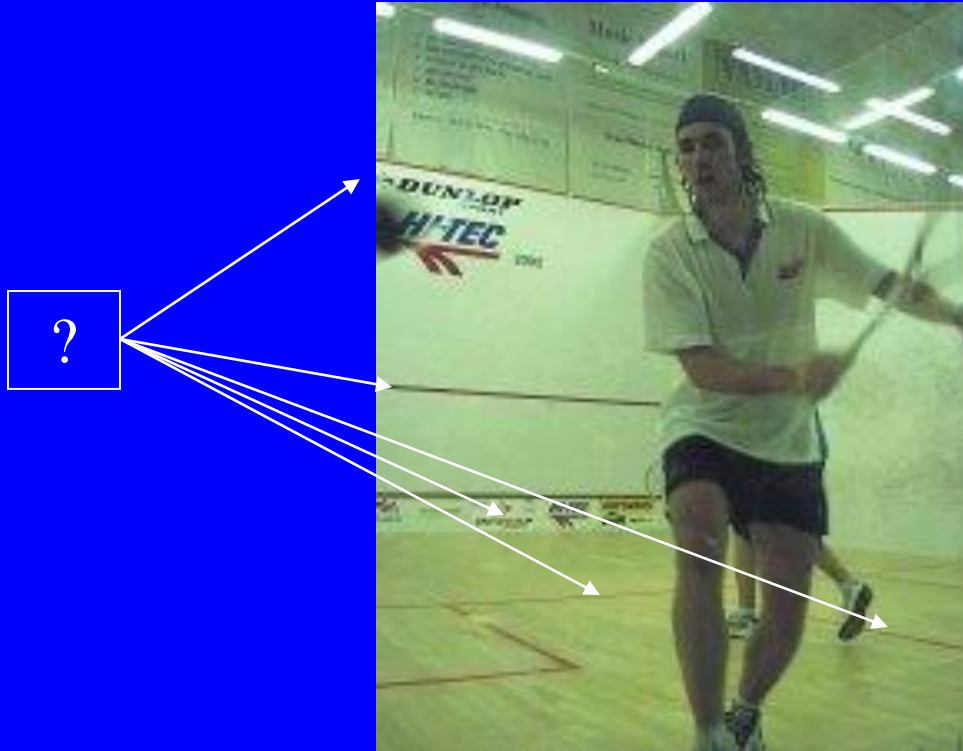


The Court (again)



Another Court



Munster Squash Refereeing and Marking Course

The Game (R1)

- How to play.
- Play must be continuous.



The Score (R2)

- Point a Rally Scoring (PARS)
- To 11 but win by 2 points
- A match is the best of 5 games .
- Alternative scoring Appendix 3

3-2 (11/4; 11/7; 14/16; 9/11; 12/10)

3-2 (9/2; 9/7; 8/10; 8/10; 10/9)

Officials (R3)

- Marker + Referee each recording score, serve and box (3.1)
- One does both (player appeals call or lack of call to the same person who then hears appeal as referee) (3.2)
- Correct Position? (3.3)
- 3 referee System – Appendix 4 (3.4)
- When addressing players use family name. (3.5)
- Duties of Marker (3.6)
- Duties of Referee (3.7)

Officials (R3)



Munster Squash Refereeing and Marking Course

Officials (R3)



Munster Squash Refereeing and Marking Course



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Marker (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.

