

WORLD SQUASH

WORLD SQUASH SINGLES RULES 2025

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SQUASH - SINGLES RULES

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SQUASH - SINGLES RULES

The definition of words in italics may be found in Appendix 1.

INTRODUCTION

Squash is played in a confined space, often at a high speed. Two principles are essential for orderly play:

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

1. THE GAME

1.1. Singles Squash is played in a court between two players, each holding a racket to strike the ball. The court, ball, and racket must meet WSF specifications (see Appendix 5).
1.2. Each *rally* starts with a serve, and the players then return the ball alternately until the *rally* ends (see Rule 6.: The Play).
1.3. Play must be continuous as far as is practical.

2. SCORING

2.1. The winner of a *rally* scores 1 point and serves to begin the next *rally*.
2.2. 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.
2.3. A *match* is normally the best of 5 *games*, but may be the best of 3 *games*.

3. OFFICIALS

3.1. A *match* should normally be officiated by a Referee, or by a Referee and a Marker. All Officials must keep a record of the score, which player is serving, and the correct *service box.*
3.2. If there is only one Official, that Official is both the Referee and the Marker, to whom a player may *appeal* any call or lack of call made by that Official as Marker to that same Official as the Referee.
3.3. The Officials should be seated at the centre of the back wall, as close to that wall as possible and just above the out-line.
3.4. When addressing players, Officials must use the family name, where possible.
3.5. **The Marker**:
- 3.5.1. must announce the *match,* introduce each *game*, and announce the result of each *game* and of the *match* (see Appendix 2);
- 3.5.2. must call "*fault*", "*down*", "*out*", "*not up*" or "stop", as appropriate;
- 3.5.3. must make no call, if unsure about a serve or return;
- 3.5.4. must call the score without delay at the end of a *rally*, with the server's score first, preceded by "*hand out*" when there is a change of server;
- 3.5.5. must repeat the Referee's decision after a player's request for a *let*, and then call the score;
- 3.5.6. must wait for the Referee's decision after a player's *appeal* against a Marker's call or lack of a call, and then call the score;
- 3.5.7. must call "Game Ball" when a player needs 1 point to win a *game*, or "Match Ball" when a player needs 1 point to win the *match*;

3.5.8. must call "10-all: a player must win by 2 points" when the score reaches 10-all for the first time in each *game*.

3.6. **The Referee**, whose decision is final:

3.6.1. must postpone the *match* if the court is not satisfactory for play; or suspend play if the *match* is already in progress, and when the *match* resumes later, allow the score to stand;

3.6.2. must allow a let if through no fault of either player a change of court conditions affects a rally;

3.6.3. may award the *match* to a player whose opponent is not on court ready to play within the time stated in the competition rules;

3.6.4. must rule on all matters, including all requests for a *let* and all *appeals* against a Marker's call or lack of a call;

3.6.5. must rule immediately if disagreeing with the Marker's call or lack of a call, stopping play if necessary;

3.6.6. must correct the score immediately if the Marker announces the score incorrectly, stopping play if necessary;

3.6.7. must enforce all the Rules relating to time, announcing "15 seconds", "Half-time" and "Time", as appropriate;
Note: It is the players' responsibility to be close enough to hear these announcements.

3.6.8. must make the appropriate decision if the ball hits either player (see Rule 9.: Ball Hitting A Player);

3.6.9. may allow a *let* if unable to decide an *appeal* against a Marker's call or lack of call;

3.6.10. must ask the player for clarification if uncertain about the reason for a request for a *let* or an *appeal*;

3.6.11. may give an explanation for a decision;

3.6.12. must announce all decisions in a voice loud enough to be heard by the players, the Marker and the spectators;

3.6.13. must apply Rule 14. (Conduct) if a player's conduct is unacceptable;

3.6.14. must suspend play if the behaviour of any person, other than a player, is disruptive or offensive, until the behaviour has ceased, or until the offending person has left the court area.

4. THE WARM-UP

4.1. At the start of a *match* the players go on court together to warm up the ball for a maximum of 4 minutes. After 2 minutes the players must change sides, unless they have already done so.

4.2. The players must have equal opportunities to strike the ball. A player retaining control of the ball for an unreasonable time is warming up unfairly and the Referee must apply Rule 14. (Conduct).

5. THE SERVE

5.1. The player who wins the spin of a racket serves first.

5.2. At the beginning of each *game* and after each change of server, the server chooses from which *service box* to serve. While retaining the serve, the server must serve from alternate *boxes*.

