

Officiating Standards Framework for LA28

Effective: 30th August 2026

Introduction: Why this Officiating Standards Framework for LA28 exists

Squash arrives at its Olympic debut in Los Angeles in 2028 with more attention on the sport and on its officiating than at any point in its history. Following the 2025/26 season, it became clear that confidence in the officiating system was under strain: among players, among officials who felt increasingly exposed, and among fans watching on broadcast and in venues. Views on the causes, and on the remedies, were genuinely divided. That is precisely why this Framework has been built together by the whole sport rather than imposed by any one body.

This is explicitly not a review of referees. Every constituency - players, officials, and the governing bodies themselves, carry obligations within the Framework. The question at the heart of the Framework is one the whole sport needs to answer together: **how should the modern game be played and refereed?** Around that sits accountability, technology, player conduct, and the mutual obligations each part of the sport owes the others.

I. Who has been involved?

The Framework is jointly owned by the three parties responsible for officiating on the professional and senior game:

- **World Squash Officiating (WSO):** the joint officiating body responsible for standards, appointments, and referee development.
- **PSA Squash Tour (PSA):** responsible for the professional Tour on which the Framework's directives apply.
- **World Squash (WS):** responsible for the Rules of Squash and for sanctioned events administered under its authority.

To ensure the process was, and was seen to be, independent, it was chaired by Simon Goldberg of the law firm Simons Muirhead Burton (SMB) in London. SMB also administered confidential, anonymised surveys of players and referees ahead of the process, with individual raw responses shared only on a fully anonymised basis and held all session discussions under a confidentiality undertaking.

The process brought together, alongside the three parties:

- **Players;** as representatives of the playing group, engaging directly with officials and staff;
- **Referees;** drawn from across the Performance and Tour Groups, jointly co-authoring the reforms alongside other involved parties;
- **Independent ex-players;** whose perspective was free of any current institutional role and there to test thinking and strengthen confidence in the outcome.

II. How the Framework was built

The Framework was developed through a structured, three-session process over the summer of 2026:

Confidential surveys (ahead of the process): SMB administered questionnaires of players and referees before the first session, building an evidence base from candid input. Individual raw responses were only shared on a fully anonymised basis.

Meeting 1: Based on the survey themes, building a shared evidence-based picture of the problem, including where consensus did and did not yet exist on how the game should be refereed.

Meeting 2: Solution design: mixed working groups of players, referees, staff and independent voices developed the substance of the Framework together.

Meeting 3: Discussion and then final amendments and formal sign-off, ahead of public launch at the start of the new season.

Discussions within the sessions were confidential and this Framework is the published outcome. The sport set its standards openly, and every part of it has helped build the officiating system it now brings to the Olympic Games.

III. Fundamental Principles

The Officiating Standards Framework process has identified four fundamental principles that are considered essential for safe, fair and orderly play;

- **Safety:** Players must place safety first and not take any action that endangers their opponent.
- **Fair Play:** Players must play with honesty and integrity.
- **Respect:** Players and officials must show respect for themselves and each other and commit to respectful dialogue and communication before, during and after play.
- **Movement:** Players and referees agree on a shared fundamental understanding related to Rule 8 – Interference: the outgoing player must make every effort to clear and provide the incoming player with access, and the incoming player must make every effort to get to and play the ball, without creating interference.

IV. Improving Referee Development Pathways and Decision Consistency

Many of those participating in the Framework process identified the Referee Development Pathway requires improvement and ahead of the 2026/27 season WSO is introducing an updated structure, comprising Performance and Tour Groups. Under the revamped structure, in conjunction with Continental Federations, referees will receive more structured regular feedback and formal appraisals on a cyclical basis, including swifter post-tournament reviews, mentoring from Referee Educators and clearer, published criteria for progression and appointment to forthcoming tournaments.

Further feedback identified the interpretation of rules and the consistency of decisions as areas for improvement. Moving forward, there will be regular formal engagement between WSO, PSA, WS, players and referees to continuously monitor consistency of decisions and improve rules interpretation.