The Referee (3.7)

The Referee, whose decision is final:

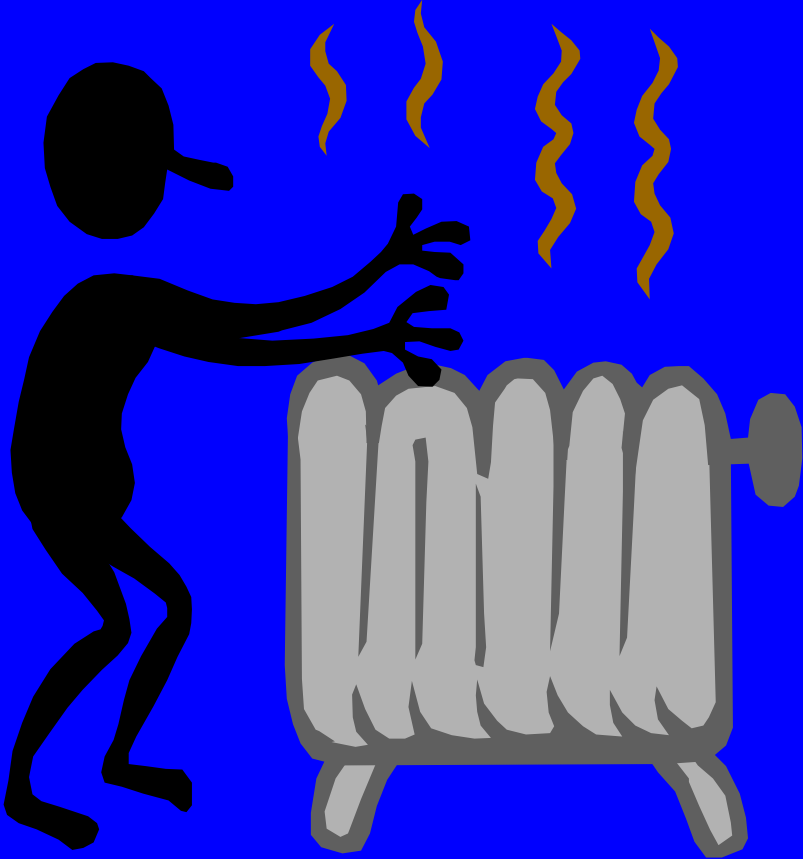
- 3.7.1 must postpone the match if the court is not satisfactory for play; or suspend play if the match is already in progress, and when the match resumes later, allow the score to stand;
- 3.7.2 must allow a let if through no fault of either player a change of court conditions affects a rally;
- 3.7.3 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.

The Referee (3.7)

- 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.

Warm-up (R4)

- 4 min. before commencement (2 x 2 min. each side)
- Fair
- Together
- Broken ball or other interval to playing condition per. Referee.



The Service (R5)

- From Racket or Hand.
- Before ball strikes floor/wall/worn.
- Front Wall first.
- First bounce in opposite quarter court without touching short or half-court lines
- When striking ball must have at least one foot touching floor entirely within service box.



Services



Intervals (R7)



- 90 Sec. between warm-up and first game and between games (“15 seconds”)
- Can be shorter if players happy to.
- 90 sec for change of:
Equipment, Clothing or Footwear.
- Injury / Illness. (R14)

Interference (R8)

- a player must make every effort to clear, so that when the ball rebounds from the front wall the opponent has:

a *fair view* of the ball on its rebound from the front wall; and

unobstructed *direct access* to the ball; and

the space to make a *reasonable swing* at the ball; and

the *freedom to strike* the ball to any part of the entire front wall

No let!

- If the interference is accepted.
- If the interference is minimal.
- If the player wouldn't have made a good return.
- If player hasn't made every effort to get to the ball.

Referee intervention

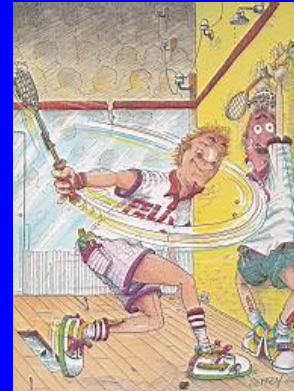
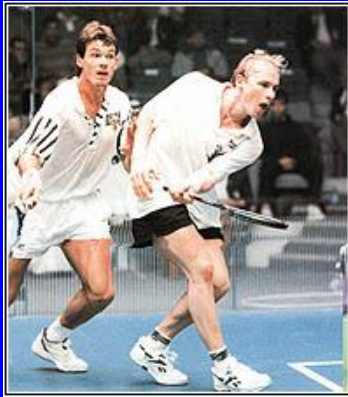
The Referee may allow a let or award a stroke without a request having been made, stopping play if necessary, especially for reasons of safety. (8.4)



