

The below diagrams shows the line of thinking if the ball 'hits either player'.

i/ Ball Hitting a Player; to the front wall

SITUATION

DECISION

Was the action dangerous?
(9.3)

YES

RULE ACCORDINGLY*

NO

If the ball would not have been good

NON-STRIKER WINS THE RALLY

RULE: 9.1.1

If the ball would have gone directly to front wall on the striker's first attempt without turning

STROKE

RULE: 9.1.2

As above, but the striker has not turned or made a second attempt

YES LET

RULE: 9.1.4

If a player actually hits the opponent with the ball after turning

STROKE AGAINST STRIKER

RULE: 9.1.5

If a player deliberately prevents the striker from playing the ball after turning

STROKE TO STRIKER

RULE: 9.1.5

If ball hits player while going towards another wall (would have been good)

YES LET

RULE: 9.1.3

As above, but a clear winning shot has been prevented

STROKE

RULE: 9.1.3

ii/ Ball Hitting a Player; from the front wall

SITUATION

DECISION

The ball hits the opponent or their racket, before the striker attempts to hit the ball and no interference has occurred

**STRIKER
WINS THE RALLY**

RULE: 9.2.1

As above, but the striker's position causes the opponent to be hit

YES LET

RULE: 9.2.1

The ball hits the opponent or their racket after the striker has made one or more attempts

YES LET

RULE: 9.2.2

As above, but the striker couldn't make a good return

**NON-STRIKER
WINS THE RALLY**

RULE: 9.2.2

If the ball hits the striker and there is no interference

**NON-STRIKER
WINS THE RALLY**

RULE: 9.2.3

As above but interference occurred

**Apply Interference
Rule 8**

RULE: 9.2.3

* **RULE ACCORDINGLY** : In a situation where you think it's dangerous play, it's important to consider the code of conduct depending on the severity of the situation. This will change for every scenario and requires you to read the situation and decide the most suitable outcome