V. Status and Scope

This Framework consolidates and supersedes all previous WSO directives (WSO1, WSO2, WSO3 and the WSO Consolidated Directive 2025). It is intended to lay the groundwork for the next two seasons leading into the LA28 Olympics. It applies to all sanctioned events on the PSA Squash Tour and all senior sanctioned events administered by World Squash. It continues to incorporate the updated Rules of Squash which came into effect on 1st September 2025.

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1. Player-Referee Interaction and Communication

Players

Appeal for Let:

- Players may request a single explanation for a decision in an ordinary, civil manner - a simple 'what was the reason for that?' or 'why is that a No Let/Yes Let/Stroke?' is sufficient.
- A single concise and civil statement of the player's own view after receiving an explanation ('I felt there was a lack of movement after the shot') does not of itself constitute an attempt to influence the referee or dissent. The referee may acknowledge it simply ('thank you') if they wish and play continues; no further exchange is required or expected from either player.
- Ongoing disagreement or argument beyond this point or attempts to reference earlier decisions must be avoided and may constitute dissent, which will be dealt with under the Code of Conduct.

Player Review Requests:

- Players requesting a Video Review must do so clearly and immediately after a decision given by the Match Referee. Where the Match Referee provides an unprompted explanation linked to their decision and the Player then requests a Video Review, it should proceed. Where the Player prompts the Match Referee for a decision explanation that is then provided, a further request for a Video Review should be denied.
- The player requesting a Video Review may briefly identify what they believe occurred (e.g. 'please look at the movement after the shot') as part of their request. This will be regarded as directing the review to the relevant details of the incident, not attempting to influence the outcome, and will not attract sanction.
- Players are reminded that from the point a Video Review request is initiated, the Match Referee and Video Referee will be primarily focused on ensuring the Video Review process is conducted fairly and efficiently.

General:

- Players must not open the court door without the referee's permission.
- Theatrical appeals, shouting for decisions, and campaigning by players, whether during the Video Review process or between rallies, remain attempts to influence under Rule 14.6.6.

Referees

Communication Approach: Use calm, measured communication to maintain match control. Recognise player emotions whilst maintaining clear boundaries. Listen actively and provide short, clear explanations to support player understanding.

Providing Explanations for Decisions

- Referees are expected to provide clear and concise explanations for decisions they award when requested by players.
- Referees should allow a reasonable level of tolerance for players who may feel frustrated or disappointed at the outcome of a rally, or who are out of breath, or who face language barriers when receiving requests for explanations in the competitive environment.
- Explanations provided should accurately reflect the reason the decision was reached and seek to aid player understanding and match flow.
- Whilst referees are expected to provide explanations for decisions where appropriate, it is important to maintain continuity of play - referees should manage players who challenge too many decisions appropriately, using Code of Conduct where necessary.

Player Review Requests:

- Referees must ensure Player Review requests are handled fairly and consistently.
- Where the reason for a request is unclear, the Match Referee will ensure they clarify with the player before proceeding with the Video Review.
- Where a brief explanation is given by the player when making a request this should not be deemed to be influencing the referee, provided it does not direct the referee to award a specific decision.

- Match Referees are reminded that the Player Review request should be made immediately once the original decision is provided - where further explanations are prompted by player requests the delayed Video Review should be denied.
- Where a Player appears to be consulting with their Coach or other support team members about a decision, the Video Review request must be denied.

Managing Dissent:

- Initial approach: Calmly and respectfully inform the player that the decision has been made and to continue play.
- Referees should ensure they continue to read the match as it progresses. After long or punishing rallies, allow a moment for emotion to pass before intervening ('let it breathe'). Experience shows players can typically reset when given that space.
- If dissent continues or is aggressive from the outset, apply appropriate sanctions as outlined in the Code of Conduct (Section 6 below).
- Continued or escalating dissent should be dealt with by referees using appropriate Code of Conduct sanctions, independently of managing further decision appeals and other ongoing officiating requirements.

