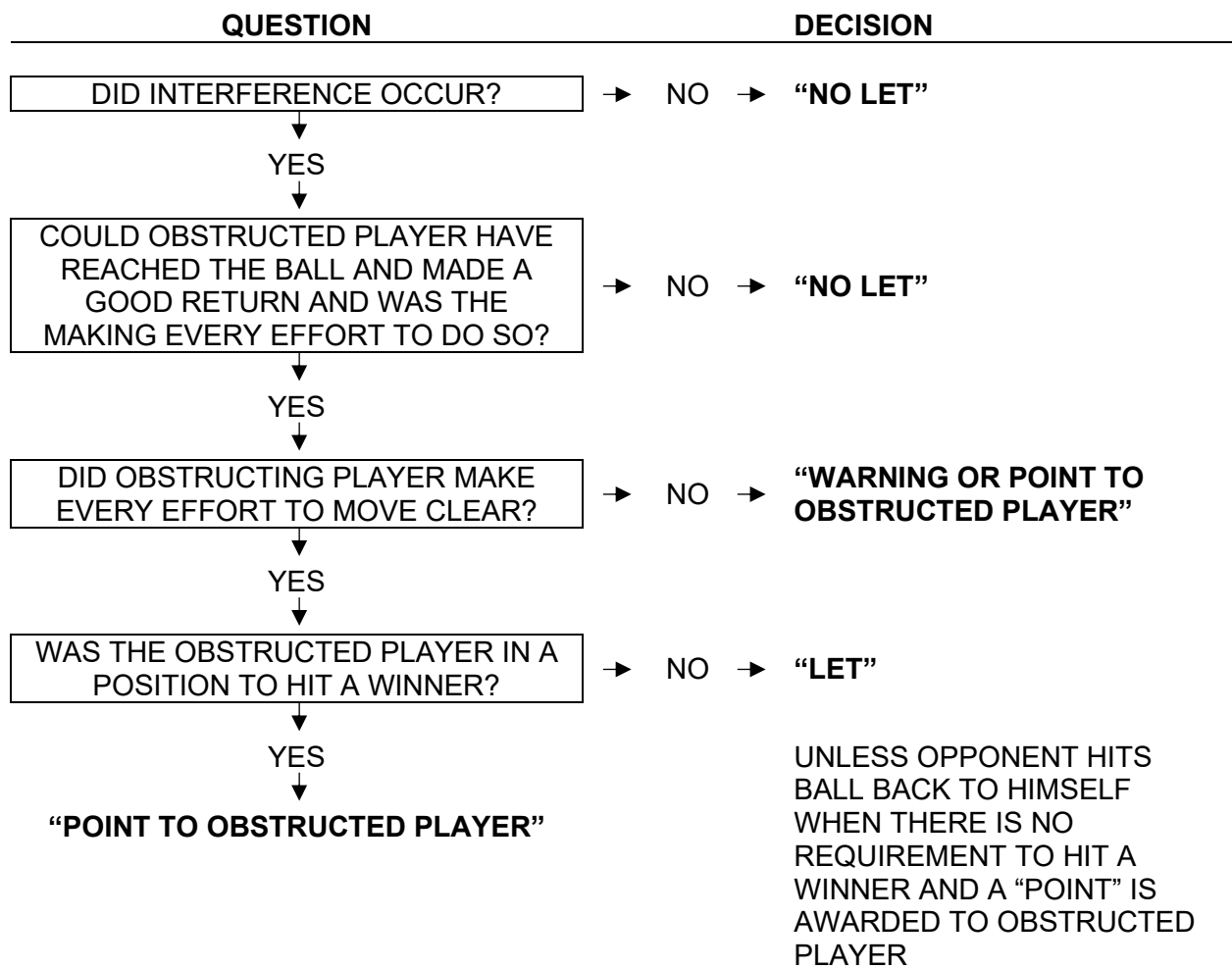
Similarly, a Referee must not feel reluctant to award a point on Match Ball if the situation demands it despite the fact that it may be a difficult decision to give and unpopular.

## INTERFERENCE AND OBSTRUCTION CONCEPTS

Before discussing Interference and Obstructions, there are some basic concepts to be understood. These are

- **When a “Let” is called everything “freezes”, except the flight of the ball.**
- The ball, after hitting the back wall, is never considered to be hit back to yourself.
- A player only has to clear once for the opponent who has the first play on the ball (see Situations # 22 and # 23).
- Take into account the player’s speed and ability to play the ball, which may vary over the course of a 5 game match.
- Do not take into account the player’s ability to hit a winner. You look at the situation to determine whether the player is in position to hit a winning shot (you assume he can).
- On a normal return, the striker is entitled to play the ball to any part of the sidewall or back wall in order for the ball to then reach the front wall. However,
- **In a winning situation**, the striker is entitled to hit the ball to any part of the front wall and the sidewalls near the front wall (**reverse** corner). Imagine a triangle formed between the ball and the front corners of the court and the sidewalls near the front wall.
- **The opponents must be clear of the triangle to avoid interference**

## REFEREE'S LINE OF THINKING



## **REFEREE'S LINE OF THINKING**

The Referee's Line of Thinking is a useful tool that will help guide a Referee to the correct decision each time there is an appeal on Interference or Obstruction. While the initial explanation of the line of thinking may take some time, once it is understood the Referee can go through the line mentally in seconds. By doing so he can reach the correct decision every time, thereby providing the players with a level of consistency which they hope for in any match which is officiated.

Let's take a look at each line in turn.

### **Did Interference Occur?**

In his line of thinking the first question the Referee will ask is did interference occur? Normally it is obvious whether interference has occurred. However, it is not always a clear-cut decision. If, in the opinion of the Referee, there has been NO interference then he should refuse the appeal. There are some unscrupulous players who unfortunately are looking for points in this way. In the case of backswing interference when a player claims he has hit his opponent with his racquet on the backswing, the Referee might not have seen the impact and there is no harm in the Referee asking the opponent if he had been hit to confirm the impact. There are few players who would not admit to being hit. When an opponent is well clear of the striker's swing but holds his shot and appeals, and there is NO interference at all, the Referee would announce "No Let".

In a doubtful case the Referee would go to the next question in the Line of Thinking.

### **Could Obstructed Player Have Reached The Ball?**

This is an important question and one which requires a judgment decision based on the circumstances. The Referee must be satisfied that the player could have reached the ball, not only by the direction of his movement but also by his speed and ability. His speed may well deteriorate as the game progresses when his fitness deserts him. So what might be a positive answer early in a match, could become a negative one toward the end of a long five game match. The Referee must adjust his decision to take into account the ability of the player, at the time, to reach and successfully play the ball.

**If the referee is sure the player could NOT have reached the ball the decision is "No Let".**

If the Referee is unsure, he would proceed to the next part of the question.

### **And Made A Good Return And Was He Making Every Effort To Do So?**

A player cannot expect a "Let" if he just stands there appealing. He must satisfy the Referee that he could have reached the ball and made a good return and the best way to do this is to make every effort to get to the ball.

On the movement to the ball it is not necessary for the player to overdo the collision to prove to the Referee that he could have reached the ball. I am thinking of the situation where the striker stands on a shot and the opponent promptly charges him, going in with his shoulder almost knocking the opponent through the wall. It can and has happened, even at the top level, and is dangerous. An offender should be warned that such action could lead to disqualification through injury to his opponent, apart from losing at the very least the "Point" for unnecessary

physical contact. A player is required to make every effort to get to and play the ball and hopefully this will result in fewer “Lets”, particularly in rallies down the wall.

Where a player does not make this effort but is looking for the easy way out of a poor situation he should have his appeal turned down with a “No Let”. The hope is that this will encourage him to play the ball next time, thereby complying with the spirit of the game, which is to play the ball.

If the player could have reached the ball and made a good return and was making every effort to do so, the Referee goes to the next question in the Line of Thinking.

### **Did The Obstructing Player Make Every Effort To Move Clear?**

The Referee now asks “what was the obstructing player doing?” If he was just standing on the shot, whether he was admiring the shot or was too tired to move is immaterial; that is a case of avoidable obstruction and the Referee’s decision is “Warning” to obstructed player. In other words, the obstructing player was not making every effort to get out of his opponent’s way, or for that matter to give a fair view or freedom of stroke. If the obstructing player asks for a “Let”, the Referee’s answer is “No Let”. Subsequent decisions on similar situations would be “Point” to obstructed player. A worse case scenario is when the obstructing player is actually moving into the striker’s swing. This would be classified as deliberate obstruction in which case it would again be “Point” to obstructed player.

