

THE RULES OF SINGLES SQUASH

FEBRUARY 2012

Words in bold italics are defined in Appendix 1.

INTRODUCTION

The game of Squash is played in a confined space, often at a high speed. The following principles are essential for the orderly playing of the game.

- **Safety**: Players must always place safety first, and not take any action that could endanger the opponent.
- **Fair play**: Players must respect the rights of the opponent and play with honesty.

1 THE GAME

- 1.1 Singles Squash is played between two players in a court, each holding a racket to hit the ball. The court, ball and racket must meet the WSF specifications in Appendices 7.1, 7.3 and 7.4.
- 1.2 Play consists of rallies, each starting with a serve. If the serve is good, the players return the ball alternately until the rally ends (see Rule 5).
- 1.3 Play must be continuous as far as is practical.

2 THE WARM-UP

- 2.1 At the start of a match, the two players go on court together to warm up the ball for a maximum of 5 minutes. After 2½ minutes the players must change sides, unless they have already done so.
- 2.2 The players must have equal opportunities to hit the ball. A player retaining control of the ball for an unreasonable time is warming up unfairly and must be penalised under Rule 15 (Conduct).

3 SCORING

- 3.1 The winner of a rally scores 1 point and serves to begin the next rally.
- 3.2 Each game is played to 11 points, except that if the score reaches 10-all, the game continues until one player leads by 2 points.
- 3.3 A match is normally the best of 5 games, but may be the best of 3 games.
- 3.4 Alternative scoring systems are described in Appendix 3.

4 THE SERVE

- 4.1 The player who wins the spin of a racket serves first.
- 4.2 At the beginning of each game and after each change of server, the server chooses from which **box** to serve. While retaining the serve, the server must serve from alternate **boxes**.
- 4.3 If a rally ends in a **let**, the server must serve again from the same **box**.
- 4.4 If the server moves to the wrong **box** to serve, or if either player is unsure of the correct **box**, the Marker must inform the players which is the correct **box**.
- 4.5 After the Marker calls the score, both players must resume play without unnecessary delay. However, the server must not serve before the receiver is ready.
- 4.6 A serve is good, if:
 - 4.6.1 the server drops or throws the ball from a hand or racket and strikes it **correctly** on a first or further **attempt** before it touches anything else; and

- 4.6.2 at the time the server strikes the ball, one foot is in contact with the floor inside the **service-box** with no part of that foot touching any boundary of that **box**, and
- 4.6.3 the ball is struck directly to the front wall, hitting it between the service-line and the out-line; and does not hit the front and side walls at the same time; and
- 4.6.4 the ball, unless volleyed by the receiver, bounces for the first time in the **quarter-court** opposite to the **service-box** without touching any line; and
- 4.6.5 the ball is not served **out**.
- 4.7 A serve that does not comply with Rule 4.6 is a **fault** and the server loses the rally.
- 4.8 If the server drops or throws the ball but then makes no **attempt** to hit it, the server may make another attempt to serve.
- 4.9 A **let** is allowed if the receiver is not ready to return the serve and does not attempt to do so. However, if that serve is a fault, the server loses the rally.

5 THE PLAY

- 5.1 If the serve is good, play continues as long as a return:
 - 5.1.1 is struck **correctly** before it has bounced twice on the floor; and
 - 5.1.2 hits the front wall, above the tin and below the out-line, without first having bounced on the floor, either directly or after hitting any other wall(s); and
 - 5.1.3 rebounds from the front wall without touching the tin; and
 - 5.1.4 is not hit **out**; and
 - 5.1.5 does not hit either player or the non-striker's racket;
- 5.2 or until
 - 5.2.1 a player requests a **let** or makes an **appeal**, or
 - 5.2.2 one of the Officials makes a call.

6 INTERVALS

- 6.1 A maximum of 90 seconds is permitted between the end of the warm-up and the start of play, and between each game.
- 6.2 A maximum of 90 seconds is permitted to change damaged equipment. This includes glasses, protective eye-wear or a dislodged contact lens. The player must complete the change as quickly as possible, or Rule 15 (Conduct) must be applied.
- 6.3 Intervals in the case of injury or bleeding are specified in Rule 14 (Injury).
- 6.4 During any interval, either player may hit the ball.