Key Clarifications

Q: Can players request explanations for decisions?

While the Rules do not require an explanation to be given for every decision given, the expectation on the PSA Squash Tour is that referees give brief, factual reasoning for the decision where this supports player understanding and match flow, linked to an account of what they saw if this assists ('here is what I saw...'). This standard applies at all Tour levels and relies on respect and clarity of communication moving in both directions.

Q: What is the difference between requesting an explanation and dissent?

Player dissent involves expressing disagreement or objection to a referee's decision through behaviour such as repeated questioning, using an aggressive tone or body language, arguing, shouting, or making sarcastic or disrespectful comments. Body language indicators of dissent include exaggerated gestures, throwing hands up in frustration, or acting dismissively towards the referee. This behaviour is deemed unacceptable (Rule 14.6.5).

2. Interference (Rule 8) and Player Movement

Important: Rule 8.1.2 requires "access to the ball" (removing "unobstructed direct" which created unnecessary limitations). This acknowledges the practical realities of movement in squash whilst maintaining the principles of fair play and respect.

This Framework uses "incoming player" and "outgoing player" to clarify movement responsibilities during the transition phase of a rally. The "outgoing player" is the one who has just played the ball and who must make every effort to play and provide access. The "incoming player" is the one moving to the next shot, and who must make every effort to play the ball.

Players:

What is considered acceptable movement?

- Creating reasonable space for shot completion - this must not be exaggerated to prevent or restrict your opponent's access after completing a reasonable follow-through.
- Such movement and weight transfer that legitimately enables the player to take a reasonable swing and complete their shot.
- A player who is in position to strike the ball is entitled to complete a reasonable swing and will not be penalised in the absence of an excessive or exaggerated movement. Examples of excessive or exaggerated movement may include a trailing leg, a hip or body block, or an excessive swing into the opponent's path.
- The critical distinction is between legitimate movement necessary to complete the shot, and deliberately restricting or shutting out an opponent's access - once the ball is struck and a reasonable follow-through completed, a player must make every effort to provide access.

What is considered unacceptable movement?

Outgoing player:

- Not making every effort to provide access to the incoming player (Rule 8.1).
- Restricting or preventing an opponent's access to the ball, whether deliberately or not (Rule 8.1.2).
- Unnecessary or exaggerated movement or contact after playing the shot (Rule 8.1).
- Unnecessary contact away from the ball (Rule 8.1).

Incoming Player:

- Not allowing the outgoing player to finish a reasonable follow-through (Rule 8.1).
- Moving into the outgoing player rather than making every effort to play the ball, whether deliberately or not (Rule 8.8.1).
- Taking a path to the ball that unnecessarily causes interference and then requesting a let (Rule 8.8.2).
- Making avoidable contact with the opponent (Note to Rule 8.8.1).

Important: Unacceptable movement isn't always deliberate. Players sometimes misjudge situations or get caught in difficult positions. Both players and referees understand that responsibility does not always equal intentionality - referees will consider all circumstances, including intent, when determining whether Code of Conduct sanctions should be applied to unacceptable movement.

Referees:

Communication and Implementation:

As a general practice, referees should use calm, considerate communication while maintaining authority. Listen actively to players' concerns and provide measured explanations when it supports match flow and understanding. Interference is the most critical area of judgement for both players and referees when applying the Rules, and usually the area of greatest contention.

Referees will give appropriate weight to both the outgoing and incoming player obligations. An outgoing player must make every effort to clear and provide access to the incoming player, and that incoming player must make every effort to get to and play the ball without creating unnecessary interference.

The Guiding Let: early in a match, or when a specific pattern of movement is developing, the referee may use a Yes Let accompanied by a brief explanation of what each or both players are expected to do, in order to guide the players and preserve the flow of the match. As the match progresses or when the same pattern repeats, more specific and instructive guidance should follow, awarding a No Let or Stroke where the situation is warranted. The Guiding Let, while not a formal aspect of the Rules, should be used as an initial management tool in elite, high-intensity play, and not an acceptance of replaying rallies as the default.

