
WORLD SQUASH

WSF

WORLD SQUASH SINGLES RULES 2020

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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 rights of 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 Appendices 7, 8 and 9).
- 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.
- 2.4. Alternative scoring systems are described in Appendix 3.

3. OFFICIALS

- 3.1. A match should normally be officiated by a Marker and a Referee, both of whom must keep a record of the score, which player is serving, and the correct box for service.
- 3.2. If there is only one Official, that Official is both the Marker and the Referee. A player may *appeal* any call or lack of call made by that Official as Marker to that same Official as the Referee.
- 3.3. The correct position for the Officials is seated at the centre of the back wall, as close to that wall as possible and just above the out-line.
- 3.4. An alternative Officiating System called the 3-Referee System is described in Appendix 4.
- 3.5. When addressing players, Officials must use the family name, where possible.
- 3.6. **The Marker:**
 - 3.6.1. must announce the match, introduce each game, and announce the result of each game and of the match (see Appendix 2);
 - 3.6.2. must call "*fault*," "*down*," "*out*," "*not up*" or "*stop*", as appropriate;
 - 3.6.3. must make no call, if unsure about a serve or return;
 - 3.6.4. 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;
 - 3.6.5. must repeat the Referee's decision after a player's request for a let, and then call the score;
 - 3.6.6. 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;

- 3.6.7. 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;
- 3.6.8. must call "10-all: a player must win by 2 points" when the score reaches 10-all for the first time in a match.

3.7. The Referee, whose decision is final:

- 3.7.1. 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;
- 3.7.2. must allow a let if through no fault of either player a change of court conditions affects a rally;
- 3.7.3. may award the match to a player whose opponent is not on court ready to play within the time stated in the competition rules;
- 3.7.4. must rule on all matters, including all requests for a let and all *appeals* against a Marker's call or lack of a call;
- 3.7.5. must rule immediately if disagreeing with the Marker's call or lack of a call, stopping play if necessary;
- 3.7.6. must correct the score immediately if the Marker announces the score incorrectly, stopping play if necessary;
- 3.7.7. 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.
- 3.7.8. must make the appropriate decision if the ball hits either player (see Rule 9: Ball Hitting A Player);
- 3.7.9. may allow a let if unable to decide an *appeal* against a Marker's call or lack of call;
- 3.7.10. must ask the player for clarification if uncertain about the reason for a request for a let or an *appeal*;
- 3.7.11. may give an explanation for a decision;
- 3.7.12. must announce all decisions in a voice loud enough to be heard by the players, the Marker and the spectators;
- 3.7.13. must apply Rule 15 (Conduct) if a player's conduct is unacceptable;
- 3.7.14. 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 Rule 15 (Conduct) must be applied.

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, and the server wins the rally, the rally stands and the server then 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 90 seconds is permitted between the end of the warm-up and the start of play, and 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 90 seconds is permitted to change damaged equipment. This includes glasses, protective eye-wear or a dislodged contact lens. The player must complete the change as quickly as possible, or Rule 15 (Conduct) must be applied.
- 7.4.** Intervals in the case of injury or bleeding are specified in Rule 14 (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 on its rebound from the front wall; and
 - 8.1.2. unobstructed direct access to the ball; and
 - 8.1.3. the space to make a reasonable swing at the ball; and
 - 8.1.4. the freedom to strike the ball to any part of the front wall.

Interference occurs when the player does not provide the opponent 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:

- Before accepting any form of request the Referee must be satisfied that the player is actually 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. Direct Access

If the striker requests a let for lack of direct 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 get to and play the ball should not include contact with the opponent. If any contact that could have been avoided is made, Rule 15 (Conduct) must be applied.

- 8.8.2. if the striker had direct access but instead took an indirect path to the ball and then requested a let for interference, no let is allowed, unless Rule 8.8.3 applies;
- 8.8.3. if the striker was *wrong-footed*, but showed the ability to recover and 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 **affected** by slight contact with the opponent who was making every effort to avoid the interference a let is allowed, unless the striker would have made a *winning return*, in which case a stroke is awarded to the striker;
- 8.9.2. if the swing was **prevented** by contact with the opponent, a stroke is awarded to the striker, even if the opponent was making every effort to avoid the interference;
- 8.9.3. where there has been no actual contact and the swing has been held by the striker for fear of hitting the opponent, the provisions of 8.6 apply.

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.