5.3. If a *rally* ends in a *let*, the server must serve again from the same *box*.

5.4. 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.*

5.5. If there is any dispute about the correct *box*, the Referee must rule.

5.6. After the Marker has called the score, both players must resume play without unnecessary delay. However, the server must not serve before the receiver is ready.

5.7. A serve is good, if:

5.7.1. 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

5.7.2. 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

5.7.3. the ball is struck directly to the front wall, hitting it between the service-line and the out-line, but does not hit the front and side walls at the same time; and

5.7.4. the ball, unless volleyed by the receiver, bounces for the first time in the opposite *quarter-court* without touching any line; and

5.7.5. the ball is not served *out*.

5.8. A serve that does not comply with Rule 5.7. is a *fault* and the receiver wins the *rally*.
Note: A serve that hits the service-line, or the short-line, or the half-court line, or any line bounding the top of the court, is a *fault*.

5.9. If the server drops or throws the ball, but makes no *attempt* to strike it, this is not a serve, and the server may start again.

5.10. 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*.

5.11. If the server serves from the wrong *service box*, which goes unnoticed by players and officials, the result of the *rally* stands. If the server wins the *rally*, then the server serves from the alternate *box*.

5.12. The server must not serve until the score has been called by the Marker, who must do so without delay. In such an event, the Referee must stop play and instruct the server to wait until the score has been called.

6. THE PLAY

6.1. If the serve is good, play continues as long as each return is good, or until a player requests a *let* or makes an *appeal*, or one of the Officials makes a call, or the ball hits either player or their clothing or the non-striker's racket.

6.2. A return is good if the ball:

6.2.1. is struck *correctly* before it has bounced twice on the floor; and

6.2.2. without hitting either player, or their clothing or racket, hits the front wall, either directly or after hitting any other wall(s), above the *tin* and below the out-line, without having first bounced on the floor; and

6.2.3. rebounds from the front wall without touching the *tin*; and

6.2.4. is not *out*.

7. INTERVALS

7.1. A maximum of 1 minute is permitted between the end of the warm-up and the start of play, and 2 minutes between each *game*.

7.2. Players must be ready to resume play at the end of any interval, but play may resume earlier if both agree.

7.3. A maximum of 2 minutes is permitted to change damaged equipment. This includes glasses, protective eyewear or a dislodged contact lens. The player must complete the change as quickly as possible, or the Referee must apply Rule 14. (Conduct).

7.4. Intervals in the case of injury or blood injury are specified in Rule 13. (Illness, Injury and Blood Injury).

7.5. During any interval either player may strike the ball.

8. INTERFERENCE

8.1. After completing a reasonable follow-through, a player must make every effort to clear, so that when the ball rebounds from the front wall the opponent has:

8.1.1. a fair view of the ball; and

8.1.2. access to the ball; and

8.1.3. the space for a reasonable swing at the ball; and

8.1.4. the freedom to strike the ball to any part of the front wall.

Interference occurs when the player does not provide the opponent making every effort to play the ball with all of these requirements.

8.2. A *striker* who believes that interference has occurred may stop and request a *let*, preferably by saying "Let, please." That request must be made without undue delay.

Notes:

- The Referee must be satisfied the player is requesting a *let*.
- A request for a *let* includes a request for a stroke.
- Normally, only the *striker* may request a *let* for interference. However, if the non-striker requests a *let* for lack of access before the ball has reached the front wall, that request may be considered, even though that player is not yet the *striker*.

8.3. The Referee, if uncertain about the reason for a request, must ask the player for an explanation.

8.4. The Referee may allow a *let* or award a stroke without a request having been made, stopping play if necessary, especially for reasons of safety.

8.5. If the *striker* strikes the ball and the opponent then requests a *let*, but then the ball goes *down* or *out*, the opponent wins the *rally*.

8.6. General

The following provisions apply to all forms of interference:

8.6.1. if there was neither interference nor reasonable fear of injury, 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 the *striker* continued play beyond the interference and then requested a *let*, no *let* is allowed;

8.6.4. if there was interference, but it did not prevent the *striker* from seeing and getting to the ball to make a *good return*, this is minimal interference and no *let* is allowed;

8.6.5. if the *striker* would have been able to make a *good return* but the opponent was not making every effort to avoid the interference, a stroke is awarded to the *striker*;

8.6.6. if there was interference that the opponent was making every effort to avoid and the *striker* would have been able to make a *good return*, a *let* is allowed;

8.6.7. if there was interference and the *striker* would have made a *winning return*, a stroke is awarded to the *striker*.