Key Clarifications on Interference

Q: What happens when unacceptable movement by a player restricts or prevents access during a rally?

The referee will award a Stroke to the non-offending player. Whether additional sanctions are applied depends on the circumstances - was it deliberate, dangerous, or part of a pattern? Not all poor movement requires additional penalties.

Q: What should a player do after hitting a loose shot?

A player must clear and continue to clear as necessary to provide access. Players should avoid stepping into the opponent's path or making it difficult for the opponent to access the ball.

Q: What if a player stands close to the opponent and moves into them immediately after the opponent has hit the ball?

Players must make every effort to play the ball (Rule 8.8.1). The outgoing player should be allowed the opportunity to complete a reasonable swing and opportunity to clear. If a player is not making every effort to reach the ball but instead moves towards the opponent rather than the ball, this could result in a No Let being awarded.

Q: What if there are repeated, unacceptable movements by a player that seek to cause or actually cause unnecessary contact during the course of a rally that result in their opponent getting further out of position, playing the shot off-balance or affecting the racket/racket arm, but the opponent still could or does make a good return?

It is vitally important that outgoing players make every effort to clear and provide access, while incoming players take a path to the ball that avoids unnecessary contact and, where possible, play the ball. Where there are repeated occurrences of unnecessary contact throughout a rally, appropriate action from referees may be taken, which may include application of the Code of Conduct.

Q: Does standing on the T (or in any particular position of the court) exempt a player from providing access to their opponent?

No. The Rules make no reference to the T. A player who has struck the ball must make every effort to clear and provide access regardless of where on the court they are standing. Holding a central position is a tactical advantage, not a protected one.

At the same time, referees should be aware of incoming players creating their own interference after coming under pressure from their opponent, and they should continue to make every effort to get to and play the ball, without causing excessive physical contact.

3. Player Simulation (Rule 14.6.6 - attempting to influence the referee)

Clarification: Any deliberate simulation, exaggeration of interference, or attempt to influence the referee by faking obstruction or contact will be penalised according to the Code of Conduct (Section 6).

Manufactured interference: taking a path, creating contact, or shaping a movement primarily to earn a Stroke or Let rather than to play the ball is a form of simulation (Rules 8.8.2 and 14.6.6) and will be penalised accordingly. Referees, with the assistance of the Video Referee where available, should be alert to recurring patterns of manufactured scenarios within a match.

Players:

- Avoid exaggerating interference or contact.
- Avoid creating unnecessary interruptions through simulation.
- Avoid attempting to influence referee decisions through theatrical reactions or appeals.

4. Video Review: Authority and Standards

In a Video Review, the Video Referee holds the final decision. The Match Referee gives the decision in real time and, on review, provides their original rationale to the Video Referee; the Video Referee then determines the outcome on the evidence. Over-ruling the Match Referee is considered a normal part of reaching the correct outcome and carries no implication about the experience or standing of either official.

Player Review Requests:

- Referees are reminded that when encountering interference, the incoming player should make any request for a Let or Stroke **without undue delay (Rule 8.2)**.
- The Match Referee should not allow player-initiated Video Reviews from players who have accepted and played beyond interference not linked to when the Let was actually requested, unless the Video Referee believes a Code of Conduct violation may have occurred.
- Match Referees must also ensure they determine the outcome of any rally (Stroke, Yes Let or No Let) before applying any Code of Conduct sanction (Rule 14.10.3). Except when the Match Referee stops the rally to issue a Conduct Stroke, which then becomes the result of the rally (Rule 14.10.2), a Conduct Stroke should be applied after the rally outcome has been determined and not used as a substitute for it.

Referee Video Decision:

- The Match Referee may elect to use a Video Review without a player request if an incident is unclear, the flow of the match is deteriorating or a pivotal decision is required (see Section 5).