7 OFFICIALS

- 7.1 A match is normally officiated by a Marker and a Referee, both of whom must keep a written record of the score, which player is serving, and the correct box for service.
- 7.2 If there is only 1 Official, that Official is both the Marker and the Referee. A player may **appeal** any call or lack of call made by that Official as Marker to that same Official as the Referee.
- 7.3 The correct position for the Officials is seated at the centre of the back wall, as close to that wall as possible and just above the out-line.
- 7.4 An alternative Officiating system called the 3-Referee System is described in Appendix 4.
- 7.5 When addressing players, officials must use the family name.

- 7.6 **The Marker** must:
- 7.6.1 announce the match, introduce each game, and announce the result of each game and of the match;
 - 7.6.2 call "**fault**," "**down**," "**out**," "**not up**" or "stop", as appropriate;
 - 7.6.3 if unsure about a serve or return, or unsighted, make no call;
 - 7.6.4 at the end of a rally, call the score with the server's score first, preceded by "**hand out**" when there is a change of server;
 - 7.6.5 after a player's request for a let, wait for the Referee's decision, then repeat the part of that decision that affects the score, and then call the score;
 - 7.6.6 after a player's **appeal** against a Marker's call or lack of call, wait for the Referee's decision and then call the score;
 - 7.6.7 when a player needs 1 point to win a game, call "game ball", or if 1 point to win the match, call "match ball";
 - 7.6.8 when the score reaches 10-all, call "10-all: a player must win by 2 points".
- 7.7 **The Referee**, whose decision is final:
- 7.7.1 must ensure that the court is satisfactory for play and postpone or suspend the match if this is not the case. If a match is suspended and resumes later, the score stands;
 - 7.7.2 must allow a **let** if, through no fault of either player, a change of court conditions affects a rally;
 - 7.7.3 may award the match to a player whose opponent is not on court ready to play, within the time stated in the competition rules;
 - 7.7.4 rules on all matters, including all requests for a **let** and all **appeals** against a Marker's call or lack of a call;
 - 7.7.5 must, if disagreeing with the Marker's call or lack of a call, rule immediately, stopping play if necessary;
 - 7.7.6 must, if the Marker calls the score incorrectly, correct the score immediately, stopping play if necessary;
 - 7.7.7 must enforce all the Rules relating to time: and
 - 7.7.7.1 must announce "Half-time" during the warm-up, unless the players have already changed sides, and "Time" at the end of it; and
 - 7.7.7.2 must announce "15-seconds" before the end of all intervals and "Time" at the end of them. It is the players' responsibility to be close enough to hear these announcements;
 - 7.7.8 must, if the ball hits the non-striker, make the appropriate decision;
 - 7.7.9 may give an explanation for a decision;
 - 7.7.10 must announce all decisions in a voice loud enough to be heard by the players, the Marker and the spectators;
 - 7.7.11 must, if a player's conduct is inappropriate, apply Rule 15 (Conduct);
 - 7.7.12 must, if the behaviour of any person, other than that of a player, is disruptive or offensive, suspend play until the behaviour has ceased, or until the offending person has left the court area.

8 INTERFERENCE

- 8.1 After completing a reasonable follow-through, a player must make every effort to provide the opponent with the following 4 requirements:
- 8.1.1 a fair view of the ball on its rebound from the front wall; and
 - 8.1.2 unobstructed direct access to the ball; and
 - 8.1.3 the space to make a reasonable swing at the ball; and