### **Was The Obstructed Player In A Position To Play A Winner?**

We could have a situation where the obstructing player was making every effort to move clear but despite this effort there was still interference. This would be a case of accidental obstruction rather than deliberate obstruction so the Referee would now ask himself “was the obstructed player prevented from playing a winning shot?”

In answering this question the Referee would not take into account the player’s ability. The player is assumed to be able to hit the winner. He would, however, assess the position of the players and decide whether a winning shot could have been hit IN THAT SITUATION.

If in the opinion of the Referee, when answering the last question in his line of thinking, the obstructed player COULD ONLY JUST HAVE REACHED the ball and therefore could not hit a winning shot but COULD ONLY JUST PLAY THE BALL, then the Referee would allow a “Let”. If the player could have hit a winning shot, he is awarded a “Point.”

## **SUMMARY ON LINE OF THINKING**

Within the Line of Thinking most interference situations are covered and the Referee will have reached his decision logically. By using the Line of Thinking every time an appeal is made on interference or obstruction, decisions will be made consistently and hopefully correctly. Experienced Referees rerun their mental videos to see how the situation developed and who caused the interference. Less experienced Referees will only see a snapshot photo of the final collision sequence.

## **FREEDOM OF STROKE**

Freedom of Stroke is described as giving the striker room to play the ball with a reasonable backswing, swing through the hitting area and reasonable follow through. The opponent must allow this space to the striker.

When the striker feels that his opponent has not given this freedom to play the ball he may appeal to the Referee. The Referee should only consider the appeal if the striker has held up his swing. He cannot hit his opponent on the backswing, elect to play the shot despite the interference and then expect his appeal to be upheld when the ball subsequently hits the tin.

However, there are some occasions when it is not possible to stop the shot completely because of the speed with which the stroke is played. It is difficult to stop the shot once the stroke has reached the downswing position and it is impossible to stop the shot when the interference occurs as the ball is being struck.

In this situation the striker must appeal with the words “Let Please” immediately after the collision occurs in order for his appeal to be considered.

When a ball is hit down the middle, the striker has no time to turn but swings behind his back, catching his racquet on an unsuspecting opponent. If the Referee feels the striker **could** have played the ball, had interference not occurred, a “Let” would be allowed.

## **EXCESSIVE SWING**

If a Referee feels that a player has an excessive swing he should warn the player and thereafter is within his rights to apply the Code of Conduct.

## **DELAYING THE SHOT**

The striker is entitled to delay his shot if he so wishes and the opponent(s) must still give the striker freedom of stroke. If the striker has feigned a shot by making a fake swing at the ball the opponent still has to allow freedom to play the ball for the real swing but could be tempted to move forward prematurely. The resultant interference would be accidental.

Finally, there are a few players who unfortunately “look for points”, particularly if they do not know the Referee and are “trying him out” early in the match to see what they can get away with. If, however, the striker is given complete freedom of stroke but holds his shot, either thinking his opponent is causing interference or hoping he will and there is actually NO interference but he appeals, then his appeal may be turned down by the Referee. Interference did not occur. The Referee may, however, allow a let on the grounds of safety.

If a Referee is completely puzzled by the appeal with no apparent interference caused, he should ask the player why he is appealing before making his decision.

## **FAIR VIEW OF BALL AND CROSSING THE FLIGHT OF THE BALL**

Fair View of the Ball is perhaps the most difficult on which to give a clearly defined interpretation.

When a player crosses the flight of the ball, (hits ball back to himself) causing interference and his opponent, the striker, would have hit the player with the ball going to front wall, had he elected to play the ball, then it would be "Point" to striker

When a player crosses the flight of the ball and incoming striker was not in a position to hit his opponent with ball then a "Let" would be allowed.

When a player crosses the flight of ball early so that the incoming striker was not in a position to hit his opponent with the ball then the Referee would have to determine whether any interference occurred before awarding a "Let". Had the opponent cleared so early as to cause no interference to the incoming striker then the Referee's decision on appeal may be "No Let".

Each Referee may have a slightly different interpretation of the Fair View Interference. However, the important point is to be CONSISTENT within your interpretation.

The guideline to the situation where a player hits the ball back to himself off a straight shot as opposed to a cross court return, is as follows: **If the obstructed player, had he played the shot rather than refrained from playing it, hit his opponent with the ball traveling directly to the front wall, then a "Point" should be awarded to the obstructed player on appeal.** It is assumed that the ball would have hit the front wall above the tin. The reason for this is that the opponent has NOT cleared, which he has to do. It has nothing to do with a winning situation nor does it matter how deep in the court this interference occurs.

However, if the obstructing player has cleared the ball so that the obstructed player would not have hit him with the ball going directly to the front wall, had he played it, then a "Let" is normally allowed.

## TURNING

**A player who turns on the ball (or comes around) must make every effort to play the ball. The changes in this Rule are designed to eliminate the abuse of the safety "Let" provision, often invoked by a player to recover from a defensive position, while continuing to provide safety for all players on court. In doing so the following provisions apply:**

- 1) The turning player should warn his opponents as early as possible that he is turning by declaring his intent to turn ("turning", "coming around" or some other clear verbal warning). Failure to do so will result in a warning initially; however failure subsequently to announce a "turn" or to announce the "turn" late could result in a "Point" to the opponents.
- 2) If the turning player fails to declare his intention to turn and then hits either opponent with the ball a "Point" will be awarded to the opponents.
- 3) If the turning player fails to declare his intention to turn and then requests a Let due to his opponent's positions on the court, No Let will be granted
- 4) However if the turning player fails to call turning or calls late but plays the ball safely, then the Referee should allow play to continue and after the point has

- concluded, warn the turning player that future failure to declare a turn could, at the referees discretion, result in the awarding of a point to the opponents due to unsafe or dangerous play.
- 5) The turning player's opponents must make every effort to clear to give the turning player the full front wall and the side walls in the front third of the court, as well as provide freedom to the striker to play the ball.
  - 6) Where possible, the turning player should play the ball to the front wall or to the sidewalls in the front third of the court. If the turning player does not play the ball he will not be granted a "Let" if he is considered to be unreasonably trying to get out of an unfavorable position, especially when the opponents have cleared properly.
  - 7) If the ball hits an opponent who has cleared to the side walls, the turning player will lose the "Point". Also to ensure the safety of the players on the court in enforcing the Turning rule, if the turning player plays a shot which is considered reckless or dangerous (not safe) the striker will be penalized and a "Point" will be awarded to the opponents.

The exceptions are as follows:

- 1) Where the striker, while planning to play his normal shot, is forced to turn to play the ball due to the ball "squirting" off the back or side wall, forcing the striker to turn unexpectedly; in this case a "Let" will be allowed, provided the striker could have played the ball.
- 2) When the opponents do not make every effort to clear, then the striker need not play the ball and a "Let" will be allowed and the Referee should warn the opponents that future failure to clear will result in a "Point" to the striker.

Footnote to Referees:

The overriding principle for all Referees is that the game should be played safely and fairly, and Referees calls should be made to promote safety while preserving the integrity of the Rules, and the flow of the game. The Referee should include, when making his judgement, whether or not the turning player could have reached the ball and played it to the front wall and would it have resulted in a safe return.

Ultimately it is the responsibility of the player turning to play the ball in a safe manner. Failure to do so, may at the discretion of the Referee, result in a warning, or, if the Referee deems the conduct offensive, a Point.

An initial warning applies to both players of the team warned.

## **JUMPING OVER THE BALL**

If a player plays the ball back towards himself and to avoid being hit he jumps over the ball, the outcome of the appeal by the opponent will depend on the opponent's position in the court. If he was directly behind the obstructing player and could have played the ball to the front wall, it is "Point" to the obstructed player. However, if he was still moving to a position to be able to hit the ball, then it may only be a "Let". If a player jumps over the ball and the Referee believes

that his opponent would not have been able to reach the ball to make a good return, then of course it is a “No Let” on appeal.

A player normally loses the point if he hits himself with the ball. The only exception to this is when the player in attempting to avoid the ball hitting him is prevented from doing so by an opponent’s position.

**A player normally loses the point if he hits himself or is hit by his partner with the ball. The only exception to this is when the player realizes he will hit himself with the ball, but is prevented from moving out of the way by his opponents position, in which case a “Let” would be played.**

### “LETS” AND “POINTS”

It should be remembered that the game of Doubles is for the players. The Referee is there to assist the players to reach a fair conclusion to the match. The Referee should not try to impose himself on the match. To emphasize this concept, players may appeal to the Referee. If the player wants a “Let” or a “Point”, then he should appeal to the Referee with the words “Let Please”.