8.12. 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 is the action of the player who strikes, or is in a position to strike, the ball to the right of the body after the ball has passed behind it to the left or vice versa, whether the player physically turns or not.

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 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. DISTRACTION

- 12.1.** Either player may request a let because of distraction, but must do so immediately.
- 12.2.** If the distraction was caused by one of the players, then:
 - 12.2.1. if **accidental**, a let is allowed, unless a player's *winning return* was interrupted, in which case the rally is awarded to that player;
 - 12.2.2. if **deliberate**, Rule 15 (Conduct) must be applied.
- 12.3.** If the distraction was not caused by one of the players, a let is allowed, unless a player's *winning return* was interrupted, in which case the rally is awarded to that player.
- 12.4.** At some events crowd reactions during play may occur. To encourage spectator enjoyment, Rule 12.3 may be suspended, and if sudden crowd noise occurs, players will be expected to continue play and referees 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.

13. FALLEN OBJECT

- 13.1. 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.
- 13.2. A striker who drops the racket because of interference may request a let.
- 13.3. 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 (Distraction) applies.
- 13.4. If any object, other than a player's racket, falls to the floor during a rally, play must stop; then:
 - 13.4.1. if the object fell from a player without any contact with the opponent, the opponent wins the rally;
 - 13.4.2. 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;
 - 13.4.3. if the object falls from a source other than a player, a let is allowed, unless;
 - 13.4.4. the striker's *winning return* was interrupted, in which case the rally is awarded to the striker;
 - 13.4.5. if the object was not seen until the rally ended and had no effect on the outcome of the rally, the result of the rally stands.

14. ILLNESS, INJURY AND BLEEDING

14.1. Illness

- 14.1.1. 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 90-second interval between games to recover. This includes conditions such as a cramp, nausea, and breathlessness, as well as asthma. Only 1 game may be conceded. The player must then resume play, or concede the match.
- 14.1.2. If a player's vomiting or other action causes the court to become unplayable, the match is awarded to the opponent.

14.2. Injury

The Referee:

- 14.2.1. 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 90-second interval between games and then resume play, or concede the match. Only 1 game may be conceded;
- 14.2.2. if satisfied that the injury is genuine, must advise both players of the category of the injury and of the time permitted for recovery. Recovery time is permitted only at the time the injury takes place;
- 14.2.3. 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 90-second interval between games, or concede the match. Only 1 game may be conceded.

Note: A player who concedes a game retains any points already scored.

14.3. Categories of injury:

- 14.3.1. **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 3 minutes to recover and, if not then ready to resume play, must concede that game and take the 90-second interval between games for further recovery. Only 1 game may be conceded. The player must then resume play or concede the match.

- 14.3.2. **Contributed:** where the injury is the result of accidental action by both players.
The injured player is permitted 15 minutes to recover. This may be extended by a further 15 minutes at the discretion of the Referee. If the player is then unable to continue, the match is awarded to the opponent. The score at the conclusion of the rally in which the injury occurred, stands.
- 14.3.3. **Opponent-inflicted:** where the injury is caused solely by the opponent.
- 14.3.3.1. Where the injury is **accidentally** caused by the opponent, Rule 15 (Conduct) must be applied. The injured player is permitted 15 minutes to recover. If the player is then unable to resume play, the match is awarded to the injured player.
- 14.3.3.2. 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 match is awarded to the injured player. If the injured player is able to continue without delay, Rule 15 (Conduct) must be applied.

14.4. Blood Injury

A *Blood Injury* is defined as being when bleeding occurs, and the blood flow is sufficient that blood can be transferred from a player to their opponent or the court.

A scrape, graze or nick with no blood flow does not constitute a Blood Injury and play must continue. Visible blood through a bandage, dressing or covering is not considered a *Blood Injury*.

Once a *Blood Injury* occurs, the injured player must leave the court and it is the referee's responsibility to ensure that the injured player returns to the court in the shortest time possible, according to the following rules;

- 14.4.1. **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 5 minutes to stem the flow of blood and cover the bleeding. The referee is in charge of starting the timer, which will start from when the injured player's treatment begins. If the injured player is not ready to resume play after 5 minutes has elapsed, 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 next game interval, if available, for further recovery.

If the same *Blood Injury* reoccurs and is caused by both players' actions (see 14.4.2 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 allowed, the referee will award the match to the injured player's opponent.