- 8.1.4 the freedom to hit the ball to any part of the entire front wall.
Interference occurs when the player does not provide the opponent with any of these requirements.
- 8.2 A striker who believes that interference has occurred may stop and request a let, by saying "Let, please". A Referee accepting any other form of request, must be satisfied that the player is actually requesting a let. Any request for a let includes a request for a stroke. Only the striker may request a let for interference, and that request must be made without undue delay.
- 8.3 The Referee may allow a let or award a stroke without a request having been made, stopping play, if necessary.
- 8.4 The Referee, if uncertain about the reason for the request, must ask the player for an explanation.
- 8.5 If the striker requests a let and the opponent's return then goes down or out, the striker wins the rally.
- 8.6 **Fair View.** If the striker requests a let for lack of fair view of the ball on its return from the front wall, then:
- 8.6.1 if there was no interference, no let is allowed;
- 8.6.2 if there was interference but the striker would not have been able to make a good return, no let is allowed;
- 8.6.3 if there was interference and the striker would have been able to make a good return, a let is allowed;
- 8.6.4 if there was interference that the opponent was not making every effort to avoid, a stroke is awarded to the striker.
- 8.7 **Direct Access.** If the striker requests a let for lack of direct access to the ball, then:
- 8.7.1 if there was no interference, no let is allowed;
- 8.7.2 if there was interference but the striker would not have been able to make a good return, no let is allowed;
- 8.7.3 if there was interference but the striker's freedom to get to and play the ball was not significantly affected, this is minimal interference and no let is allowed.
- 8.7.4 if there was interference but the striker did not make every effort to get to and play the ball, no let is allowed;
- 8.7.5 if the striker continued play beyond the interference, and then requested a let, no let is allowed;
- 8.7.6 if the striker had direct access but instead took an indirect path to the ball and then requested a let for interference, no let is allowed, unless the player was wrong-footed, in which case Rule 8.7.7 applies;
- 8.7.7 if the striker was **wrong-footed**, but then showed the ability to recover and make a good return, a let is allowed, unless the striker would have made a winning return, in which case a stroke is awarded to the striker;
- 8.7.8 if there was interference and the striker would have made a good return, a let is allowed;
- 8.7.9 if there was interference and the striker would have made a winning return, a stroke is awarded to the striker;
- 8.7.10 if there was interference that the opponent was not making every effort to avoid, a stroke is awarded to the striker;
- 8.7.11 if there was interference that the opponent was making every effort to avoid but was prevented from doing so by the striker's position, a let is allowed;

8.7.12 if a player's direct access to the ball is obstructed before the opponent's return has reached the front wall, that player's appeal may be considered, even though that player is not yet the striker.

8.8 **Racket Swing.**

A reasonable swing comprises a reasonable backswing, strike at the ball and a reasonable follow-through. A player's backswing and follow-through are reasonable as long as they do not extend more than is necessary for the return being attempted.

If the striker requests a let for interference to the swing, then:

8.8.1 if there was neither interference, nor reasonable fear of injury, no let is allowed;

8.8.2 if there was no interference, but there was a reasonable fear of injury, a let is allowed;

8.8.3 if there was interference but the striker would not have been able to make a good return, no let is allowed;

8.8.4 if the striker continued play beyond the point of interference and then requested a let, no let is allowed;

8.8.5 if the swing was affected by slight contact with the opponent who was making every effort to avoid the interference a let is allowed, unless the striker would have made a winning return, in which case a stroke is awarded to the striker;

8.8.6 if the swing was affected by contact with the opponent who was not making every effort to avoid the interference, a stroke is awarded to the striker;

8.8.7 if the swing was prevented by significant contact with the opponent, a stroke is awarded to the striker, even if the opponent was making every effort to avoid the interference;

8.8.8 if the striker encounters interference while turning or while making a further attempt to hit the ball and could then have made a good return, then:

8.8.8.1 if the opponent was making every effort to avoid the interference, even though the swing was prevented, a let is allowed;

8.8.8.2 if the opponent was not making every effort to avoid the interference, a stroke is awarded to the striker;

8.8.8.3 if the opponent had no time to avoid the interference, a let is allowed.

8.8.9 if the striker caused the interference by using an excessive swing, no let is allowed;

8.8.10 if there was interference and the striker then exaggerated the swing, a let is allowed.

8.8.11 A player's excessive swing can contribute to interference for the opponent when it becomes the latter's turn to play the ball.

8.9 **Freedom to hit the ball to any part of the entire front wall.**

If the striker refrains from hitting the ball, and requests a let, then:

8.9.1 if there was no interference, nor reasonable fear of injury, no let is allowed, or

8.9.2 if there was interference and the ball would have hit the non-striker on a direct path to the front wall, a stroke is awarded to the striker, unless the striker had turned or was making a further attempt, in which case a let is allowed, or

- 8.9.3 if the ball would first have hit a side or back wall, but would have hit the opponent before reaching the front wall, a let is allowed, unless that return would have been a winning return, in which case a stroke is awarded to the striker.