The Referee would then adjudicate on the appeal accordingly based on the Referee’s “Line of Thinking”.

Over and above this “Line of Thinking”, as discussed above, the Referee should also be aware of certain assumptions in all situations related to Interference, before the Referee gives his decision on the player’s appeal.

These assumptions are as follows:

- The incoming striker could have reached the ball.
- On a normal return the striker is entitled to play the ball to any part of the side wall or back wall in order for the ball to reach the front wall.
- The Player’s “ability” to hit a winning shot should not be considered. It is the winning situation, which should be taken into consideration.
- In a winning situation the striker is entitled to hit the ball to any part of the front wall and the side walls near the front wall (for the reverse corner). Imagine a triangle formed between the ball and the front corners of the court and the side walls near the front wall.
- The front 1/3<sup>rd</sup> of the court is where winning situations occur on cross-court interference or obstructions, caused by the partner’s shot.
- A player is only entitled to hit the ball to the front wall and the sidewalls near the front wall that he can actually hit to. The triangle is obviously reduced considerably when the ball is on the side wall.
- **If an opponent is hit with the ball, after the ball comes off the back wall then only a “Let” is awarded, unless the opponent consistently makes no effort to clear, in which case a “Point” is awarded to the striker on the grounds of a repeated infraction**

In giving decisions on Interference and Obstruction, if the Referee applies the Referee's Line of Thinking and applies the assumptions above, he should consistently arrive at the correct decision.

To test yourself on this conclusion, refer to the Appendices (Situations 1-23) which are subdivided into three categories:

- Player plays ball back to himself on a straight shot (situations 1-9)
- Player play ball back to himself from a cross-court shot (situations 10- 13)
- Player plays ball back to his partner from a cross-court shot (situations 14-23)

## **DISTRACTION**

### **Deliberate Distraction**

In cases of deliberate distraction, such as shouting by the opponent, deliberately dropping his racquet or foot stamping, the distracted player may appeal provided he refrains from playing the shot (as in the case of interference). However, if he is so committed to the shot that he is unable to prevent hitting the ball, he should appeal immediately.

If, in the opinion of the Referee, the distraction was deliberate, it is likely that the distracted player will be awarded at least the "Point".

### **Accidental Distraction**

In case of accidental distraction, the striker may elect to play on accepting the distraction or if he has been put off by the distraction may hold his stroke and appeal for a "Let". The Referee should allow a "Let" provided that in his opinion the striker could have made a good return.

However, if the distraction is accidental and the striker elects to play on despite the distraction, then hits the tin, he cannot expect his appeal to be upheld.

The dropping of a player's racquet during the rally would be considered accidental distraction. Such occurrence does NOT result in the awarding of a "Point", unless the player loses control of his racquet during the act of swinging.

If a player's eye guards or any other item of equipment drops to the floor during a rally, their side shall lose the point unless the loss of equipment is caused by interference or contact with the player's opponent.

### **Distraction Off Court**

The Referee has the power to allow a "Let" for a rally in which he felt that either player was distracted by an occurrence off court. For example, a baby screaming or if a fire alarm sounded during a rally then a "Let" would be allowed and the rally would be replayed. Also, if an object falls into the court the Referee may halt the rally and play a "Let" for safety reasons.

If there is an accidental distraction, causing the striker to hold up, he may be awarded a “Point” if the Referee felt that he was prevented from hitting a winner.

Remember too that the striker is far more prone to such distraction than the non-striker. The striker may be “put off” his shot but the non-striker can’t **appeal** because it is not his turn to hit the ball.

Lastly, do not let insignificant distractions be used as a ploy by the striker when he sees a desperate way to convert a difficult situation into a “Let”. For the striker to be allowed a “Let” for an off court distraction he must have been able to make a good return.

## CONDUCT ON COURT

Regrettably the behavior of some players has necessitated the provision of a Code of Conduct to cover such situations as time wasting, lateness on court, abusive behavior on court, swearing at the Referee and other forms of gamesmanship which bring the game into disrepute and are contrary to the spirit of the game.

Without dwelling on such infractions, suffice it to say that the Referee now has the power to award penalties against offenders.

The penalties available to the Referee are:

- a warning
- a point
- a game
- the match

The guidelines for applying the penalties are as follows.

The Referee has the flexibility to award any of the penalties depending on the situation and severity of the infraction. In other words, the “penalty should fit the offence”.

The first penalty imposed by the Referee for a particular offence may be at any level to suit the severity of the offence, i.e. a warning, point, game or match.

Any second or subsequent penalty for a similar offence may not be of a lesser severity than the last penalty for the same offence.

The Referee may award several “warnings” or “Points” for similar offences if he feels that the offence did not warrant a stronger punishment.

Should the Referee award a game to a player due to the late return to the court of one of his opponents, no further time interval between games applies.

If the Referee awards a game, that game shall be the one in progress or the next game if one is not in progress, meaning that the offending player would retain any points already scored. If no game is in progress, the award will be the next game with the score of 15-0.

When a “Point” is awarded against a player in this manner, the Scorer (or Referee) would call the score as if the opponent had won that rally. The same applies to the commencement of a new game if a player is penalized a “Point” for late return to the court. If the “Point” award is to the server, he immediately leads 1-0, or if it is to the receiver, the score is still 1-0 but the receiver becomes the server and can choose which side he wants to serve from.

**If a player throws up on court, that player is disqualified on the grounds that he has made the court unplayable.**

One case where immediate match award would be appropriate is deliberate dangerous play or dangerous action. An example of such dangerous play is where one player deliberately hits an opponent with the racquet in the ribs. The offending player should have been ordered from the court immediately.

Three points are worth highlighting for Referees in the application of the Rule on Code of Conduct:

- 1) Be sure before applying any penalty that an offence **has** occurred. Squash is a fast and sometimes aggressive sport but aggression does not necessarily equal ‘unreasonable conduct’. For instance, there is nothing wrong with a brief player/Referee discussion if it helps either party to sort out a problem. An offence by the player occurs when his discussion becomes ‘prolonged’ or if he shows ‘dissent’, particularly if his choice of dissenting words descends to the ‘verbal abuse’ level.
- 2) It is necessary to make it clear to the offending player that he is being penalized under the Conduct on Court provisions of the rules. This should be crystal clear to the player if the penalty is a “Conduct game” or “Conduct match” award, perhaps not so clear if a “Conduct warning” or “Conduct point” award is applied. The reason for this requirement is that if a player is aware that he has offended once he may well give more thought before committing another offence knowing that more serious penalties can be applied. Where the Referee wishes to apply a penalty under the provisions of Code of Conduct Rule, the correct terminology should be used by the Referee to announce to a player that he has been given a conduct warning or is being penalized a conduct point or game. The correct terminology in each case would be:
  - Conduct warning...(name of player) for...(offence)
  - Conduct point...(name of player) for...(offence)
  - Conduct game...(name of player) for... (offence)
  - Conduct match...(name of player) for...(offence)
- 3) Finally, what penalty to apply? This rule obviously has great potential for abuse just as it offers the honest Referee more assistance in controlling a match than he has ever had before. We don’t want to offer any specific advice other than to say, “have a look at the severity of the offence”. Most average infringements can probably be effectively countered with a “warning” or “point” award, but **there will be exceptions**. A reasonable and unbiased assessment by the Referee is essential, not some angry knee-jerk reaction. Remember also, when dealing with professionals, it is their livelihood which is at stake.

**There is No appeal on a Code of Conduct decision.**

In summary, take care implementing the Code of Conduct rule.

## INTERVAL BETWEEN GAMES

During this interval the players may leave the court if they wish to towel down, seek advice or whatever. This is the only time they can leave the court without requiring the Referee's permission to do so once the match has started. It is the player's responsibility to return to the court ready to resume play after the interval is over. The Referee is required to call "15 seconds" to advise players that the game is about to start, and "Time" to advise that play should commence.

Should a player fail to be ready for the start of the next game, usually after a warning by the Referee, a point, game or match may be awarded against the offending team.

A two-minute interval is permitted between all games, but players may shorten this by mutual consent.

## CONTINUITY OF PLAY

Players are expected to be ready for play at the start time for their match. Players who are more than 15 minutes late for their match time may be defaulted, **depending on the Tournament Rules.**

Once the game is under way, then play shall be continuous so far as is practical. Thus, a player who is wasting time' either to annoy his opponents or to regain his wind, can be penalized by the Referee. If a player persists in time wasting the Referee may apply further penalties under Code of Conduct including the ultimate one of awarding the match to the opponents.