- 14.4.2. **Contributed:** where the *Blood Injury* is caused by both players' actions, the injured player has reasonable time to stem the flow of blood and cover the bleeding. Reasonable time is determined by the referee, who can be assisted by the 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, due to an action solely 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 or extended periods allowed, the referee will award the match to the injured player's opponent.

14.4.3. **Opponent inflicted:** where the *Blood Injury* is caused solely by the opponent;

14.4.3.1. Where the *Blood Injury* is solely caused by the opponent's **accidental** action, the injured player has reasonable time to stem the flow of blood and cover the bleeding. Reasonable time is determined by the referee, who can be assisted by the on-site medical personnel, if available. If the injured player cannot resume play in the reasonable time allowed, the referee will 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 will award the match to the injured player.

If the same *Blood Injury* reoccurs, due to an action solely 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 within the reasonable time or extended periods allowed, the referee will award the match to the injured player's opponent.

14.4.3.2. Where the *Blood Injury* is caused by the opponent's **deliberate dangerous** play, *Rule 15: Conduct* must be applied, and the referee will award the match to the injured player.

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

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

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

15. CONDUCT

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

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

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

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

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

15.6. 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:

15.6.1. audible or visible obscenity;

15.6.2. verbal, physical or any other form of abuse;

15.6.3. unnecessary physical contact, which includes pushing off the opponent;

15.6.4. dangerous play, including an excessive racket swing;

15.6.5. dissent to an Official;

15.6.6. abuse of equipment or court;

- 15.6.7. unfair warm-up;
- 15.6.8. delaying play, including being late back on court;
- 15.6.9. deliberate distraction;
- 15.6.10. receiving coaching during play.
- 15.7.** 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.
- 15.8.** 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.
- 15.9.** 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.
- 15.10.** If the Referee:
 - 15.10.1. stops play to issue a Conduct Warning, a let is allowed;
 - 15.10.2. stops play to award a Conduct Stroke, that Conduct Stroke becomes the result of the rally;
 - 15.10.3. 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;
 - 15.10.4. 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 interval of 90 seconds does not apply;
 - 15.10.5. awards a Conduct Game or a Conduct Match, the offending player retains all points or games already won;
- 15.11.** 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.
FAIR VIEW	Enough time to view the ball and prepare to strike it as it returns from the front wall.
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.
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.
TURNING	The action of the striker who strikes, or is in a position to strike, the ball to the right of the body after the ball has passed behind it to the left or vice versa, whether the striker physically turns or not. 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 neither turning nor making a further attempt.
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.
HAND OUT	To indicate a change of server.
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.
10-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 only on the first occurrence in a match.
GAME BALL	To indicate that a player requires one point to win the game.
MATCH BALL	To indicate that a player requires one point to win the match.
YES, LET/ LET	To repeat the Referee's decision that a rally is to be replayed.
STROKE TO (PLAYER or TEAM)	To repeat the Referee's decision to award a stroke to a player or team.
NO LET	To repeat the Referee's decision that a request for a let is disallowed.

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

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.
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.
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 (<i>other player or team</i>) for dissent to Referee."

APPENDIX 3 - ALTERNATIVE SCORING SYSTEMS

1. **Point-a-rally scoring to 15**

Rule 2 (Scoring) is replaced by (see italics):

2.1 The winner of a rally scores 1 point and serves to begin the next rally.

2.2 *Each game is played to 15 points, except that if the score reaches 14-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.

2. **Hand-in/hand-out scoring**

Rule 2 (Scoring) is replaced by (see italics):

2.1 *The server, on winning a rally, scores a point; the receiver, on winning a rally, becomes the server without a change of score.*

2.2 *Each game is played to 9 points, except that if the score reaches 8-all, the receiver chooses, before the next service, to continue that game either to 9 (known as "Set 1") or to 10 (known as "Set 2"). The receiver must clearly indicate this choice to the Marker, Referee and the opponent.*