In addition to Rule 8.6., the following provisions apply to specific situations.

8.7. Fair View

Fair View means enough time to view the ball and prepare to strike it as it returns from the front wall.

8.7.1. If the *striker* requests a *let* for lack of fair view of the ball on its return from the front wall, the provisions of 8.6 apply.

8.8. Access

If the *striker* requests a *let* for lack of access to the ball, then:

8.8.1. if there was interference but the *striker* did not make every effort to get to and play the ball, no *let* is allowed;

Note: Every effort to play the ball should not include contact with the opponent. If avoidable contact occurs, the Referee must apply Rule 14. (Conduct).

8.8.2. if the *striker* had access but took a path to the ball that caused interference, and then requested a *let*, no *let* is allowed, unless Rule 8.8.3. applies;

8.8.3. if the *striker* was *wrong-footed* but could recover to make a *good return*, and then encountered interference, a *let* is allowed, unless the *striker* would have made a *winning return*, in which case a stroke is awarded to the *striker*.

8.9. Racket Swing

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

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

8.9.1. if the swing was or could have been **affected** by the position of the opponent 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*;

8.9.2. if the swing was **prevented** by the position of the opponent, a stroke is awarded to the *striker,* even if the opponent was making every effort to avoid the interference;

8.10. Excessive Swing

8.10.1. If the *striker* caused the interference by using an excessive swing, no *let* is allowed.

8.10.2. If there was interference but the *striker* exaggerated the swing in attempting to earn a stroke, a *let* is allowed.

8.10.3. The striker's excessive swing can contribute to interference for the opponent when it becomes the latter's turn to play the ball, in which case the opponent may request a *let*.

8.11. Freedom to strike the ball to any part of the front wall

If the *striker* refrains from striking the ball because of front-wall interference, and requests a *let,* then:

8.11.1. 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;

8.11.2. if the ball would first have hit the non-striker and then a side wall before reaching the front wall, a *let* is allowed, unless the return would have been a *winning return*, in which case a stroke is awarded to the *striker*; or

8.11.3. if the ball would first have hit a side wall and then the non-striker before reaching the front wall, a *let* is allowed unless the return would have been a *winning return*, in which case a stroke is awarded to the *striker*;

8.11.4. if the ball would not have hit the non-striker, the provisions of 8.6 apply.

8.12. Further Attempt

If the *striker* requests a *let* for interference while making a *further attempt* to strike the ball, and could have made a *good return*, then:

8.12.1. if the non-striker had no time to avoid the interference, a *let* is allowed.

8.13. Turning

Turning occurs when a player rotates in a way that causes them to lose sight of either the ball or the opponent, or when the ball passes behind their body from one side to the other.

If the *striker* encounters interference while turning, and could have made a *good return*, then:

8.13.1. if the swing was prevented, even though the opponent was making every effort to avoid the interference, a stroke is awarded to the *striker*;
8.13.2. if the non-striker had no time to avoid the interference, a *let* is allowed;
8.13.3. if the *striker* could have struck the ball without turning, but turned in order to create an opportunity to request a *let*, no *let* is allowed.
8.13.4. When the *striker* turns, the Referee must always consider whether the action was dangerous and rule accordingly.

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 or clothing, 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 hit or would have hit any other wall before the front wall and the *striker* had not turned, a *let* is allowed, unless the return would have been a *winning return*, in which case a *stroke* is awarded to the *striker*;
9.1.4. if the *striker* had not turned but was making a *further attempt*, a *let* is allowed;
9.1.5. if the *striker* had turned, 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, play must stop*;* 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 strike the ball and no interference has occurred, the *striker* wins the *rally*, unless the striker's position has caused the non-striker to be hit, in which case a *let* is allowed;
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 strike 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.

9.3. If the *striker* hits the non-striker with the ball, the Referee must consider if the action was deliberate or dangerous and rule accordingly.

10. APPEALS

10.1. Either player may stop play during the *rally* and *appeal* against any lack of call by the Marker by saying "Appeal, please."

10.2. The loser of a *rally* may *appeal* against any call or lack of a call by the Marker by saying "Appeal, please."

10.3. If the Referee is uncertain which return is being appealed, the Referee must ask for clarification. If there is more than one *appeal*, the Referee must consider each one.

10.4. After the ball has been served, neither player may *appeal* anything that occurred before that serve, with the exception of a broken ball.