If it is not possible to continue the match owing to bad light or a dangerous court, such as a sweating floor, then in the event of play being suspended, the match would resume either on the same court or on another court if both teams agree or as directed by the Referee. When play is resumed, the match shall start from the point and game score existing at the time the match was suspended.

Should a player need to change his equipment or leave the court for any other reason with the Referee's permission, he would be allowed up to two minutes only for this purpose. If the player fails to return within the allotted time, the Referee shall apply the provisions of the Code of Conduct rule, as he would in any case when the rule that play be continuous, is breached.

Unreasonable delay of play could be caused by:

- Bouncing the ball excessively before serving
- Regularly changing the service box before serving
- Unnecessarily walking around the court before returning to serve or receive service
- Deliberately dropping the ball and/or kicking the ball away, usually towards the front of the court
- Deliberately hitting or throwing the ball out of court

- Repeatedly untying or tying up shoelaces
- Feigned injuries
- Continual arguments with the Referee
- **Continual discussions with his partner**

Players' behavior between rallies will undoubtedly change as the match progresses and the players tire. While this is acceptable, Referees must be alert for the players who deliberately slow down between rallies in order to recover their wind unfairly.

## INJURIES

A player is normally injured on court in one of three ways. The injury can be self-inflicted, accidentally caused by a collision or other means such as racquet contact or through the dangerous or deliberate play or action of his opponent. How the injury was caused determines the procedures a Referee should adopt. Let us take each case in turn.

### Self-Inflicted Injury

These injury types are usually to be found towards the end of the match when a player tires. Examples of self-inflicted injuries might be:

- Torn muscles
- Twisted ankle
- Tripping over his own feet

In such examples of self-inflicted injury, the Referee would ask the injured player to continue play. He may offer the injured player up to 5 minutes to try out a twisted ankle but it is unfair on the opponents to delay play. The injured player may opt to concede the game in progress after the 5 minutes and take the interval between games (2 minutes) to recover before starting the next game. Illness and cramping are NOT considered injuries, but rather a loss of condition. Play should resume immediately, or the ill or cramping players shall concede the game.

**If a player injures his partner the injury is considered to be self inflicted.**

### Accidental Injury

In this type of injury, where a player through no fault or minor fault of his own and without any intent but with contribution by the opponents, is injured accidentally, the Referee should allow the injured player sufficient time to recover, **up to one hour**.

If the injured player is unable to recover within this time, the match would be awarded to the opponents.

The Referee must be certain that the injury is genuine and is not being used to gain time unfairly or recover wind.

### Eye guards

Approved protective eye guards must be worn properly at all times during play. There should be no exceptions to this rule for obvious safety reasons. **Eye guards must be CSA approved and worn properly.**

### **Injury Caused by Dangerous Play**

If the Referee is certain that the injury has been caused by deliberate dangerous play or repeated accidental accidents by an opponent, the Referee should have no hesitation in awarding the match to the injured players' **team**, even if the injured player is unable to recover in time for his next scheduled match.

When a player indicates that he is injured, the Referee should satisfy himself that a player is not feigning the injury.

### **CHANGE IN COURT CONDITIONS**

There will be occasions when the playing conditions of the court may change to such an extent that the conditions are unsuitable for play. For example, if the floor starts to sweat due to humid conditions and players are unable to keep their feet, the Referee may award a "let" for the rally in which the change of conditions affected the result of the rally. If the court remained unsafe for play, the Referee may direct the players to change to a suitable court safer for continuation of play.

However, this rule should not be interpreted to include court fixtures such as door hinges, faulty wall surfaces, door handles etc., which existed at the start of the match. The players should play the court as it is. Similarly, drops of sweat should not be confused with a floor that starts to sweat. If the ball hits a drop of sweat, the striker should play the ball as it is.

It is the **change** of court conditions that allows the Referee to allow a let. If the lights went out during a rally, a "Let" would be played on that rally.

### **ILLNESS ON COURT**

If a player is winded or feels ill, he must resume play immediately or concede the game in progress.

If a player vomits **on** court so that court conditions are such that play is prevented from continuing, **then that player is defaulted.**

A blood injury should be addressed by allowing the player to stem the bleeding as quickly as possible and return to the court to continue play. This includes wiping any blood from the floor of the court.

**The blood flow must be stemmed within 5 minutes to allow the player to continue to play.**  
**If the bleeding then continues, the player will forfeit the match.**

In each of the above examples the Referee must be satisfied that the illness is entirely “self-inflicted”. Where a player loses a contact lens or breaks his glasses, following the 2-minute interval allowed for a change of equipment he must either continue or concede the match.

## **SUMMARY**

As in all sports the best officials go about their duties both quietly and efficiently and are barely noticed in the context of a match. Good refereeing stems from respect for the officials from all players on court. The best Referees are usually those who have played or are playing the game at a high level, and therefore, understand the tricks or outstanding capabilities of all the players. Respect by the players for those who have this understanding naturally results.

**The best officials are those who do not at any stage impose themselves on the match.** A number of Referees are guilty of involving themselves to such a degree that the contest becomes a three-way exchange between the Referee and the players, rather than a two team combat. The closest analogy is that of the whistle-happy football or rugby Referee who spends the entire match blowing his whistle at every opportunity totally destroying the flow of a match and removing the enjoyment for players and spectators alike.

**So there we have it.... GOOD LUCK!**

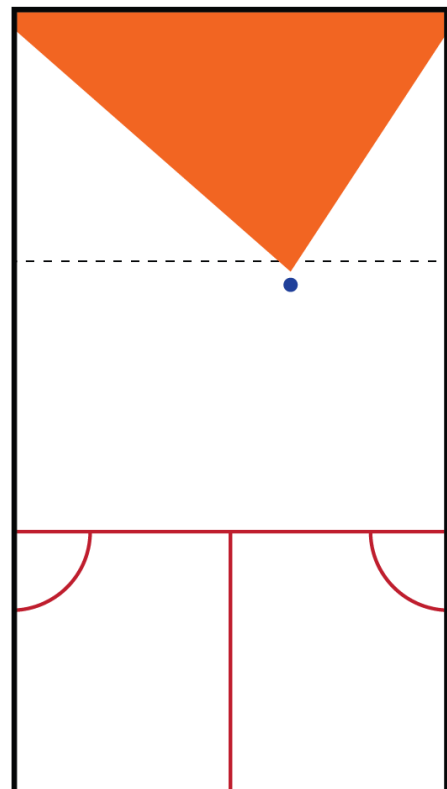
## ASSUMPTIONS

Assumptions in all situations:

1. Players are right handed.
2. Teams are Player **A** and **B** against Player **X** and **Y**.
3. Incoming striker could have reached the ball, and was in position ready to play the ball
4. On a normal return the striker is entitled to play the ball to any part of the side wall or back wall in order for the ball to then reach the front wall.
5. Player's **ability** to hit a winning shot is not considered. It is the **winning situation** which should be taken into account.
6. **In a winning situation** the striker is entitled to hit the ball to any part of the front wall and the side walls near the front wall (reverse corner). **Imagine a triangle formed between the ball and the front corners of the court and the side walls near the front wall** (see diagram next page).
7. The front 1/3<sup>rd</sup> of the court area is where winning situations occur on **cross court** interference or obstructions caused by the partner (see diagram next page).
8. A player is only entitled to hit the ball to any part of the front wall that he can actually hit to. The triangle is obviously reduced considerably when the ball is on the sidewall (see diagram next page).