2.3 A match is normally the best of 5 games, but may be the best of 3.

APPENDIX 4 - THE THREE-REFEREE SYSTEM

1. The Three-Referee System uses a Central Referee (CR) and two Side Referees (SRs) who must work together as a team. All should be the highest accredited referees available. If the 3 Officials are not of a similar standard, then the Referee of the highest standard should normally act as the CR.
2. The CR, who is also the Marker, controls the match and must consult with the SRs before the match and if necessary (and if possible) between games, to try and ensure consistency of rules application and interpretation. One of the SRs keeps score as a backup. In the event of a discrepancy the CR's score is final.
3. The two SRs should be seated behind the back wall in line with the inside line of the service box on each side, one row in front of the CR.
4. The SRs make decisions at the end of rallies – not during them – on the following matters only:
 - 4.1 When a player requests a let; or appeals against a call or lack of a call of down, not up, out, or fault by the CR.
 - 4.2 If any Referee is unsighted that Referee's decision is "Yes, Let."
 - 4.3 If the CR is unsure of the reason for an appeal, the CR must ask the player for clarification.
- 4.4 If a SR is unsure of what is being appealed, the SR must ask the CR for clarification.
5. Only the CR decides all other matters including time-periods, conduct, injury, distraction, broken ball, fallen object, and court conditions, none of which may be appealed.
6. Every appeal must be decided by all 3 Referees, simultaneously and independently.
7. A majority decision of the 3 referees is final, unless a video referee system is in operation.
8. The decision of the 3 Referees must be announced by the CR without revealing the individual decisions.
9. In the case of 3 different decisions (Yes Let, No Let, Stroke), the final decision will be "Yes, Let."
10. Players may speak only to the CR. Dialogue must be kept to a minimum.
11. The Referees may give their decisions using (in order of preference):
 1. Electronic consoles; or
 2. Referee Decision Cards; or
 3. Hand signals.
12. If hand signals are used:
 - Yes, Let = Thumb and forefinger in the shape of an 'L'.
 - Stroke = Clenched fist.
 - No Let = Hand held out flat, palm downwards.
 - Ball was Down / Not Up / Out / Fault = Thumb Down.
 - Ball was Good = Thumb Up.

APPENDIX 5 - VIDEO REVIEW

May be used where the technology is available.

RULES/PROCEDURE

1. A player may request a review of an Interference decision of Let, Stroke or No Let only, but may not appeal any Marker calls. Each player has one review per game; if the original decision is overruled, the player retains the review.
2. The player must clearly and immediately ask the Central Referee (CR) for a "Video Review, please."
3. The CR then states: "Video review, please, (player's name), on the Yes, Let/No Let/Stroke decision."
4. The replays will be shown on the screens.
5. The decision of the Video Review Official, whose decision is final, will be displayed on the screens.
6. The CR then states either: "Yes, Let/No Let/Stroke decision upheld, (player's name) has no review remaining"; or "Yes, Let/No Let/Stroke decision overruled, (player's name) has 1 review remaining."
7. When the score reaches 10-all, each player will have only 1 further review available. Unused reviews may not be carried over beyond the score of 10-all or into any following games. The CR announces: "10-all, a player must win by 2 points. Each player has 1 review available."
8. If a video review is unavailable because of technical difficulties, this will not count as a review being used.

APPENDIX 6 - PROTECTIVE EYEWEAR

The WSF recommends that all squash players should wear protective eyewear, manufactured to an appropriate National Standard, properly over the eyes at all times during play, including the warm-up. Current National Standards for Racket Sport Eye Protection are published by the Canadian Standards Association, the United States ASTM, Standards Australia/New Zealand and British Standards Institution. It is the responsibility of the player to ensure that the quality of the product worn is appropriate for the purpose.

Protective eyewear, meeting any of the above standards (or equivalent), is mandatory for all doubles and junior events sanctioned by the WSF.

APPENDIX 7 - TECHNICAL SPECIFICATIONS

APPENDIX 7.1

DESCRIPTION AND DIMENSIONS OF A SINGLES COURT

DESCRIPTION

A squash court is a rectangular area bounded by 4 walls: the front wall, 2 side walls and the back wall. It has a level floor and a clear height above the court area.

DIMENSIONS

Length of court between playing surfaces.....	9750 mm
Width of court between playing surfaces.....	6400 mm
Diagonal.....	11665 mm
Height above floor to lower edge of front-wall line.....	4570 mm
Height above floor to lower edge of back-wall line.....	2130 mm
Height above floor to lower edge of service-line on front wall.....	1780 mm
Height above floor to upper edge of tin.....	480 mm
Distance to nearest edge of short-line from back wall.....	4260 mm
Internal dimensions of service-boxes.....	1600 mm
Width of all lines.....	50 mm
Minimum clear height above the floor of the court.....	5640 mm