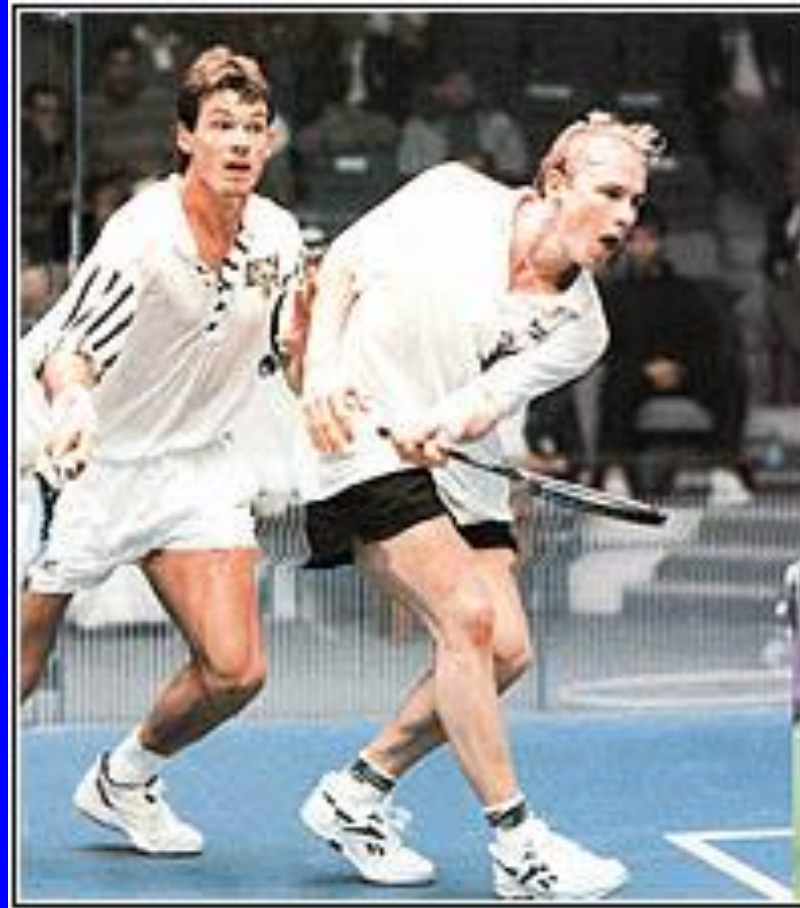
Checklist

			Decision	Rule
Did interference occur?	→	NO	NO LET	8.6.1
▼ YES				
Was the interference minimal?	→	YES	NO LET	8.6.4
▼ NO				
Could the obstructed player have got to the ball and made a good return and was that player making every effort to do so?	→	NO	NO LET	8.6.2
▼ YES				
Did the obstructed player move past the point of interference and play on?	→	YES	NO LET	8.6.3
▼ NO				
Did the obstructed player create the interference in moving to the ball?	→	YES	NO LET	8.8.2
▼ NO				
Did the opponent make every effort to avoid interference?	→	NO	STROKE to player	8.6.5
▼ YES				
Did the interference prevent the player's reasonable swing?	→	YES	STROKE to player	8.9. 1v2
▼ NO				
Could the obstructed player have made a winning return?	→	YES	STROKE to player	8.6.7
▼ NO				
Would the obstructed player have struck the opponent with the ball going directly to the front wall or if going to a side wall would it have been a winning return?	→	YES	STROKE to player	8.11.1
8.11.3 and 8.11.3	↘	NO	YES LET	8.11.

Interference ?