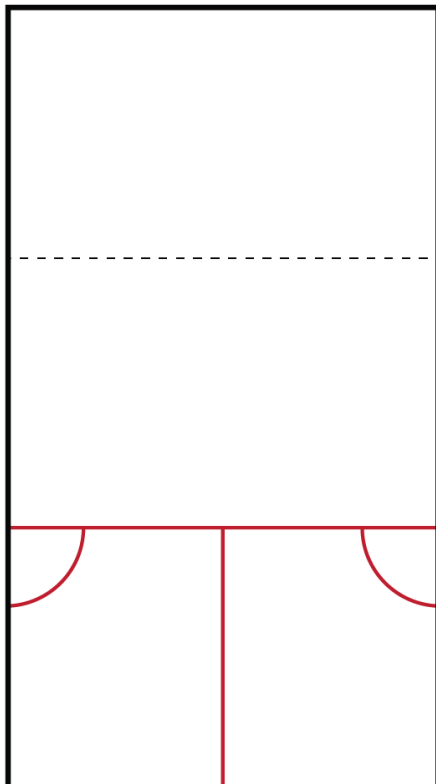
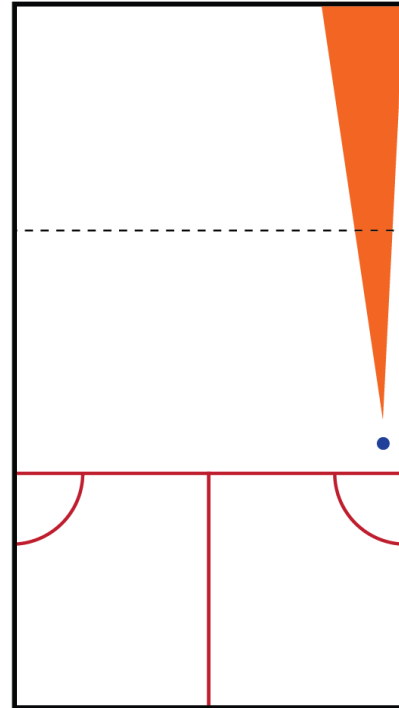
### Assumption # 6

In a **winning situation** the striker is entitled hit the ball to any part of the front wall and the side walls near the front wall. Imagine a triangle formed between the ball and the front corners of the court, and the sidewalls near the front wall.



### Assumption # 7

The front 1/3<sup>rd</sup> of the court is where **winning situations** occur on **cross court** interference caused by partner. The reason for this is because the obstructing player is going to have very little chance of reaching a straight shot hit by his opponent, if the opponent had been able to hit the ball.



### Assumption # 8

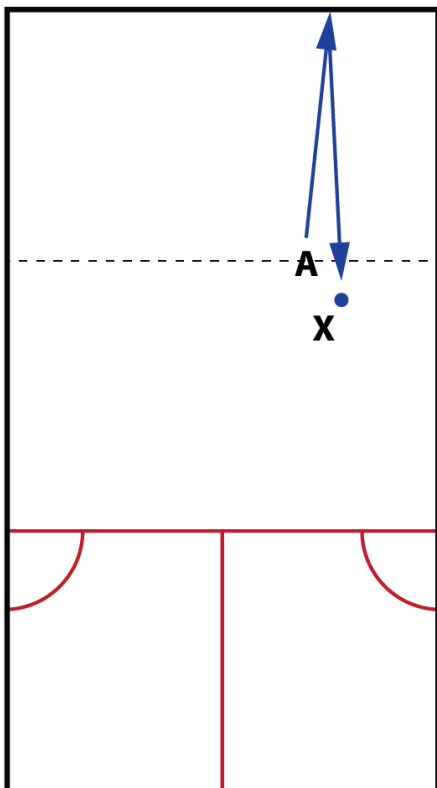
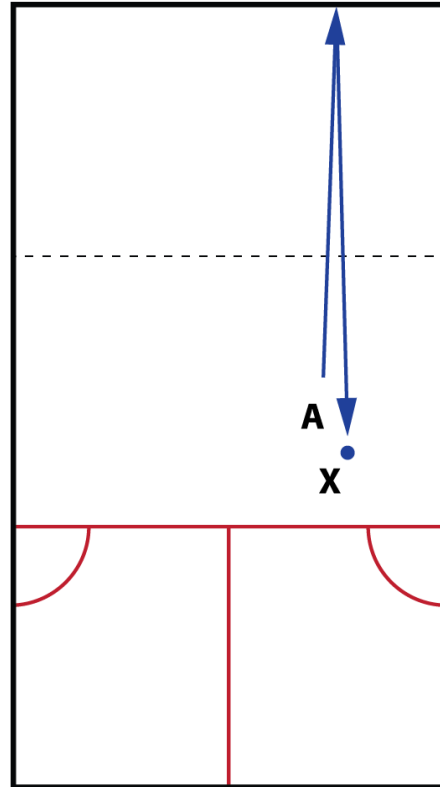
A Player is only entitled to hit the ball to any part of the front wall that he can actually hit to. The triangle is obviously reduced considerably when the ball is tight against the sidewall.

## SITUATIONS

### Straight Situation # 1 - Hitting the ball back to yourself on a straight shot

Player **A** plays ball back to himself. **A** does not clear from triangle and player **X** would have hit **A** or does hit **A** with ball going to front wall.

**Decision:** “point to player **X**”. **X** was unable to play the ball due to **A**'s position.



### Straight Situation # 1A - Hitting the ball back to yourself on a straight shot

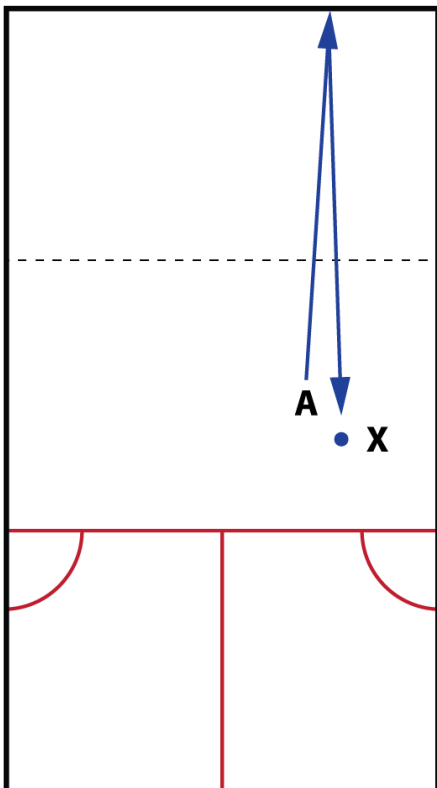
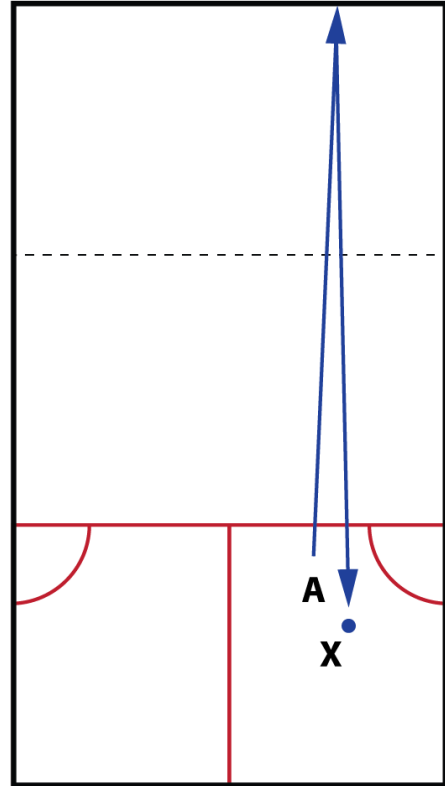
Player **A** plays ball back to himself. **A** does not clear from triangle and player **X** would have hit **A** or does hit **A** with ball going to front wall.

**Decision:** “point to player **X**”

**Straight Situation # 1B - Hitting the ball back to yourself on a straight shot**

Player **A** plays ball back to himself. **A** does not clear from triangle and player **X** would have hit **A** or does hit **A** with ball going to front wall.

**Decision:** “**Point** to player **X**”. **A** is in the triangle, even though the situation is behind the short line.



**Straight Situation # 2 - Hitting the ball back close to yourself on a straight shot**

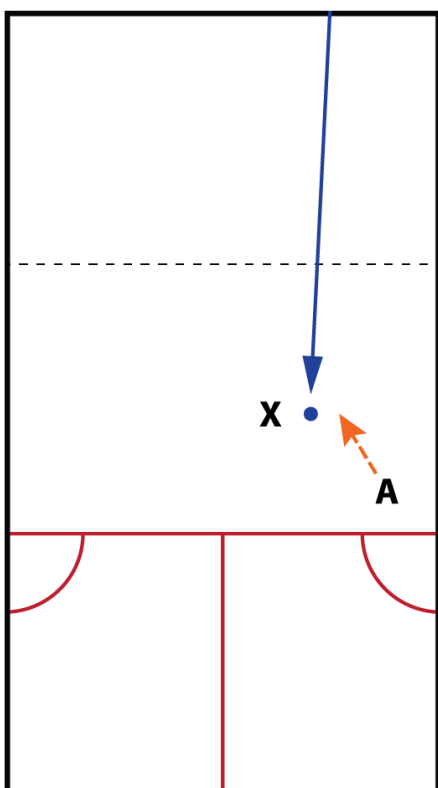
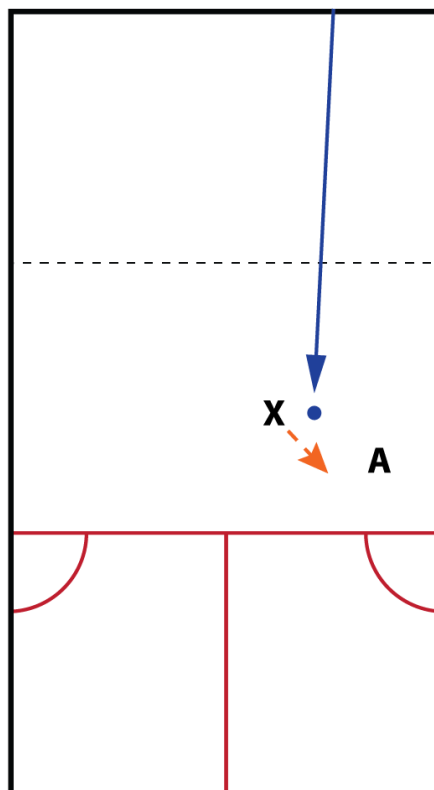
Side by side situation. Player **X** asks for “let”, hoping for a point.