Operational standards: Video Referee equipment must be of sufficient quality to support conclusive decisions; 'inconclusive' outcomes resulting from inadequate screens or other equipment are considered a technical failure and should be reported to the broadcast team.

5. Decision Density and High-Intervention Match Management

Decision density is the percentage of rallies in a match that end in a referee decision. Tour analysis shows main draw matches typically fall between 10% and 30% decision density; above 50%, the match is usually characterised by disruption rather than competition.

During the match: referees should actively monitor the pattern of decisions and interference. Where a match requires a high number of referee interventions, the referee should:

1. address both players together ('this is not the match it should be — resolve it, or further action will follow'), backed by firm decisions thereafter; and
2. may review any point on video without a player request, where Video Review is available.

After the match: subject to or arising out of any formal disciplinary processes, every match exceeding the 50% threshold will be reviewed by the referee team as a learning exercise, and a facilitated player–referee conversation is offered at the next appropriate event, involving the Lead Referee, Player Liaison Representative and/or Referee Performance Manager.

6. Consistent Application of Code of Conduct (Rule 14) Sanctions

Philosophy: Referees should read the match situation and feel the natural drama and emotion of competitive squash. It is important to differentiate between tactical behaviour designed to disrupt opponents and/or influence or intimidate the referee, and genuine competitive emotion.

Penalty Structure: Penalties are determined by the severity of the offence. The referee has the authority to award the appropriate level of penalty and may impose the same level penalty for subsequent similar offences but may not award a less severe penalty than the previous penalty for the same offence (Rule 14.8).

Unacceptable Behaviour (Rule 14.6) includes;

- Audible or visible obscenity.
- Verbal, physical or any other form of abuse.
- Unnecessary physical contact, which includes pushing off the opponent.
- Deliberate or dangerous play, including an excessive racket swing and turning dangerously.
- Dissent to an Official.
- Attempting to influence the referee (Rule 14.6.6).
- Abuse of equipment or court.
- Unfair warm-up.
- Delaying play, including being late back on court.
- Deliberate distraction.
- Receiving coaching during play.

Code of Conduct Application;

Initial Management: For minor infractions or first-time issues, referees should initially ask players to modify their behaviour (e.g., "Please allow your opponent better access" or "Please increase the speed of play").

Consistency of application: where behaviour continues after use of a discretionary soft warning or warnings, referees should move to the formal Conduct Warning promptly and consistently. The Conduct Warning is the recognised formal marker — once given, the player is on clear notice that further breaches may carry escalating sanctions (Rule 14.8). Extended sequences of multiple soft warnings without formal action undermine consistency across the referee group and leave players unclear where the line of acceptable conduct sits.

Formal Sanctions:

- **Conduct Warning:** For continued minor infractions after initial management, or moderate first-time offences.
- **Conduct Stroke:** For persistent behaviour after warnings, or more serious first-time offences.
- **Conduct Game:** For severe or repeated offences.
- **Conduct Match:** For the most serious or dangerous offences.

For Referees:

- Consider the match context, player emotions, and competitive situation when determining an appropriate response.
- Apply discipline appropriate to the severity and context.
- Clearly explain the reason and level of penalty when issuing formal sanctions (Rule 14.11).
- The referee can impose the same level penalty for subsequent similar offences but may not award a less severe penalty than the previous penalty for the same offence (Rule 14.8).
- Complete the required documentation for all formal Conduct Strokes and above.

Off-court escalation: formal conduct sanctions are documented and reported through the established disciplinary channel. Repeated conduct sanctions, or repeated involvement in disrupted matches (see Section 5, Decision Density), will trigger off-court engagement in escalating steps:

1. facilitated education conversation between the player and the referee team, supported by match recordings and data;
2. formal written notification of expectations, with continued monitoring;
3. financial sanction under the fine system;
4. further disciplinary action under the applicable framework.

Important Note:

Rule 14.10.1 states that **if the referee stops play** to issue a Conduct Warning, a Let is allowed for that rally.

Rule 14.10.2 states that **if the referee stops play** to issue a Conduct Stroke, that Conduct Stroke becomes the result of the rally.