10.5. At the end of a *game* any *appeal* regarding the last *rally* must be immediate.

10.6. In response to an *appeal* against a Marker's call or lack of call the Referee must:
10.6.1. if the Marker's call or lack of call was correct, allow the result of the *rally* to stand; or

10.6.2. 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

10.6.3. if the Marker made no call on a serve or return that was not good, award the *rally* to the other player; or

10.6.4. if the Referee was uncertain whether the serve was good, allow a *let*; or

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

10.7. In all cases the Referee's decision is final.

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, before *attempting* to return serve, *appeals* that the ball is broken, and the ball is found to be broken, the Referee, if uncertain 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 and before leaving the court.

11.5. The ball must 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. A *let* may be allowed if the ball touches any article in the court.

11.10. No *let* is allowed for any unusual bounce.

12. CONDITIONS OF PLAY

12.1. Distraction

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

12.1.2. If the distraction was caused by one of the players, then:

12.1.2.1. if **accidental**, a *let* is allowed, unless a player's *winning return* was interrupted, in which case the *rally* is awarded to that player;

12.1.2.2. if **deliberate**, the Referee must apply Rule 14. (Conduct).

12.1.3. 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.

12.1.4. At some events crowd reactions during play may occur. To encourage spectator enjoyment, Rule 12.1.3. may be suspended, and if sudden crowd noise occurs, players will be expected to continue play and the Referee will not ask spectators to be quiet. However, a player who stops play and requests a *let* because of a loud or isolated noise from off the court may be allowed a *let* for distraction.

12.2. Fallen Object

12.2.1. A player who drops a racket may pick it up and play on, unless the ball touches the racket, or distraction occurs, or the Referee applies a Conduct Penalty.

12.2.2. A *striker* who drops the racket because of interference may request a *let*.

12.2.3. A non-striker who drops the racket because of contact during the striker's effort to reach the ball may request a *let*, and Rule 12.1. (Distraction) applies.

12.2.4. If any object, other than a player's racket, falls to the floor during a *rally*, play must stop; then:

12.2.4.1. if the object fell from a player without any contact with the opponent, the opponent wins the *rally*;

12.2.4.2. if the object fell from a player because of contact with the opponent, a *let* is allowed, unless the *striker* has struck a *winning return*, or requests a *let* for interference, in which case Rule 8. (Interference) is applied;

12.2.4.3. if the object falls from a source other than a player, a *let* is allowed, unless the striker's *winning return* was interrupted, in which case the *rally* is awarded to the *striker*;

12.2.4.4. 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.

12.3. Court Conditions

When court conditions change during play, the following Rules apply:

12.3.1. If conditions change through no fault of either player, play must stop, and a *let* is allowed. When play resumes, the score at the time of the interruption stands.

12.3.2. If an object falls on the court, Rule 12.2. applies.

12.3.3. If a player vomits on the court, Rule 13.1.2. applies.

12.3.4. If a player is injured, Rule 13.2. and 13.3. applies.

12.3.5. If there is blood on the court, Rule 13.3.1.5. applies.

12.3.6. If the court becomes wet because of sweat from the players during normal play, either player may request the court be wiped at the end of a *rally*.

12.3.7. If a player, while *attempting* to play the ball, has left a wet area on the court due to slipping, lunging, diving, or any part of their body touching the floor, then:

12.3.7.1. the player who caused the wet area must continue play or concede the *rally*;

12.3.7.2. the opponent may request a *let* before hitting the ball;

12.3.7.3. if play continues, neither player may request a *let* for safety reasons;

12.7.3.4. if the Referee believes the wet area was caused deliberately to gain an advantage, the Referee must apply Rule 14. (Conduct).

12.3.8. The referee:

12.3.8.1. must decide if conditions are safe for play to continue;

12.3.8.2. may allow a *let* without a request having been made, stopping play if necessary for safety reasons.

13. ILLNESS, INJURY AND BLOOD INJURY

Note: For an injury and a blood injury, the time allowed for recovery starts when the Referee has determined the condition is genuine and has decided on its category. Recovery time is

permitted only when the injury occurs, and if permitted at the end of a *game* includes the interval between games.

13.1. Illness

13.1.1. A player who suffers an illness or physical impediment that does not involve an injury or blood injury (such as a cramp, nausea, a blister, or breathlessness, as well as asthma), must either continue play immediately or concede the *game* in progress and take the game interval, if available, to recover. The player must then resume play or concede the *match*.

13.1.2. If a player's vomiting or other action causes the court to become unplayable, the *match* is awarded to the opponent.