**Decision:** “**Let**”, because **X** was able to play the ball.  
Note: Discourage players playing for points. Encourage them to play the ball. If, however **A** and **X** are in the front 1/3<sup>rd</sup> of the court, even side by side, then it is “**Point**” to **X**.”

### Situation # 3

Player **X** backs off to play ball. No interference, but **X** is unsure where player **A** is.

**Decision:** “**Let**”, unless player **A** is completely clear of swing, in which case it is “**No Let**”.



### Straight Situation # 4

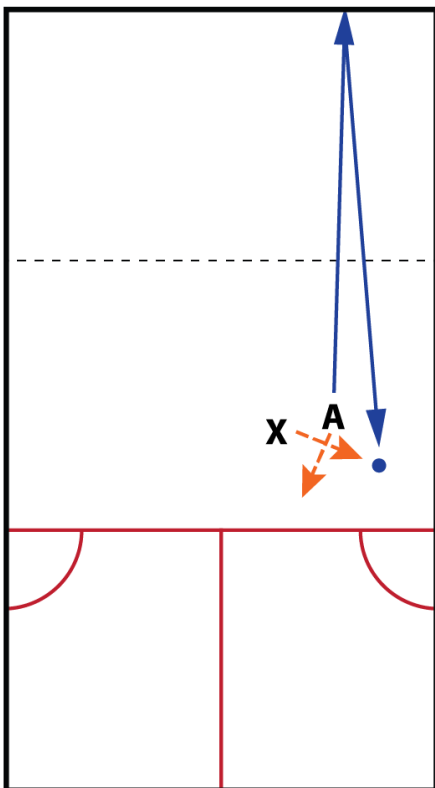
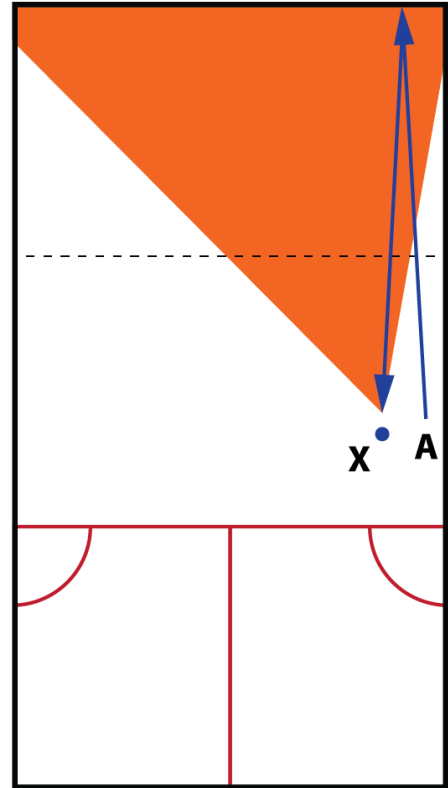
Player **X** backs off to play ball. Same as previous situation except that player **A** moves into player **X**'s back swing.

**Decision:** “**Point to X**” **Deliberate Interference**

### Straight Situation # 5

Player **A** hits ball back close to himself on a straight shot. Player **A** is trapped on side wall, but is not in the triangle

**Decision:** "Let". Side by side situation



### Straight Situation # 6 – Hitting ball back close to yourself on a straight shot

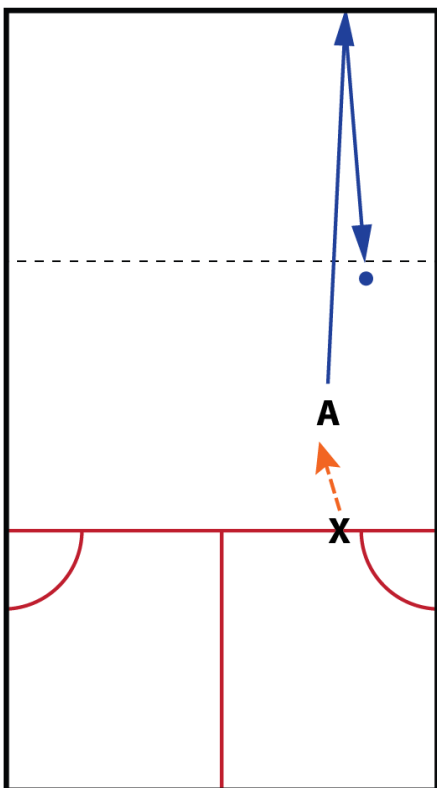
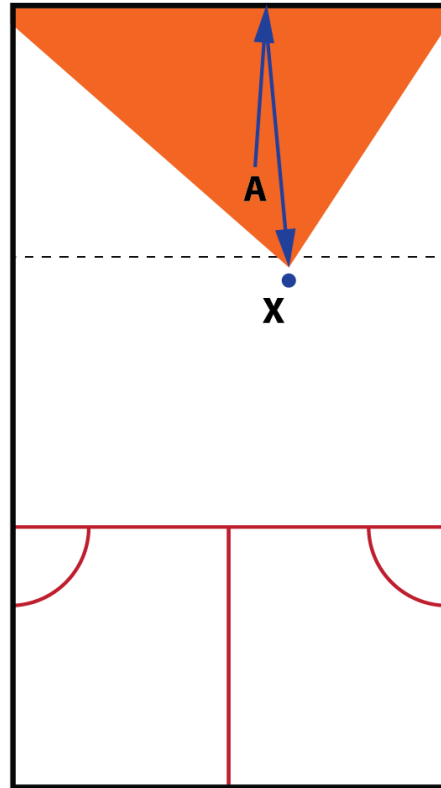
Player **X** moves across to play the ball but is impeded as player **A** moves away from the ball.

**Decision:** "Let", unless player **A** makes no effort to move in which case it is "Point to X".

**Straight Situation # 7 - Hitting ball back to yourself on a straight shot**

Player **A** plays ball back at himself. Player **X** refrains from hitting the ball

**Decision:** “Point to **X**” **A** is in the triangle



**Situation # 8 - Hitting ball back towards yourself on a straight shot**

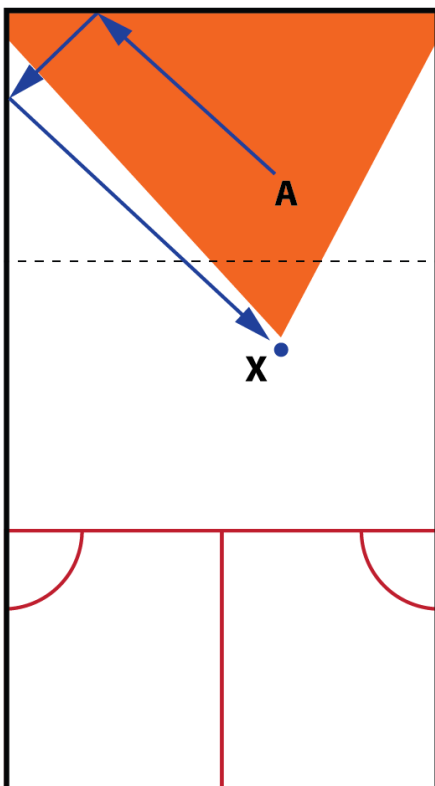
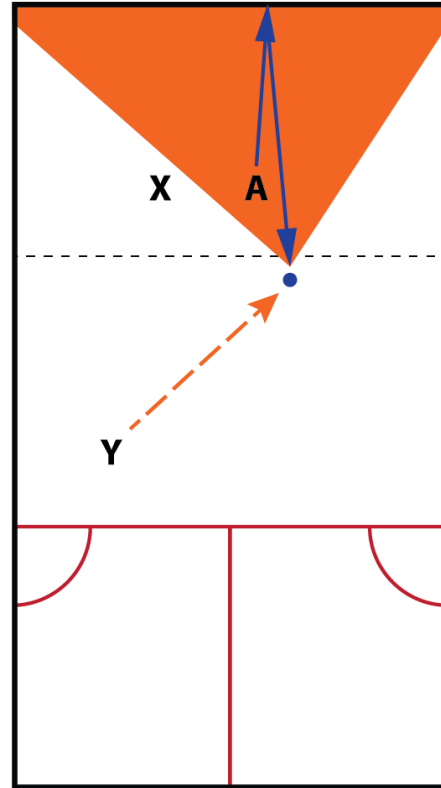
Player **A** plays ball back towards himself. Player **X** attempts to reach the ball but is prevented from doing so because of **A**'s position, and he could have reached the ball.

