

# **HARDBALL SQUASH DOUBLES RULES 2021**

**EFFECTIVE XX MONTH 2021 V1**

# 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 XX MONTH 2021.

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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.

#### **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."

#### **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 7(c)(1) or 7(c)(2).
- 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 7(c)(2).
- 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. If a player strikes at and misses the ball or shapes and does not make an attempt to play the ball, he and his partner may make further attempts to return it. If, after being missed or left after a shape, the ball touches either of their opponents or anything they wear or carry:
  - i. If the player or his partner would otherwise have made a good return, the rally shall be replayed as a Let.
  - ii. If the player or his partner could not have made a good return, their side shall lose 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**

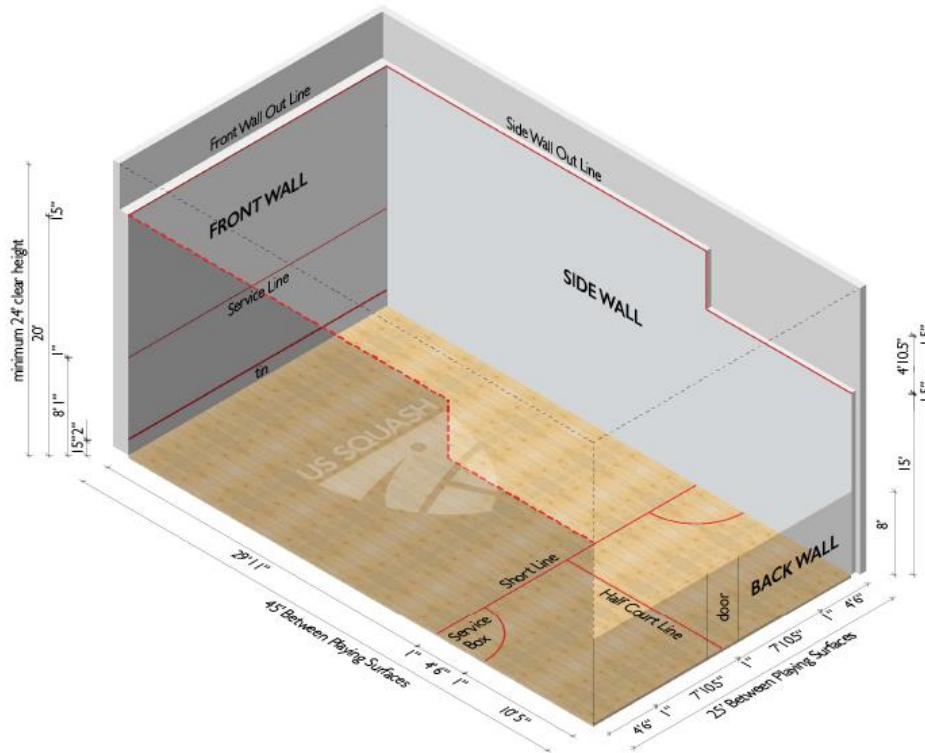
- a. No ball, before or during a match, may be heated, chilled or otherwise artificially treated except by the mutual consent of the sides or by decision of the Referee.
- b. At any time, when not in the actual play of a point, another ball may be substituted by the mutual consent of the sides or by 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.

**13. Referee**

## HARDBALL DOUBLES COURT



- 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.