13.2. Injury

The Referee:

13.2.1. if not satisfied that the injury is genuine, must advise the player to decide whether to resume play immediately, or to concede the *game* in progress and take the game interval, if available, and then resume play or concede the *match*;

13.2.2. if satisfied that the injury is genuine, must advise both players of the category of the injury and of the time permitted for recovery;

Note: The score at the conclusion of the *rally* in which the injury occurred, stands.

13.2.3. if satisfied that this is a recurrence of an injury sustained earlier in the *match*, must advise the player to decide whether to resume play immediately or concede the *game* in progress and take the game interval, if available, and then resume play or concede the *match*.

Note: A player who concedes a *game/match* retains any points/*games* already scored.

13.2.4. Categories of injury:

13.2.4.1. **Self-inflicted**: where the injury is the result of the player's own action. This includes a muscle tear or sprain, or a bruise resulting from a collision with a wall or falling over.

The player is permitted up to 3 minutes to recover and, if not then ready to resume play, must concede that *game* and take the game interval, if available, for further recovery. The player must then resume play or concede the *match*.

13.2.4.2. **Contributed**: where the injury is the result of accidental action by both players.

The injured player is permitted up to 15 minutes to recover. The player must then resume play or concede the *match*.

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

13.2.4.3.1. Where the injury is **accidentally** caused by the opponent, the Referee may apply Rule 14 (Conduct), and the injured player is permitted up to 15 minutes to recover. If the player is then unable to resume play, the Referee must award the *match* to the injured player.

13.2.4.3.2. Where the injury is caused by the **opponent's deliberate or dangerous play or action**, if the injured player requires any time for recovery, the Referee must award the *match* to the injured player. If the injured player is able to continue without delay, the Referee must apply Rule 14. (Conduct).

13.3. Blood Injury

A blood injury occurs when a player bleeds and the flow is enough to transfer blood to their opponent or the court.

A scrape, graze or nick with no blood flow is not a blood injury and play must continue. Visible blood through a bandage, dressing or covering is not a blood injury.

Note: It is the player's responsibility to cover any existing wounds before going on court.

Once a blood injury occurs, the injured player must leave the court, and the Referee must ensure that the injured player returns to the court in the shortest time possible.

13.3.1. Categories of blood injury:

13.3.1.1. **Pre-existing wounds**: If an uncovered or inadequately covered pre-existing wound has caused the blood injury, the injured player must concede the *game* in progress and take the game interval, if available, for treatment. The player must then resume play or concede the *match*.

13.3.1.2. **Self-inflicted**: Where the blood injury is caused by a player's own action or condition (such as a fall, lunge, dive, crowding, nosebleed or similar), the player is permitted up to 5 minutes to stop the blood flow and cover any wound. If the injured player is not ready to resume play after 5 minutes, the player must concede the *game* and take the game interval, if available, for further recovery.

If the same blood injury reoccurs, no further recovery time is permitted, and the injured player must concede the *game* and take the game interval, if available, for further recovery.

If the same blood injury reoccurs and is caused by both players' actions (see 13.3.1.3.: Contributed) the injured player shall have further reasonable time to address the blood injury.

If the injured player cannot resume play within the permitted time, the Referee must award the *match* to the opponent.

13.3.1.3. **Contributed**: where the blood injury is caused by both players' actions, the injured player has reasonable time to stop the blood flow and cover any wound. Reasonable time is determined by the Referee, who may be assisted by on-site medical personnel, if available.

If the same blood injury reoccurs, through no fault of either player or by both players' actions, the injured player shall have further reasonable time to address the blood injury.

If the same blood injury reoccurs, solely due to an action by the injured player, the player shall have no further time to address the blood injury and must concede the *game* and take the game interval, if available, for further recovery.

If the injured player cannot resume play within the reasonable time allowed, the Referee must award the *match* to the opponent.

13.3.1.4. **Opponent inflicted:** where the blood injury is caused solely by the opponent;

13.3.1.4.1. Where the blood injury is caused solely by the opponent's **accidental** action, the Referee may apply Rule 14 (Conduct), and the injured player has reasonable time to stop the blood flow and cover any

wound. Reasonable time is determined by the Referee, who may be assisted by on-site medical personnel, if available. If the injured player cannot resume play in the reasonable time allowed, the Referee must award the *match* to the injured player.

If the same blood injury reoccurs, through no fault of either player or by both players' actions, the injured player shall have further reasonable time to address the blood injury. If the blood flow cannot be stopped in a reasonable time the Referee must award the *match* to the injured player.