9 BALL HITTING A PLAYER

- 9.1 If the ball, on its way to the front wall, hits the non-striker or the non-striker's racket, play must stop. Then:
 - 9.1.1 if the return would not have been good, the non-striker wins the rally;
 - 9.1.2 if the return was going directly to the front wall, and if the striker was making a first attempt without having turned, a stroke is awarded to the striker;
 - 9.1.3 if the ball had struck or would have struck any other wall before the front wall and the striker had not turned, a **let** is allowed;
 - 9.1.4 if the striker had not turned and was making a **further attempt**, a **let** is allowed;
 - 9.1.5 if the striker had turned before hitting the ball, a stroke is awarded to the non-striker, unless the non-striker made a deliberate movement to intercept the ball, in which case, a **stroke** is awarded to the striker.
- 9.2 If the ball, on its return from the front wall, hits a player before bouncing twice on the floor, then:
 - 9.2.1 if the ball hits the non-striker or the non-striker's racket, before the striker has made an **attempt** to hit the ball and no interference has occurred, the striker wins the rally. If interference has occurred, Rule 8 (Interference) applies;
 - 9.2.2 if the ball hits the non-striker, or the non-striker's racket, after the striker has made one or more **attempts** to hit the ball, a **let** is allowed, providing the striker could have made a good return. Otherwise, the non-striker wins the rally;
 - 9.2.3 if the ball hits the striker and there is no interference, the non-striker wins the rally. If interference has occurred, Rule 8 (Interference) applies.

10 APPEALS

- 10.1 The loser of a rally may appeal against any call or lack of a call by the Marker by saying "Appeal, please". A player may not appeal against any decision of the Referee.
- 10.2 The player must specify which return is being appealed, and, if there is more than one appeal, the Referee must consider each one.
- 10.3 After the ball has been served, neither player may appeal anything that occurred before that serve, with the exception of a broken ball.
- 10.4 At the end of a game, any appeal regarding the last rally must be immediate.
- 10.5 In response to an appeal against a Marker's call or lack of call the Referee must:
 - 10.5.1 if the Marker's call or lack of call was correct, allow the result of the rally to stand; or
 - 10.5.2 if the Marker's call was incorrect, allow a **let**, unless the Marker's call interrupted a winning return by either player, in which case award the rally to that player; or
 - 10.5.3 if the Marker did not call a serve or return that was not good, award the rally to the other player; or
 - 10.5.4 if the Referee was uncertain whether the serve was good, allow a **let**; or

10.5.5 if the Referee was uncertain about the return, allow a **let**, unless the Marker's call interrupted a winning return by the striker, in which case award the rally to that player.

11 THE BALL

- 11.1 If the ball breaks during a rally, a **let** is allowed for that rally.
- 11.2 If a player stops play to appeal that the ball is broken, and it is found that the ball is not broken, that player loses the rally.
- 11.3 If the receiver appeals that the ball is broken before attempting to return serve, and the ball is found to be broken, the Referee, if uncertain as to when it broke, must allow a **let** for the previous rally.
- 11.4 A player who wishes to appeal at the end of a game that the ball is broken, must do so immediately.
- 11.5 The ball may be changed if both players agree or if the Referee agrees with one player's request.
- 11.6 If a ball has been replaced, or if the players resume the match after a delay, the players may warm up the ball. Play resumes when both players agree or at the discretion of the Referee, whichever is sooner.
- 11.7 The ball must remain in the court at all times, unless the Referee permits its removal.
- 11.8 If the ball becomes wedged in any part of the court, a **let** is allowed.
- 11.9 No **let** is allowed for any unusual bounce.

12 DISTRACTION

Either player may request a **let** because of distraction, but must do so immediately.

- 12.1 If the Referee decides that there was no distraction that affected the striker, no let is allowed.
- 12.2 If the distraction was caused by one of the players, then;
 - 12.2.1 if accidental, a let is allowed, unless a player's winning return was interrupted, in which case the rally is awarded to that player;
 - 12.2.2 if deliberate, Rule 15 (Conduct) must be applied.
- 12.3 If the distraction was not caused by one of the players, a let is allowed, unless a player's winning return was interrupted, in which case the rally is awarded to that player.
- 12.4 For major events Appendix 5 (Distraction) may be applied at the discretion of the Tournament Director.

13 FALLEN OBJECT

- 13.1 If either player drops the racket, that player may pick up the racket and play on.
- 13.2 If the striker drops the racket because of interference, the striker may request a let.
- 13.3 If the non-striker drops the racket because of contact during the striker's attempt to reach the ball and requests a let, Rule 12 (Distraction) applies.
- 13.4 If any object, other than a player's racket, falls to the floor during a rally, play must stop.
 - 13.4.1 If the object falls from a player without there having been any contact with the opponent, the opponent wins the rally.
 - 13.4.2 If the object falls from a player because of contact with the opponent, or falls from a source other than a player, a **let** is allowed. However, if a player's winning return was interrupted, the rally is awarded to that player.

- 13.4.3 If the object was not seen until the rally ended and had no effect on the outcome of the rally, the result of the rally stands.