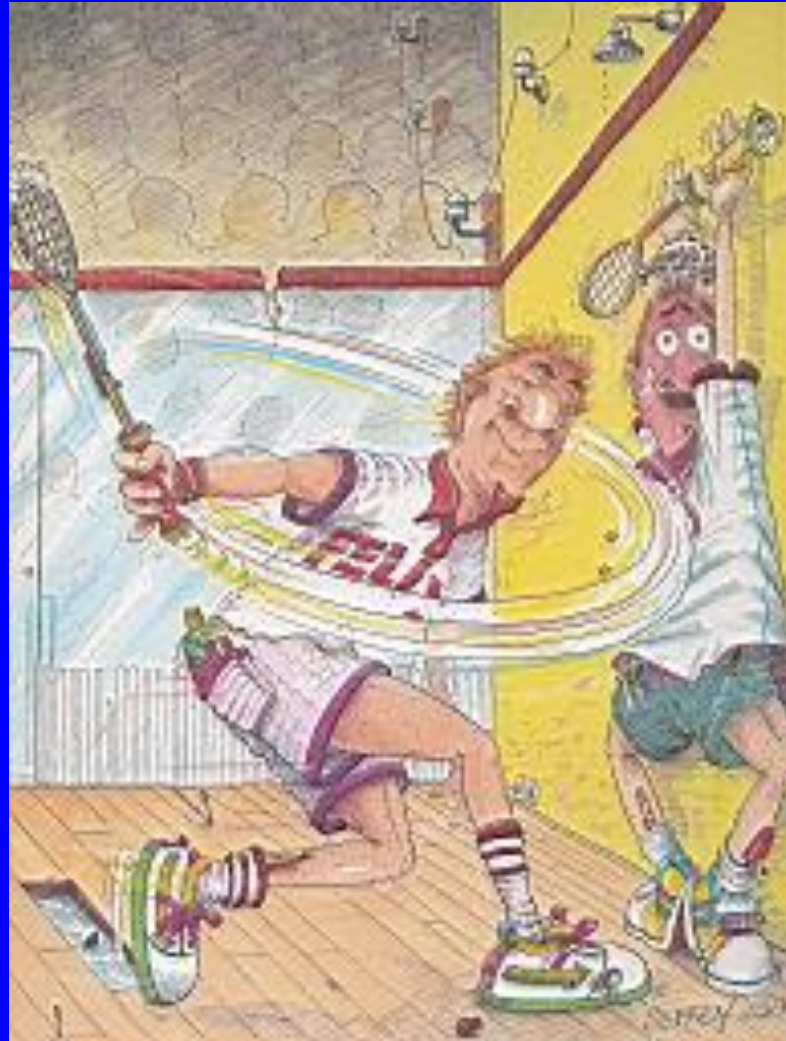


Interference ?



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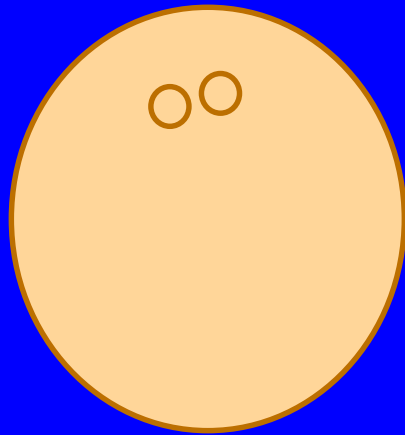
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Ball striking opponent (R9)



If ball hits opponent (or racket or clothing) on its way to or from the front wall a stroke will be awarded to the player (9.1.2) unless

Ball Striking Opponent (contd.)



- The return wouldn't have been good – no let! (9.1.1.)
- The ball came from or is going to another wall. – yes let! (9.1.3.)
- The player is making a further attempt – yes let! (9.1.4.)
- The player has turned – stroke to opponent! (9.1.5.)

‘Turning’



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 could have struck the ball without *turning*, but turned in order to create an opportunity to request a let, no let is allowed.

Appeals (R10)

Either player can stop a rally and appeal.

The loser of a rally can appeal any call or lack of call by the marker.