If the same blood injury reoccurs, solely due to an action by the injured player, the player shall have no further time to address the blood injury and must concede the *game* and take the game interval, if available, for further recovery. If the injured player cannot then resume play, the Referee must award the *match* to the opponent.

13.3.1.4.2. Where the blood injury is caused by the **opponent's deliberate or dangerous play or action**, the Referee must apply Rule 14. (Conduct) and award the *match* to the injured player.

13.3.1.5. Where there is a stoppage in play, the court must be cleaned, and bloodstained clothing replaced.

13.4. 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.

13.5. It is always the injured player's decision whether or not to resume play.

14. CONDUCT

14.1. Players must comply with any tournament regulations additional to these Rules.

14.2. Players may not place any object within the court.

14.3. Players may not leave the court during a *game* without the permission of the Referee.

14.4. Players may not request a change of any Official.

14.5. Players must not behave in a manner that is unfair, dangerous, abusive, offensive, or in any way detrimental to the sport.

14.6. 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:

14.6.1. audible or visible obscenity;
14.6.2. verbal, physical or any other form of abuse;
14.6.3. unnecessary physical contact, which includes pushing off the opponent;
14.6.4. deliberate or dangerous play, including an excessive racket swing and turning;
14.6.5. dissent to an Official;
14.6.6. attempting to influence the referee;
14.6.7. abuse of equipment or court;
14.6.8. unfair warm-up;
14.6.9. delaying play, including being late back on court;
14.6.10. deliberate distraction;
14.6.11. receiving coaching during play.

14.7. A player guilty of an offence may be given a Conduct Warning or penalised with a Conduct Stroke, a Conduct Game, or a Conduct Match, depending on the severity of the offence.

14.8. The Referee may impose 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.

14.9. A warning or a penalty may be imposed by the Referee at any time, including during the warm-up and following the conclusion of the *match*.

14.10. If the Referee:

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

14.10.2. stops play to award a Conduct Stroke, that Conduct Stroke becomes the result of the *rally*;

14.10.3. 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 change of *service box;*

14.10.4. 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 game interval does not apply;

14.10.5. awards a Conduct Game or a Conduct Match, the offending player retains all points or *games* already won.

14.11. When a Conduct Penalty has been imposed, the Referee must complete any required documentation.

APPENDIX 1 - DEFINITIONS

APPEAL	A player's request to the Referee to review a Marker's call or lack of a call, or to appeal that the ball is broken.
ATTEMPT	Any forward movement of the racket towards the ball. A fake swing is also an attempt, but racket preparation with only a backswing and 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, a side wall and by 2 other lines, from where the server serves.
CORRECTLY	When the ball is struck with the racket, held in the hand, not more than once, and without prolonged contact on the racket.
DOWN	A return that hits the tin or the floor before reaching the front wall, or hits the front wall and then the tin.
FAULT	A serve that 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. Note: 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 not a further attempt.
GAME	A part of a match. A player must win 3 games to win a best of 5-game match and 2 games to win a best of 3-game match.
GOOD RETURN	A return that is struck correctly and that travels to the front wall either directly or after hitting another wall or walls without going out, and that hits the front wall above the tin and below the out-line.
HAND OUT	A change of server.
LET	The result of a rally that neither player wins. The server serves again from the same box.
MATCH	The complete contest, including the warm-up.
NOT UP	A return that: a player does not strike correctly; or bounces more than once on the floor before being struck; or touches the striker or the striker's clothing.
OUT	A return that: hits the wall on or above the out-line; or hits any fixture above the out-line; or hits the top edge of any wall of the court; or passes over a wall and out of the court; or passes through any fixture.
QUARTER-COURT	One of two equal parts of the court bounded by the short-line, a side wall, the back wall and the half-court line.
RALLY	A good serve followed by one or more alternate returns until one player fails to make a good return.
SERVICE BOX	See BOX, SERVICE BOX.
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.
WINNING RETURN	A good return that the opponent could not reach.
WRONG-FOOTED	The situation when a player, anticipating the path of the ball, moves in one direction, while the striker strikes the ball in another direction.