NOTES

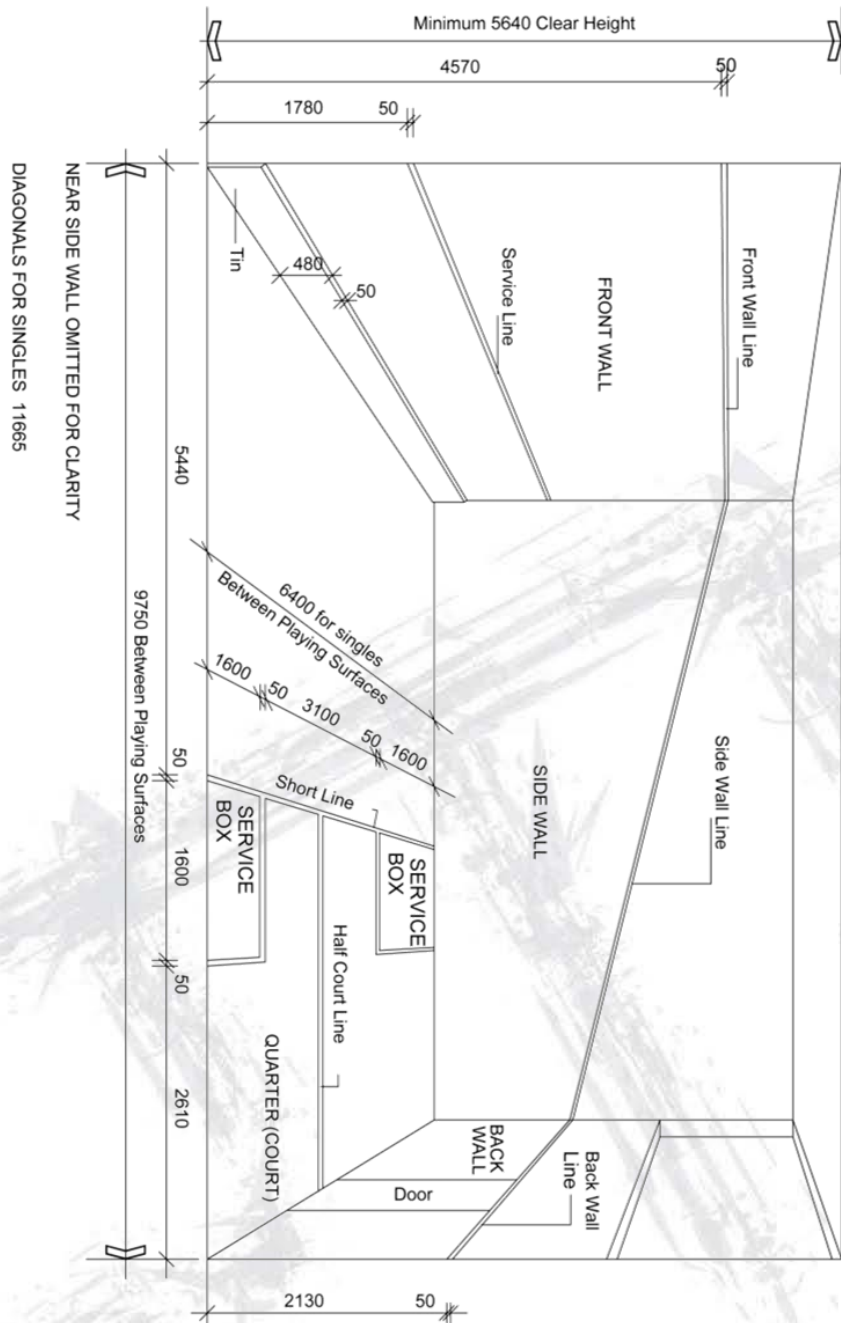
1. The side-wall lines connect the front-wall line and the back-wall line.
2. The service-box is a square formed by the short-line, one side wall and two other lines marked on the floor.
3. The length, width and diagonal of the court are measured at a height of 1000 mm above the floor.
4. It is recommended that the front-wall line, side-wall lines, back-wall line and the top 50mm of the tin be shaped so as to deflect any ball that strikes them.
5. The tin must not project from the front wall by more than 45 mm.
6. It is recommended that the door to the court be in the centre of the back wall.
7. The general configuration of a squash court, its dimensions and its markings are illustrated on the diagram at Appendix 7.2.

CONSTRUCTION

A squash court may be constructed from various materials providing they have suitable ball rebound characteristics and are safe for play; however, the WSF publishes a Squash Court Specification which contains recommended standards. A National or Regional Governing Body may require that the WSF standards must be met for competitive play.