Rule 14.10.3 states that if the referee awards a Conduct Stroke **after a rally has finished**, the result of the rally stands, and the Conduct Stroke is also added to the score.

7. Speed of Play and Time Management // Rule 5.6

Players:

- Should be ready promptly after the referee has called the score.
- Should be ready to play after a review has finished, having used time during a review or when the court is being cleaned to use the towel.

Some examples of Time-Wasting Behaviour are:

1. Excessive Ball Bouncing: Taking an unusually long time to bounce the ball before serving.
2. Hitting the Ball Between Rallies: Hitting the ball back and forth between rallies or after a video review.
3. Delayed Serving: Taking extra time to serve after the referee calls the score.
4. Prolonged Discussions with the Referee: Extended discussions or arguments with the referee.
5. Towel Breaks: Taking longer than necessary to use the towel during permitted towel breaks.
6. Walking Between Points: Walking slowly to retrieve the ball or to the starting position, which includes pushing the ball to further areas of the court to extend the time needed to retrieve the ball.

Referees:

Management Approach:

- Be pro-active in reading the match situation. Consider the context - differentiate between natural breaks after extended or dramatic rallies, where both players need recovery time, versus tactical delays to disrupt the opponent's rhythm.
- Feel the pace and emotion of the game when determining appropriate intervention.

Intervention:

- If speed of play deteriorates, use appropriate soft warnings to encourage continuous play.
- When delays become excessive, ensure that appropriate formal warnings are issued and that sanctions are applied as outlined in the Code of Conduct (Section 6 above).

8. Towel Usage (only applicable to PSA Tournaments)

Rule in PSA Squash Tour Rule Book 3.6.6.2 Towel Usage:

Players are only permitted to use their towel:

- during any Video Review;
- during any Video Referee Decision; and
- immediately following an incident (for example, a dive, fall or break in play) with permission from the Match Referee.

Players:

- May use their towel during Video Reviews and Video Referee Decisions without referee permission.
- May use their towel during a break in play or court cleaning periods with referee permission.
- Be ready to continue play as soon as a video review, referee review or court cleaning ends.

Referees:

- Remind players to use towels during breaks, such as reviews or court cleaning.
- Players do not need permission to use towels during player or referee video reviews.
- Avoid saying "quickly please" or rushing the player immediately after granting them permission to use the towel - allow the player to reach the towel box first. If a player is taking excessive time with the towel, then inform them that they are taking too long and ask them to be ready to play.
- **Courts without Video Review:** on courts where no Video Review is available (typically traditional/back courts, where conditions are often warmer, the ball bouncier and matches longer), the referee may permit towel use at appropriate natural breaks at their discretion, applying the same time-management standards as Section 7 above. The intention is equivalent treatment of players across court types, not additional stoppage time.

9. Court Conditions // Rule 12.3

When court conditions change during play

Rule 12.3.1: If conditions change through no fault of either player, play must cease, and a Let is allowed. When play resumes, the score at the time of the interruption stands.

Wet Court Conditions (Rule 12.3.6 - 12.3.8):

Normal Sweat: Either player may request the court be wiped at the end of a rally.

Player Creates Wet Area (Rule 12.3.7): If a player has left a wet area on the court while attempting to play the ball due to slipping, lunging, diving, or any part of their body touching the floor:

- The player who caused the wet area must continue play or concede the rally
- The opponent may request a let before hitting their next shot
- If play continues, neither player may request a let
- The referee will decide if the conditions are safe for play to continue
- If the Referee believes the wet area was caused deliberately to gain advantage, Code of Conduct will be applied

Referees (Rule 12.3.8):

- Must decide if conditions are safe for play to continue.
- May allow a Let without a request having been made, stopping play if necessary for safety reasons.