APPENDIX 2 - OFFICIALS' CALLS

2.1 MARKER

DOWN	To indicate that a player's return hit the tin, or the floor before reaching the front wall, or hit the front wall and then the tin.
FAULT	To indicate that a serve was not good.
GAME BALL	To indicate that a player requires one point to win the game.
HAND OUT	To indicate a change of server.
MATCH BALL	To indicate that a player requires one point to win the match.
NO LET	To repeat the Referee's decision that a request for a let is disallowed.
NOT UP	To indicate that a return: was not struck correctly; or bounced more than once on the floor before being struck; or touched the striker or the striker's clothing.
OUT	To indicate that a return: hit the wall on or above the out-line; or hit any fixture above the out-line; or hit the top edge of any wall of the court or passed over a wall and out of the court; or passed through any fixture.
STOP	To indicate that players must stop play immediately.
STROKE TO (PLAYER or TEAM)	To repeat the Referee's decision to award a stroke to a player or team.
TEN-ALL: A PLAYER MUST WIN BY 2 POINTS	To indicate at 10-all that a player must lead by 2 points to win the game. Called on the first occurrence in each game.
YES, LET/ LET	To repeat the Referee's decision that a rally is to be replayed.

Examples of Marker's Calls

1. Match introduction:
   "Smith to serve, Jones to receive, best of 5 games, love-all."

2. Order of calls:
   i) Anything affecting the score (e.g. Stroke to Brown).
   ii) The score with the server's score always called first.
   iii) Comments on the score (e.g. Game ball).

3. 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."
   "10–8, Match Ball."
   "13–12, Match Ball."

4. 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, 3–11, 11–7, 6–11, 11– 9, 11– 8."

5. Start of successive games:
"Smith leads 1 game to love. Love-all."
"Smith leads 2 games to 1. Jones to serve, love-all."
"2 games all. Smith to serve, love-all."

2.2 REFEREE

CONDUCT WARNING	To advise that a Conduct Warning is being issued, e.g.: "Conduct Warning Smith for delaying play."
CONDUCT STROKE	To advise that a Conduct Stroke is being awarded, e.g.: "Conduct Smith, Stroke to (other player or team) for delay of game."
CONDUCT GAME	To advise that a Conduct Game is being awarded, e.g.: "Conduct Jones, Game to (other player or team) for abuse of opponent."
CONDUCT MATCH	To advise that a Conduct Match is being awarded, e.g.: "Conduct Jones, Match to (other player or team) for dissent to Referee."
FIFTEEN SECONDS	To advise that 15 seconds of a permitted interval remain.
HALF-TIME	To advise that 2 minutes of the warm-up period have passed.
LET / PLAY A LET	To advise that a rally is to be replayed in circumstances where the wording "Yes, Let" is not appropriate (e.g. when neither player has requested a let).
NO LET	To disallow a let.
STOP	To indicate that players must stop play immediately.
STROKE TO (PLAYER OR TEAM)	To advise that a stroke is being awarded.
TIME	To indicate that a permitted interval has elapsed.
YES, LET	To allow a let.

APPENDIX 3 - VIDEO REVIEW

The video review system may be used where the technology is available. The system involves two officials: a "Match Referee" (MR) and a "Video Referee" (VR). The goal of the video review system is to give a player the chance of a second opinion and for the VR to make a final decision following the MR's original decision. For the game to remain as continuous as possible, the VR needs to come to a decision as quickly and efficiently as possible.

Rules/Procedure

The MR will control the match as usual but will always be in direct communication with the VR via a headset or earpiece. The MR should confer with the VR when necessary to ensure the correct outcome of a rally.

3.1. Player Review

3.1.1. A player may request a review ("Player Review") on Stroke, Yes Let, and No Let decisions given by the MR. It can also be used to appeal to a pickup or double hit or carry call or the lack of a call by the MR.

3.1.2. Best of 5 game matches: each player receives a total of 2 video reviews per match. If the match reaches a fifth game, each player will receive one additional video review, regardless of how many video reviews have been used in the previous four games. Unused reviews are not carried over into the fifth game.

3.1.3. Best of 3 game matches: each player receives 1 video review per match. If the match reaches a third game, each player will receive one additional video review, regardless of how many video reviews have been used in the previous two games. Unused reviews are not carried over into the third game.

3.1.4. The player must clearly and immediately ask the MR for a review.

3.1.5. The MR then announces:

3.1.5.1. When a player is requesting a player review on a decision:

- "Player review, <player's surname>, on the 'Stroke' decision"; or
- "Player review, <player's surname>, on the 'Yes Let' decision"; or
- "Player review, <player's surname>, on the 'No Let' decision".

3.1.5.2. When a player is requesting a player review on the pickup, double hit or carry call or lack of a call:

- Player review, <player's surname>, on the 'good' decision; or
- Player review, <player's surname>, on the 'not good' decision.