**Decision:** “Let to **X**”, unless in the opinion of the referee **X** could not have reached the ball, in which case “No Let”.

**Straight Situation # 9 - Hitting ball back towards yourself on a straight shot**

Player Y, covering for his teammate X, moves across and would have hit player A with the ball in the triangle

**Decision:** “Point to Y”. If player A can hide behind player Y or lies flat on the floor then “Let” for safety.



**Cross Court Situation # 10 - Hitting ball back towards yourself from a cross court shot**

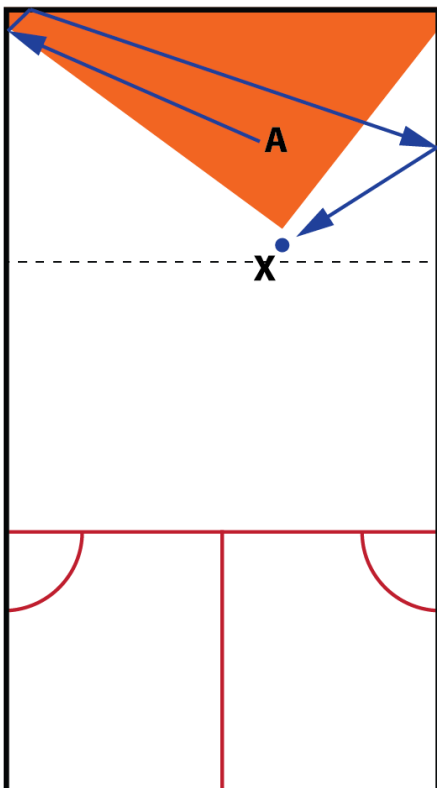
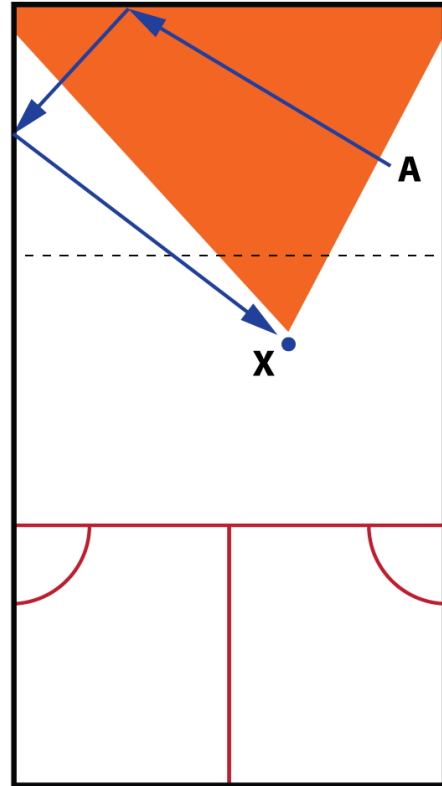
Player A plays a short Philadelphia and player X is ready to play the ball offensively, with player A still in the triangle.

**Decision:** “Point to X”, unless ball is too high for X to play offensive shot in which case it would only be a “Let”.

**Cross Court Situation # 11 - Hitting ball back towards yourself from a cross court shot**

Player **A** plays a Philadelphia but on this occasion is not in the triangle.

**Decision: "Let To X".**



**Cross Court Situation # 12 - Hitting ball back towards yourself from a cross court (reverse corner) shot**

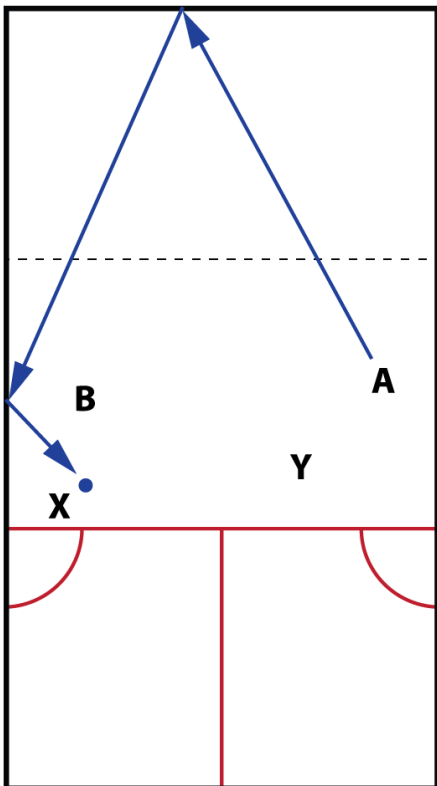
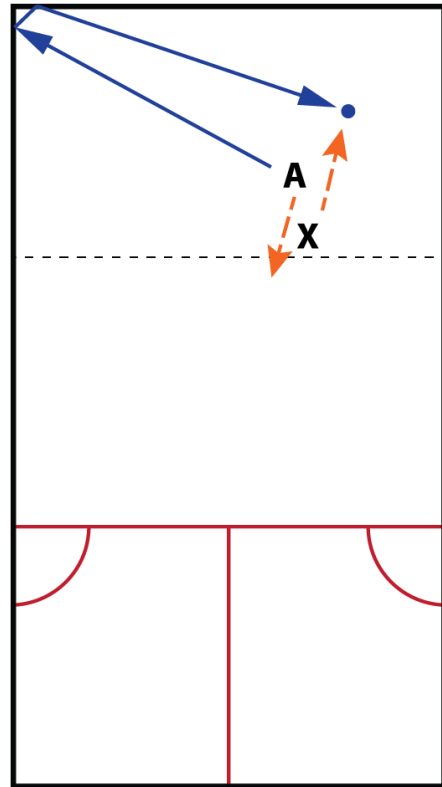
Player **A** plays a "fat" reverse. **X** can reach the ball.

**Decision: "Point to X". A is still in the triangle**

**Cross Court Situation # 13 - Hitting ball back towards yourself from a cross court (reverse corner) shot**

Player **A** plays a reverse, but ball is some distance in front of **A**. Player **X** has to go through **A** to reach the ball, which he could had it not been for **A**'s position.

**Decision:** "Let to **X**", unless in the referees opinion **X** could not have reached the ball, in which case "No Let".



**Court Situation # 14 - Cross court interference involving partner**

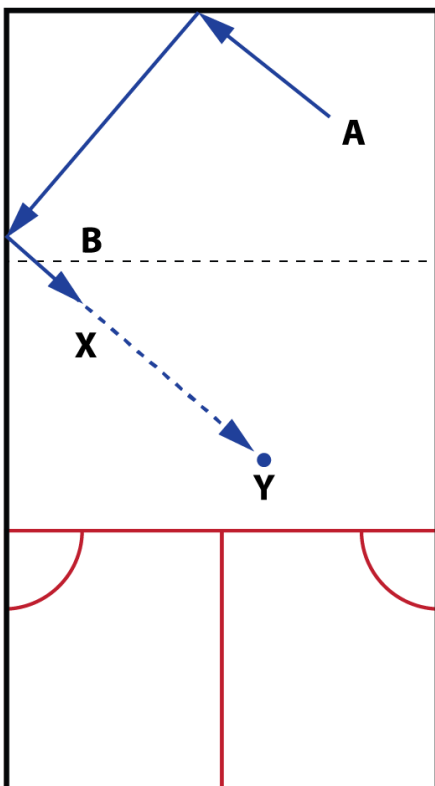
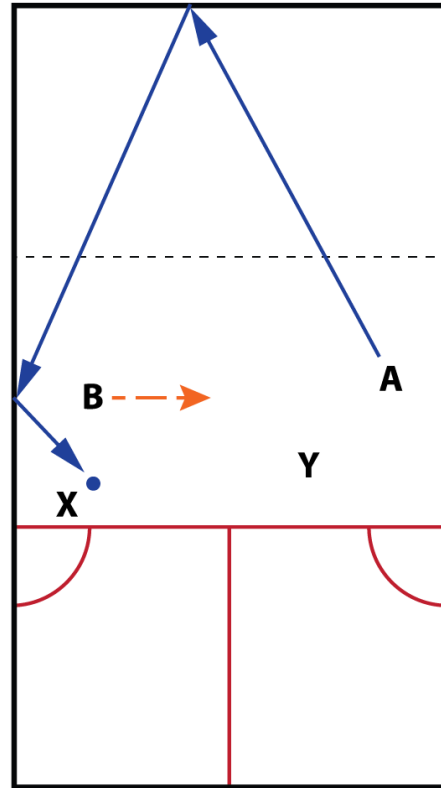
Player **A** hits a short cross court. His partner **B** does not move clear and prevents player **X** from playing his shot