10. Injury and Recovery Time (Rule 13)

Key Clarification: A player who sustains a legitimate and genuine injury during a match may request recovery time only at the time that the injury occurs, including if an injury occurs in the final rally of a game. A player cannot request recovery time during the interval between games. Once a player requests an injury break and/or treatment, the referee will determine whether the injury is genuine. If deemed genuine, the referee will also determine and announce the category of injury and the permitted recovery time. Though in certain circumstances it may require additional inquiry for the referee to determine the injury category. The recovery period for a genuine injury commences once the referee has determined the legitimacy and category of the injury.

Players:

- You may only request recovery time when the injury occurs - this includes injuries in the final rally of a game.
- **Self-inflicted injuries:** Up to 3 minutes recovery (includes any game interval).
- **Contributed injuries:** Up to 15 minutes recovery.
- **Opponent-inflicted injuries:** As determined by the referee based on Rule 13.2.4.3.
- **If an injury reoccurs:** You have three options - resume immediately, concede the current game and use the interval, or concede the match.
- **Physical impediments (such as cramps, nausea, blisters, breathlessness, asthma):** Must either continue play immediately or concede the game in progress and take the game interval, if available, to recover (Rule 13.1.1).

Please note: Recovery time is for legitimate and genuine injuries only - misuse for tactical advantage will result in the referee requesting the player to continue or risk Code of Conduct being applied under Rule 14.

Referees:

- **Communication Approach:** Handle injury situations with measured and clear communication, ensuring player welfare whilst maintaining match flow. Listen to player concerns and provide explanations as appropriate.
- **Injury Information:** When the referee confirms that a legitimate and genuine injury has occurred within that rally, inform the player of the injury category and their options: "You have sustained a [self-inflicted/contributed/opponent-inflicted] injury. Do you need injury time now? If you continue

playing, you cannot request injury time later for this injury." This ensures the player understands both the type of injury determined and the time implications of their decision.

- **Recovery Time Begins**, when the referee announces the injury category and provides clarity on timing. For injuries and blood injuries, the time allowed for recovery starts when the Referee has determined the condition is legitimate and genuine and has decided on its category (Rule 13 Note).

11. Blood Injury (Pre-existing Wounds) // Rule 13.3

Pre-existing Wounds (Rule 13.3.1.1): It is the player's responsibility to cover existing wounds before the match commences. If a blood injury occurs from an uncovered or inadequately covered pre-existing wound, the injured player must immediately concede the game in progress and take the game interval for treatment.

Please Note: Under Rule 4.1, the match commences with the warm-up.

Players:

- Cover all existing wounds, cuts, or abrasions before the warm-up or competitive play commences.
- If bleeding reoccurs from an uncovered or inadequately covered pre-existing wound during the warm-up, you must end your warm-up and use the remaining time available for treatment before competitive play starts.
- If bleeding reoccurs from an uncovered or inadequately covered pre-existing wound during competitive play, you must concede the game and may use the game interval, if available, for treatment.
- If bleeding cannot be stopped from an uncovered or inadequately covered pre-existing wound during the interval, you must concede the match.
- If bleeding reoccurs because of opponent-contributed injury or if the pre-existing wound had been adequately covered, it will be treated as a new blood injury.

Referees:

- You must require a player to cover any visible wounds before the warm-up or competitive play commences.
- If bleeding reoccurs from a pre-existing wound that was uncovered or inadequately covered, the player must concede the game.
- If bleeding reoccurs because of opponent-contributed injury or if the pre-existing wound had been adequately covered, it will be treated as a new blood injury.
- Your decision is final on all matters relating to blood injuries.

12. Foot Faults (Rule 5.7.2) and Line Calls

Foot Faults

Players:

- One foot must be in contact with the floor inside the service box when striking the ball and no part of that foot may touch the service box boundary.
- Foot fault calls are not reviewable by players.

Referees:

- The referee will immediately call "fault" for any foot fault detected whilst serving. Only call clear, obvious foot faults when certain of the violation.

Line Calls and Video Referee Intervention

A Video Referee may intervene with conclusive evidence before the next serve for any line call, including foot faults. However, players cannot request reviews for line calls, including foot faults.