3.1.6. The replays will be shown on the screens and the decision of the VR, whose decision is final, will be also displayed on the screens. Note that:

3.1.6.1. If the original decision is overruled by the VR, the player keeps the review.

3.1.6.2. If the original decision is upheld by the VR, the player loses the review.

3.1.6.3. If the original decision is overruled by the VR but against the reviewing player, the player loses the review. For example, if a player appeals expecting to turn a Yes Let into a Stroke, but the video referee turns a Yes Let into a No Let, the player loses the review.

3.1.7. The MR then announces:

3.1.7.1. When the original decision is upheld by the VR:

- "Stroke to <player A surname>, decision upheld, <player B surname> has no (or x) reviews remaining"; or
- "Yes Let, decision upheld, <player's surname> has no (or x) reviews remaining"; or
- "No Let, decision upheld, <player's surname> has no (or x) reviews remaining"; or
- "The pickup was good, decision upheld, <player's surname> has no (or x) reviews remaining"; or
- "The pickup was not up, decision upheld, <player's surname> has no (or x) reviews remaining".

3.1.7.2. When the original decision is overruled by the VR:

- "Stroke to <player's surname>, decision overruled, <player's surname> has x reviews remaining"; or
- "Yes Let, decision overruled, <player's surname> has x reviews remaining"; or
- "No Let, decision overruled, <player's surname> has x reviews remaining"; or
- "The pickup was good, decision overruled, <player's surname> has x reviews remaining"; or
- "The pickup was not good, decision overruled, <player's surname> has x reviews remaining".

3.1.8. If the video review is unavailable or a pickup or double hit or carry review comes back inconclusive, the player keeps the review. The MR then announces:

- "Video review is currently unavailable due to technical difficulties. The original decision stands"; or
- "Inconclusive, Yes Let, <player's surname> has x reviews remaining".

3.2. Video Referee Decision

3.2.1. The MR retains the right to refer to any decision, including pickup or double hit or carry calls to the VR if unsure of the correct decision on an appeal that has not yet given a decision. The MR may ask for a "Video Referee Decision" as many times as required, and this does not count as one of a player's video reviews.

3.2.2. The MR initiates a video referee decision by announcing:

- "Video Referee decision on <player's surname> appeal"; or
- "Video Referee please check <player's surname> pickup in the front left".

3.2.3. The VR makes the final decision which is announced by the MR:

- "Stroke to <player's surname>"; or
- "Yes Let"; or
- "No Let"; or
- "The pickup was good"; or
- "The pickup was not up".

3.3. Video Referee Overrule

3.3.1. Players cannot request a review for lines calls or tin calls.

3.3.2. If the VR observes video footage that is deemed conclusive, the VR can communicate this to the MR before the start of the next rally, enabling a fair outcome of the rally.

3.3.3. In that case, the MR then announces:

- "Video Referee has conclusive evidence that the ball was good, point to <player's surname>"; or
- "Video Referee has conclusive evidence that the ball was down, point to <player's surname>"; or
- "Video Referee has conclusive evidence that the ball was in, point to <player's surname>"; or
- "Video Referee has conclusive evidence that the ball was out, point to <player's surname>".

APPENDIX 4 - 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 including the warm-up, whether social, league or tournament. It is the responsibility of the player to ensure that the quality of the product worn is appropriate for the purpose.

Protective eyewear is mandatory for all doubles and junior events sanctioned by the WSF.

A list of WSF-certified protective eyewear may be found at:
http://www.worldsquash.org/certified-eyewear/

APPENDIX 5 - TECHNICAL SPECIFICATIONS

The following specifications are set and agreed by the Courts & Equipment Commission. All current technical specifications can be found on the WSF website https://www.worldsquash.org/

Court Specifications:
https://www.worldsquash.org/court-construction/

Specifications of Squash Balls:
https://www.worldsquash.org/rackets-balls/racket-ball-specifications/

Dimensions of a Squash Racket:
https://www.worldsquash.org/rackets-balls/racket-specs/

APPENDIX 6 - COACHING

Coaching is any communication, advice or instruction given to a player by any means. During matches it is permitted only in the intervals between games.

Player Analysis Technology

Player analysis technology as described below may be incorporated into the playing equipment as long as that equipment conforms to the specifications in Appendix 7. Any equipment affixed to the body of a player must conform to the Rules.

Player analysis technology is equipment that may involve any of the following functions with respect to information regarding a player's performance:

A. Recording
B. Storing
C. Transmission
D. Analysis
E. Communication to player by any kind or means.

Player analysis technology may record and/or store information during a match, but such information may not be retrieved by a player during a match.

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