APPENDIX 7.2

GENERAL CONFIGURATION OF THE INTERNATIONAL SINGLES COURT



APPENDIX 8 - SPECIFICATIONS OF SQUASH BALLS

1. A STANDARD DOUBLE YELLOW DOT (Competition) BALL

The following specification is the standard for a double yellow dot (Competition) ball to be used under the Rules of Squash:

Diameter	(millimetres)	40.0 + or - 0.5
Weight	(grams)	24.0 + or - 1.0
Stiffness	(N/mm) @ 23 degrees C.	3.2 + or - 0.4
Seam Strength	(N/mm)	6.0 minimum
Rebound Resilience	- from 254 centimetres	
	@ 23 degrees C.	12% minimum
	@ 45 degrees C.	25% - 30%

2. A STANDARD SINGLE YELLOW DOT (Club) BALL

The following specification is the standard for a single yellow dot (Club) ball to be used under the Rules of Squash:

Diameter	(millimetres)	40.0 + or - 0.5
Weight	(grams)	24.0 + or - 1.0
Stiffness	(N/mm) @ 23 degrees C.	3.2 + or - 0.4
Seam Strength	(N/mm)	6.0 minimum
Rebound Resilience	- from 254 centimetres	
	@ 23 degrees C.	15% minimum
	@ 45 degrees C.	30% - 35%

3. HIGH ALTITUDE SQUASH BALL

The following specification is the standard for a green dot High Altitude squash ball to be used under the Rules of Squash:

Diameter	(millimetres)	40.0 + or - 0.5
Weight	(grams)	24.0 + or - 1.0
Stiffness	(N/mm) @ 23 degrees C.	3.2 + or - 0.4
Seam Strength	(N/mm)	6.0 minimum
Rebound Resilience	- from 254 centimetres	
	@ 23 degrees C.	9% minimum
	@ 45 degrees C.	25% - 30%

NOTES

1. The full procedure for testing balls to the above specifications is available from the WSF. The WSF will arrange for testing of balls under standard procedures if requested.
2. No specifications are set for faster or slower speeds of ball, which may be used by players of greater or lesser ability or in court conditions which are hotter or colder than those used to determine the Club and Competition specifications. Where faster speeds of ball are produced they may vary from the diameter and weight in the above specifications. It is recommended that balls bear a permanent colour code or marking to indicate their speed or category of usage. It is also recommended that balls for beginners and improvers conform generally to the rebound resilience figures below.
 - Beginner Rebound resilience @ 23 degrees C not less than 17%
 - Rebound resilience @ 45 degrees C 36% to 38%
 - Improver Rebound resilience @ 23 degrees C not less than 15%
 - Rebound resilience @ 45 degrees C 33% to 36%

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

The speed of balls may also be indicated as follows:

Super slow - double yellow dot & green dot (high altitude ball)

Slow - single yellow dot

Medium - red dot (this ball can be larger than 40mm diameter)

Fast - blue dot (this ball can be larger than 40mm diameter)

3. Balls which are used at World Championships or at similar standards of play must meet the above specifications for the Standard Double Dot (Competition) ball. Additional subjective testing may be carried out by the WSF with players of the identified standard to determine the suitability of the nominated ball for Championship usage.
4. Yellow dot balls of a larger diameter than 40.0mm specified above, but which otherwise meet the specification, may be authorised for use in tournaments by the official organising body.

APPENDIX 9 - DIMENSIONS OF A SQUASH RACKET

DIMENSIONS

Maximum length 686 mm

Maximum width, measured at right angles to the shaft 215 mm

Maximum length of strings 390 mm

Maximum strung area 500 sq. cm

Minimum width of any frame or any structural member (measured in plane of strings) 7 mm

Maximum depth of any frame or other structural member (measured at right angles to plane of strings) 26 mm

Minimum radius of outside curvature of frame at any point 50 mm

Minimum radius of curvature of any edge of frame or other structural member 2 mm

WEIGHT

Maximum weight 255 gm

CONSTRUCTION

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

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

APPENDIX 10 - COACHING LIMITATIONS

Coaching is considered to be communication, advice or instruction of any kind and by any means to a player, and during matches is only permitted in the intervals between games.

Player Analysis Technology

Player analysis technology as detailed here may be incorporated into the playing equipment of players if it allows that the equipment specification to continue to be adhered to. Any equipment affixed to the body of a player must fulfil safety and other Rules, as applicable.

Player analysis technology is equipment that may perform any of the following functions with respect to player performance information:

- 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. Such information may not be accessed by a player during a match.



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