**Decision:** "Warning" to player **B** to move clear. Subsequently if player **B** makes no effort to clear on same situation, then it will be "Point to **X**" on the grounds of repeated infractions

**Court Situation # 14A - Cross court interference involving partner**

Player **A** hits a short cross court. His partner **B** does not move clear and prevents player **X** from playing his shot

**Decision:** “Warning” to B to move clear. Subsequently if player **B** makes no effort to clear on same situation, then it will be “Point to X”. **B** should move in direction of arrow.



**Cross Court Situation # 15 - Cross court interference involving partner**

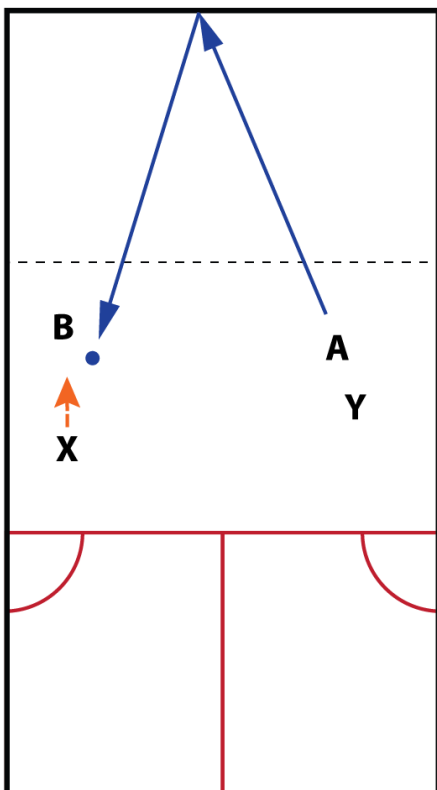
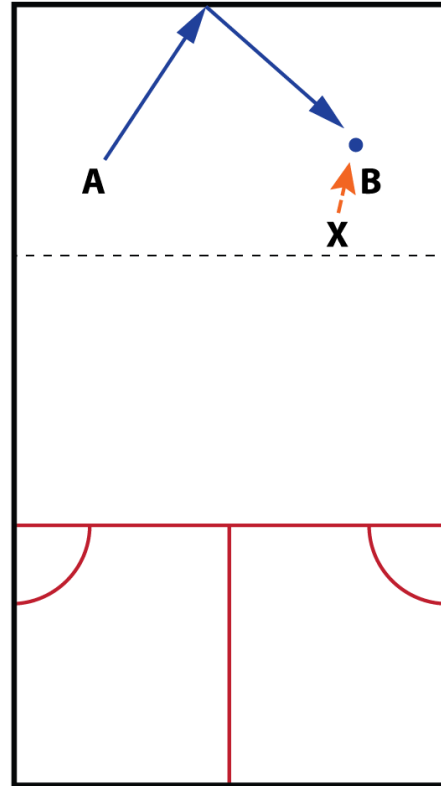
Similar to situation 14, except player **X** elects to allow ball to be played by his partner **Y**. **Y** refrains from hitting the ball.

**Decision:** “Let to Y”, you only have to clear once. Player **A** is clear of **X**'s shot who leaves it for **Y** to play.

**Cross Court Situation # 16 - Cross court interference involving partner**

Player **A** hits cross court towards his partner **B**. Player **X** is ready to play the ball but is prevented from doing so because of **B**'s position.

**Decision:** "Point to **X**". Player **B** is caught in the front third of the court. **X** is prevented from hitting a winning shot.



**Cross Court Situation # 17 - Cross court interference involving partner**

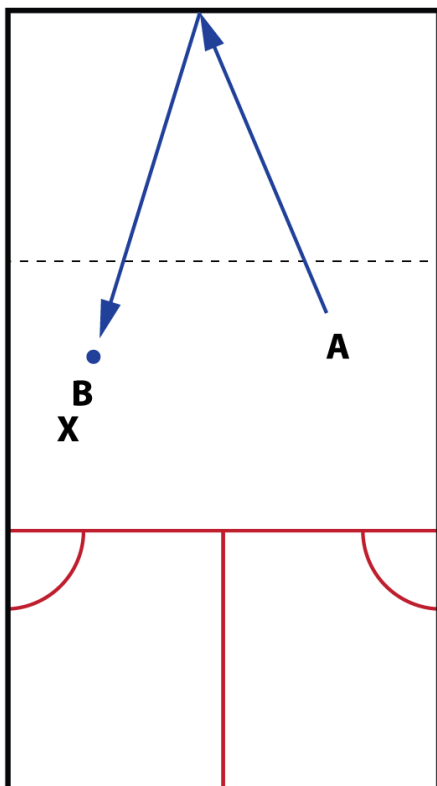
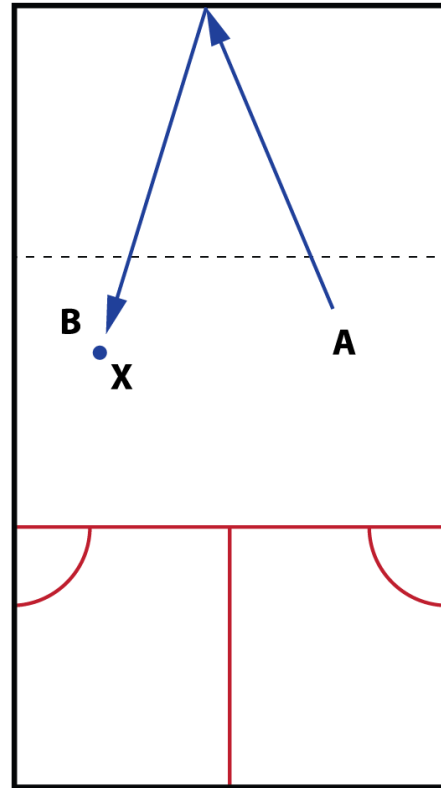
Player **A** hits cross court leaving **B** trapped by cross court shot. Player **B** makes no effort to clear.

**Decision:** "Warning to **B**" to move to allow player **X** to play ball to front wall, after which it is a "Point to **X**".

**Cross Court Situation # 18 - Cross court interference involving partner.**

Player **A** hits cross court towards partner **B**. Player **X** is side by side **B** when he wants to play the ball.

**Decision:** “Let”.



**Cross Court Situation # 19 - Cross court interference involving partner**

Player **A** hits cross court towards **B**. Player **X** asks for a “point”.

**Decision:** Depends on what player **B** is doing. No effort to clear “Point to **X**”, otherwise just a “Let”, with a warning to **B** to clear



## HOW TO RECORD THE SCORE

**“Final of the World Open Championships, Gary Waite and Jamie Bentley against Preston Quick and Eric Vlcek”**

Bentley wins the toss and elects to serve.

**“Bentley serving, best of 5 games, love all, Play”**

Bentley and Waite win the first rally.

**“One Love”**

Bentley serves from the left box but loses the rally.

**“Side out OR choice, one all”**

Quick serves from the right. Quick and Vlcek win the rally.

**“2-1”**

Quick serves from the left box but loses the rally.

**“2 all, second hand right”**

Quick and Vlcek win the rally.

**“3-2, (left)”**

Bentley and Waite win the rally.

**“Side out, Bentley choice 3 all”**

**“Quick and Vlcek win the first game 15-13”**

**“Quick and Vlcek lead one game to love. Second game, love all, Play”**

**“Match to Bentley and Waite, 13-15, 15-11, 15-14, 15-13”**