14 ILLNESS, INJURY AND BLEEDING

14.1 Illness.

A player who suffers an illness that involves neither an injury nor bleeding, must either continue play without delay, or concede the game in progress and take the 90-second interval between games to recover. This includes conditions such as cramps, nausea, and breathlessness, including asthma. Only one game may be conceded. The player must then resume play, or concede the match.

14.2 Injury. The Referee must:

14.2.1 if satisfied that the injury is genuine, advise both players of the category of the injury and of the time permitted for recovery. Recovery time is permitted only at the time the injury takes place;

14.2.2 if not satisfied that the injury is genuine, advise the player to decide whether to resume play immediately, or to concede the game in progress and take the 90-second interval between games and then resume play, or concede the match; Only 1 game may be conceded.

14.2.3 if satisfied that this is a recurrence of an injury sustained earlier in the match, advise the player to decide whether to resume play or concede the game in progress and take the 90-second interval between games; or concede the match. Only 1 game may be conceded.

14.3 Categories of injury.

14.3.1 **Self-inflicted:** where the injury is the result of the player's own action. Such an injury could be a muscle tear or sprain, or a cut or bruise resulting from a player's collision with a wall or falling to the floor. The player is permitted 3 minutes to recover and, if not then ready to resume play, must concede that game and take the 90-second interval between games for further recovery. Only 1 game may be conceded. The player must then resume play or concede the match.

14.3.2 **Contributed:** where the injury is the result of accidental action by both players. An interval of 15 minutes is permitted. This may be extended by a further 15 minutes at the discretion of the Referee. If then unable to continue, the match is awarded to the opponent.

14.3.3 **Opponent-inflicted:** where the injury is inflicted solely by the opponent.

14.3.3.1 Where the injury is accidentally inflicted by the opponent, a Rule 15 (Conduct) penalty must be imposed. The injured player is permitted a maximum of 15 minutes to recover. If then unable to resume play, the match is awarded to the injured player.

14.3.3.2 Where the injury is the result of the opponent's deliberate or dangerous play or action, and if the injured player requires any time for recovery, the match is awarded to the injured player. If the injured player is able to continue without undue delay, a Rule 15 (Conduct) penalty must be imposed.

14.4 An injured player may resume play before the end of any permitted recovery-period. Both players must be given reasonable time to prepare to resume play.

14.5 Bleeding.

14.5.1 Whenever bleeding occurs, play must stop and the player must leave the court and attend to the bleeding promptly. Such time as is reasonable and necessary is allowed.

- 14.5.2 If the bleeding was accidentally caused by the opponent, then a Rule 15 (Conduct) penalty must be imposed. The injured player is permitted time to stop the bleeding.
- 14.5.3 If the bleeding is the result of the opponent's deliberate or dangerous play or action, the match is awarded to the injured player.
- 14.5.4 Play may resume only after the bleeding has stopped and, where possible, the wound has been covered.
- 14.5.5 A player who is unable to stop the bleeding within the time permitted, must either concede 1 game to gain a further 90 seconds and then continue play, or concede the match.
- 14.5.6 The court must be cleaned if necessary and any bloodstained clothing must be replaced.
- 14.5.7 On resumption of play:
 - 14.5.7.1 If the bleeding recurs, no further recovery time is permitted, and the player must concede the game in progress and use the 90 second interval between games for further treatment. If the bleeding has not then stopped, the player must concede the match.
 - 14.5.7.2 If the covering on a wound falls off, play must stop and Rule 13 (Fallen object) applies. If no blood flow is visible, play may continue without the covering.
- 14.6 When an injury also involves bleeding, the recovery time may be extended only while the bleeding and its treatment continue.
- 14.7 If a player's vomiting or other action causes the court to become unplayable, the match is awarded to the opponent.

15 CONDUCT

- 15.1 **Players' obligations.**
 - 15.1.1 Players may not place any object within the court.
 - 15.1.2 Players may not leave the court during a game without the permission of the Referee.
 - 15.1.3 Players may not request a change of any Official.
- 15.2 **Players** must behave in an acceptable manner that is not unfair, dangerous, abusive, offensive, or in any way detrimental to the image of the game of squash.
- 15.3 If a player's conduct is unacceptable, the Referee must penalise the player, stopping play if necessary. Unacceptable behaviour includes, but is not limited to:
 - 15.3.1 audible or visible obscenity;
 - 15.3.2 verbal, physical or any other form of abuse;
 - 15.3.3 dissent to the Referee;
 - 15.3.4 abuse of equipment or court;
 - 15.3.5 unnecessary physical contact, which includes pushing off the opponent;
 - 15.3.6 unfair warm-up;
 - 15.3.7 delaying play, including being late back on court;
 - 15.3.8 dangerous play, including excessive racket swing;
 - 15.3.9 deliberate distraction;
 - 15.3.9.1 receiving coaching during play.
- 15.4 The penalty for any offence must be a Conduct Warning, a Conduct Stroke, a Conduct Game or a Conduct Match depending on the seriousness of the offence. The Referee may issue more than one warning, stroke or game to a player for a subsequent similar offence, providing any such penalty may not be less severe