After a serve nothing before the serve can be appealed. (except broken ball!)

At the end of a game an appeal must be immediate.

Where a referee is uncertain a let should be allowed.

The decision of the referee is final.

The Ball (R11)



- Replace if both players request it (or if one requests and the referee agrees).
- Where broken during a rally allow let.
- Before service a let can be played on previous rally.
- Warm up to playing conditions after breaking or other interval.
- Remains on court.
- Allow let if it wedges or touches a article on the floor.
- No let for unusual bounces.





Distraction (R12)



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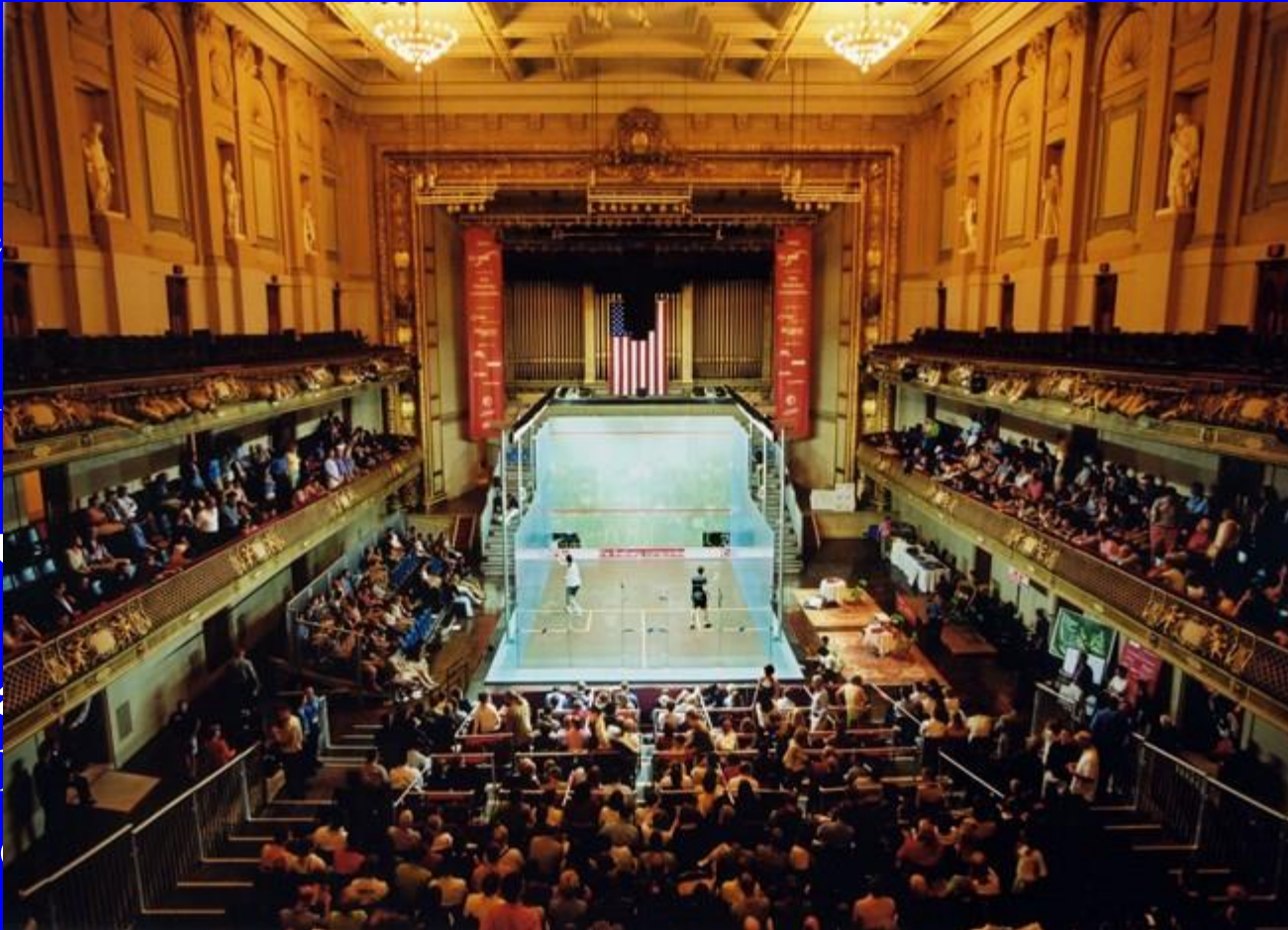
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Illness (R14.1)