than the previous penalty for the same offence. These penalties may be assessed by the Referee at any time, including during the warm-up and following the conclusion of the match.

15.4.1 If the Referee:

15.4.2 stops play to issue a Conduct Warning, a *let* is allowed;

15.4.3 stops play to award a Conduct Stroke, that Conduct Stroke becomes the result of the rally;

15.4.4 awards a Conduct stroke after a rally has finished, the result of the rally stands, and the Conduct Stroke is added to the score with no additional change of service-box;

15.4.5 awards a Conduct Game, that game is the one in progress or the next one if a game is not in progress. In the latter case an additional interval of 90 seconds does not apply.

15.4.6 awards a Conduct Game or a Conduct Match, the offending player retains any points or games already won.

APPENDIX 1

DEFINITIONS

NOTE: The court dimensions and markings are specified in Appendix 7.1

APPEAL	A player's request to the Referee to review a Marker's call or lack of call.
ATTEMPT	Any forward movement of the racket towards the ball. A fake swing or feint at the ball is an attempt, but racket preparation with only a backswing with no forward movement towards the ball is not an attempt.
BOX, SERVICE-BOX	A square area on each side of the court bounded by the short line, the side wall and by 2 other lines, and from within which the server serves.
CORRECTLY	When the ball is hit with the racket, held in the hand, not more than once, and without prolonged contact on the racket.
DOWN	Indicates that a player's return hit the tin, or the floor before reaching the tin.
FAULT	Indicates that a serve is not good.
FURTHER ATTEMPT	A subsequent attempt by the striker to serve or return a ball that is still in play, after having already made one or more attempts.
GAME	A part of a match. A player must win 3 games to win a 5-game match and 2 games to win a 3 game match.
HAND OUT	Indicates a change of server.
LET	The result of a rally in which there is no winner. The server serves again from the same box.
MATCH	The complete contest between two players, including the warm-up.
NOT UP	Indicates that <ul style="list-style-type: none"> • a player did not strike the ball <i>correctly</i>, or • the ball bounced more than once on the floor or • the ball touched the striker or the striker's clothing.
OUT	A ball is out when it: <ul style="list-style-type: none"> • hits the wall on or above the out-line; or • hits any fixture of the court above the out-line; or • passes over a wall and out of the court, or • hits the top edge of any wall of the court or • passes through any fixture.
QUARTER-COURT	One of two equal parts of the court bounded by the short line, the back wall and the half-court line.
STRIKER	A player is the striker from the moment the opponent's return rebounds from the front wall until the player's return hits the front wall.
TIN	The area of the front wall covering the full width of the court and extending from the floor up to and including the lowest horizontal line. The tin must be constructed of a material that makes a distinctive sound when struck by the ball (See also Appendix 7.1).
TURNING	The action of the striker who hits, or is in a position to hit, the ball to the right of the body after the ball has passed to the left or vice versa, whether the striker physically turns or not. N.B. Shaping (preparing) to play the ball on one side and then bringing the racket across the body to strike the ball on the other side is neither turning nor making a further attempt.
WRONG-FOOTED	The situation when a player, anticipating the path of the ball, moves in one direction, while the striker hits the ball in another direction.

APPENDIX 2

OFFICIALS' CALLS

2.1 MARKER'S CALLS

HAND OUT	To indicate a change of server.
DOWN	To indicate that a player's return hit the tin, or the floor before reaching the tin.
FAULT	To indicate that a serve was not good.
NOT UP	To indicate that a player's return was not up.
OUT	To indicate that a player's return was out.
10-all : A PLAYER MUST WIN BY 2 POINTS	To indicate that a player must lead by 2 points to win the game, when the score reaches 10-all for the first time in a match.
GAME BALL	To indicate that a player requires one point to win the game.
MATCH BALL	To indicate that a player requires one point to win the match.
YES, LET/ LET	Repeating the Referee's decision that a rally is to be replayed.
STROKE TO PLAYER (or TEAM)	Repeating the Referee's decision to award a stroke to a player or team.
NO LET	Repeating the Referee's decision that a request for a let is disallowed.

Examples of Marker Calls

Match introduction	Smith serving, Jones receiving, best of 5 games, love — all
Order of calls	Anything affecting the score. The score with the server's score always called first. Comments on the score.
Calling the score	Not up. Hand-out, 4 — 3 Yes let, 3 — 4 Stroke to Jones, 10 — 8, game ball Fault, hand-out, 8 — 3 Not up, 10-all: a player must win by 2 points
End of a game	11 — 3, game to Smith. Smith leads 1 game to love 11 — 7, game to Jones, Smith leads 2 games to 1 11 — 8, match to Jones, 3 games to 2, 11 — 5, 13 — 11, 6 — 11, 11 — 5
Start of a new game	Smith leads 1 game to love, love — all Smith leads 2 games to 1, Jones to serve, love all 2 games all, (each), Smith to serve, love — all

2.2 REFEREE'S CALLS

CONDUCT WARNING	To advise that a Conduct Warning has been issued. e.g. Conduct Warning Smith for delaying play. The result of the rally stands.
CONDUCT STROKE (player) for (offence), stroke to (other player or team)	To advise that a Conduct Stroke has been awarded. e.g. Conduct Stroke Smith for delaying play. Stroke to Jones (or Europe).
CONDUCT GAME (player) for (offence), game to (other player or team)	To advise that a Conduct Game has been awarded. e.g. Conduct Game Jones for abuse of opponent, game to Smith (or America)
CONDUCT MATCH (player) for (offence), match to (other player or team)	To advise that a Conduct Match has been awarded. e.g. Conduct Match Hassan for dissent to Referee, match to Khan (or Oceania)
FIFTEEN SECONDS	To advise that 15 seconds of a permitted interval remain.
HALF-TIME	To advise that the midpoint of the warm-up period has passed.
NO LET	To disallow a let.
STROKE TO PLAYER (or TEAM)	To advise that a stroke is being awarded.
TIME	To indicate that the warm-up or a permitted interval has elapsed.
YES, LET	To allow a let.
LET / PLAY A LET	To advise that a rally is to be replayed in circumstances where the wording "Yes, Let" is not appropriate.

APPENDIX 3

ALTERNATIVE SCORING SYSTEMS

1 Point-a-rally scoring to 15.

As in Rule 3 (Scoring) except that each game is played to 15 points. If the score reaches 14-all, the game continues until one player leads by 2 points.

2. Hand-in/hand-out scoring.

Rule 3 (Scoring) is replaced by:

- 3.1 The server, on winning a rally, scores a point; the receiver, on winning a rally, becomes the server without a change of score.
- 3.2 Each game is played to 9 points, except that if the score reaches 8-all, the receiver chooses, before the next service, to continue that game either to 9 (known as "Set 1") or to 10 (known as "Set 2"). The receiver must clearly indicate this choice to the Marker, Referee and the opponent.
- 3.3 A match is normally the best of 5 games, but may be the best of 3.

APPENDIX 4

THREE-REFEREE SYSTEM

1. The Three Referee System uses a Central Referee (CR) and two Side Referees (SRs) who must work together as a team. All should be the highest accredited referees available. If the 3 officials are not of a similar standard, then the Referee of the highest standard should act as the CR.
2. The CR, who is also the Marker, controls the match. One of the SRs will keep score as a backup.
3. The two SRs should be seated behind the back wall in line with the inside line of the service box on each side, one row below the CR.
4. The SRs make decisions at the end of rallies - not during them - on the following matters only:
 - 4.1 When a player requests a *let*.
 - 4.2 When a player appeals against a call or lack of a call of down, not up, out, or fault by the CR:
 - 4.3 If any Referee is unsighted or unsure of the reason for the appeal, that Referee's decision is "Yes, Let".
 - 4.4 If direct communication between the SRs and CR during a rally is possible and agreed to by the team before the start of the match, if an SR is sure that a ball was down, not up, out or a fault, and was not called by the CR in the role of Marker, then the SR should immediately alert the CR. If both SRs have alerted the CR in this way, then the CR must stop the rally immediately and award the point as appropriate.
5. Every appeal must be decided by all 3 Referees, simultaneously and independently.
6. The decision of the 3 referees is final, unless a video referee system is in operation.
7. The decision of the 3 Referees must be announced by the CR without revealing the individual decisions, whether it was a unanimous or a majority decision, or whether the CR agreed with the decision.
8. In the unlikely event of 3 different decisions (Yes Let, No Let, Stroke), the final decision will be Yes Let.
9. Only the CR decides all other matters including time-periods, player conduct, injury and court conditions, none of which may be appealed.
10. Players may only directly address the CR. Dialogue must be kept to a minimum.
11. If electronic consoles are available, the 3 Referees give their decisions through their consoles and the CR announces the result. If electronic consoles are not available, the use of WSF standard-size colour Referee Decision Cards is recommended so that players cannot see the individual decisions of the 3 Referees.