- Players suffering from illness (not injury, not bleeding) such as cramp, nausea or breathlessness must either continue play immediately or concede game in progress and avail of the 90 interval. (once only) (14.1.1)
- If player's illness causes the court to be unplayable then the match must be awarded to the opponent. (14.1.2.)

Injury (R14.2)

- If referee isn't satisfied that the injury is genuine the player must either continue play immediately or concede game in progress and avail of the 90 interval -once only. (14.2.1)
- If satisfied that it is genuine you must advise both players of the category and the time allowed for recovery. (14.2.2)
- If satisfied that it is a recurrence of an injury the player must either continue play immediately or concede game in progress and avail of the 90 interval - once only(14.2.3)

Injury (R14.3.1)

Self-inflicted injury:

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.

Injury (R14.3.2)

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.

Injury (R14.3.3.1)

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.

Injury (R14.3.3.2)

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.

Bleeding (R14.4)



Bleeding (R14.4)

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 injured player cannot resume play within the permitted time allowed, the referee will award the match to the injured player's opponent.

Bleeding continued

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.

Bleeding continued

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.

Conduct on Court (R15)

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.

Conduct on Court (R15)

- 15.1** 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.
- 15.2** 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.
- 15.3** 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.
- 15.4** If the Referee:
- 15.4.1 stops play to issue a Conduct Warning, a let is allowed;
 - 15.4.2 stops play to award a Conduct Stroke, that Conduct Stroke becomes the result of the rally;
 - 15.4.3 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;
 - 15.4.4 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;
 - 15.4.5 awards a Conduct Game or a Conduct Match, the offending player retains all points or games already won;
- 15.5** When a Conduct Penalty has been imposed, the Referee must complete any required documentation.

Marker Calls (Appendix 2)

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.

Calls (Appendix 2)

Examples of Marker's Calls

Match introduction:

"Smith to serve, Jones to receive, best of 5 games, love-all."

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).

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."

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."

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."

Referee Calls (Appendix 2)

2.2 REFEREE

FIFTEEN SECONDS	To advise that 15 seconds of a permitted interval remain.
HALF-TIME	To advise that 2 ½ 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 (<i>player or team</i>)	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 (<i>other player or team</i>) for delay of game."
CONDUCT GAME	To advise that a Conduct Game is being awarded, e.g.: "Conduct Jones, Game to (<i>other player or team</i>) 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."

Eye Guards (Appendix 6)

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.



Munster Squash Refereeing and Marking Course

List of Rules

1	THE GAME
2	SCORING.....
3	OFFICIALS.....
4	THE WARM-UP.....
5	THE SERVE
6	THE PLAY.....
7	INTERVALS.....
8	INTERFERENCE
9	BALL HITTING A PLAYER.....
10	APPEALS
11	THE BALL
12	DISTRACTION.....
13	FALLEN OBJECT
14	ILLNESS, INJURY AND BLEEDING
15	CONDUCT.....

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APPENDIX 2 - OFFICIALS' CALLS.....
APPENDIX 3 - ALTERNATIVE SCORING SYSTEMS
APPENDIX 4 - THE THREE-REFEREE SYSTEM
APPENDIX 5 - VIDEO REVIEW
APPENDIX 6 - PROTECTIVE EYEWEAR
APPENDIX 7 - TECHNICAL SPECIFICATIONS.....
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Clothing?