WSF Standard Decision cards:

L (yellow) = Yes, Let

S (blue) = Stroke

N (red) = No Let

N (red) = Ball was Down/ Not Up/ Out/ Fault

G (green) = Ball was Good

If hand-signals are used:

Thumb and forefinger in the shape of an 'L' = Yes, Let

Clenched fist = Stroke

Hand held out flat, palm downwards = No Let

Thumb Down = Ball was Down/ Not Up/ Out/ Fault

Thumb Up = Ball was Good

APPENDIX 5

DISTRACTION

At some major events crowd interaction and other general noise may occur. To encourage spectator enjoyment, Rule 12 (Distraction) will not apply. Players are required to continue play and Referees are not to ask for spectators to be quiet.

The exception is that if a very sudden, loud or isolated distraction occurs, a let may be awarded to a player who immediately stops play and appeals.

APPENDIX 6

PROTECTIVE EYEWEAR

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

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

APPENDIX 7 SPECIFICATIONS

APPENDIX 7.1

DESCRIPTION AND DIMENSIONS OF A SINGLES COURT

DESCRIPTION

A Squash Court is a rectangular area bounded by 4 walls; being the Front Wall, 2 Side Walls and Back Wall. It has a level floor and a clear height above the court area.

DIMENSIONS

Length of court between playing surfaces	9750 mm
Width of court between playing surfaces	6400 mm
Diagonal	11665 mm
Height above floor to lower edge of Front Wall Line	4570 mm
Height above floor to lower edge of Back Wall Line	2130 mm
Height above floor to lower edge of Service Line on Front Wall	1780 mm
Height above floor to upper edge of Tin	480 mm
Distance to nearest edge of Short Line from Back Wall	4260 mm
Internal dimensions of Service Boxes	1600 mm
Width of all lines and the Board	50 mm
Minimum clear height above the floor of the court	5640 mm

NOTES

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

CONSTRUCTION

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

APPENDIX 7.2

SQUASH COURT DIAGRAM: GENERAL CONFIGURATION OF THE INTERNATIONAL SINGLES COURT

(To be added. Copy from Current Rules.)

APPENDIX 7.3

SPECIFICATIONS OF A STANDARD YELLOW DOT SQUASH BALL

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

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

NOTES

1. The full procedure for testing balls to the above specification is available from the WSF. The WSF will arrange for testing of balls under standard procedures if requested.
2. No specifications are set for faster or slower speeds of ball, which may be used by players of greater or lesser ability or in court conditions which are hotter or colder than those used to determine the yellow dot specification. Where faster speeds of ball are produced they may vary from the diameter and weight in the above specification of a standard yellow dot squash ball. It is recommended that balls bear a permanent colour code or marking to indicate their speed or category of usage. It is also recommended that balls for beginners and improvers conform generally to the rebound resilience figures below.

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

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

The speed of balls may also be indicated as follows

Super slow -	Yellow Dot
Slow -	White Dot or Green Dot
Medium -	Red Dot
Fast -	Blue Dot

3. Yellow dot balls which are used at World Championships or at similar standards of play must meet the above specifications but additional subjective testing will be carried out by the WSF with players of the identified standard to determine the suitability of the nominated ball for Championship usage. The slowest speed of balls intended for elite players and Championship usage may if required be identified by a double yellow dot. Such balls will be deemed for the purposes of this specification to be yellow dot squash balls.
4. Yellow dot balls of a larger diameter than 40.0mm specified above, but which otherwise meet the specification, may be authorised for use in tournaments by the official organising body.

APPENDIX 7.4

DIMENSIONS OF A SQUASH RACKET

DIMENSIONS

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

WEIGHT

Maximum weight	255 gm
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CONSTRUCTION

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

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