



## AN INTRODUCTION TO THE RULES OF SQUASH and MARKING / REFEREEING

SJS - 1.2 - 1/5/2003

This introduction is intended to provide a brief overview of the Rules of the game of Squash and the control of a game of squash by a Marker and Referee.

The COURT			
<p>front wall 6.40m / 21ft.</p> <p><b>OBJECT OF THE GAME:</b> The game of squash is similar to most other racket sports, <b>with the exception that both players are on the same side of the court.</b></p> <p>The aim of the game is to strike the ball in a manner so as the opponent cannot return the ball to the front wall before the ball bounces twice.</p> <p>For a return to be good, it must hit the front wall above the "board", and it doesn't matter if it hits the other walls before or after the front wall. The receiver may then strike the ball on the volley or after the first bounce.</p> <p>The court has a height limit outside which the ball may not touch and this is the "out" line at the top edge of the court which is defined by a red line. A ball hitting the red line is "out". On the front wall it is 15ft./4.57m from the floor and on the back wall 7ft./2.13m. The line on the side wall is a straight line joining the lines on the front and back walls.</p>	<p>5.49m / 18ft.</p>	<p>1 What is the call heard by the players to indicate that they have had half of their warm up time? A - Cross Over B - Swap Sides C - Half Time D - 2 minutes.</p>	<input type="checkbox"/>
		<p>2 What is the call to end the warm up time? A - 5 minutes B - Time to Start C - Spin a Racket D - Time</p>	<input type="checkbox"/>
		<p>3 How much time is allowed between the end of the warm up and the start of the game? A - None B - 5 minutes C - As long as the players need D - 90 seconds</p>	<input type="checkbox"/>
		<p>4 What is the <b>marker's</b> call at the start of each game? A - Love All, Play B - Serve C - Play D - Love All</p>	<input type="checkbox"/>
		<p>5 What is the <b>referee</b> required to call between games to warn the players to be ready to resume play on time: A - 30 seconds B - 15 seconds C - 10 seconds D - 20 seconds.</p>	<input type="checkbox"/>
		<p>6 What is the call if the server's ball touches the service line on the front wall when serving? A - Cut B - Stop C - Fault D - Not Up E - Down .</p>	<input type="checkbox"/>
		<p>7 What is the call if the server's ball touches the wall on or above the uppermost red line on the front wall? A - Too high B - Out of Court C - Out.</p>	<input type="checkbox"/>
<p>short line</p> <p>9.75m / 32ft.</p> <p>service box</p>	<p>half court line</p>		
<p>4.26m / 14ft.</p> <p>back wall</p>	<p>service box</p>	<p>8 What is the correct call to indicate that there has been a double bounce or double hit? A - Double Hit B - Stop C - Stop Play D - Not Up E - Double Bounce.</p>	<input type="checkbox"/>
		<p>9 What is the correct call by a player to question a decision of the <b>marker</b>? A - Let Please B - Appeal Please C - Let D - Appeal.</p>	<input type="checkbox"/>
		<p>10 What is the <b>referee's</b> call to stop a rally for any reason? A - Stop Play B - Hold It C - Stop.</p>	<input type="checkbox"/>
		<p>11 At 8 all after the receiver chooses to play to 9 points, what is the <b>marker's</b> call? A - Short Game B - No Set C - 8 all, Set 1 D - 8 all, play 1</p>	<input type="checkbox"/>
		<p>12 At 8 all after the receiver chooses to play to 10 points, what is the <b>marker's</b> call? A - Long Game, 8 all B - Set Two C - Set 10 D - 8 all, Set Two.</p>	<input type="checkbox"/>
		<p>13 What is the <b>marker's</b> call at 9/9 in the fifth game? A - Game Ball B - Game Ball, Match Ball C - Match Ball D - 9 all Match Ball.</p>	<input type="checkbox"/>



Front Wall

4.57m  
15ft.

service line

1.8m  
6ft.

board

.48m  
19"

tin

**SERVICE** The right to serve at the beginning of the game is determined by the spin of a racket. The server retains the right to serve as long as he/she wins points serving from alternate sides of the court for each point. The server stands with at least one foot inside the service box and hits the ball directly onto the front wall above the cut line. The server can have only one serve and loses the serve if:

- the server does not have at least part of one foot in contact with the floor within the service box, without touching the service box line,
- the server makes an attempt to serve but fails to strike the ball.
- the ball touches any wall other than the front wall first,
- the ball does not hit the front wall between the service line and the out of court line (hitting either line is a fault),
- the ball once served hits the roof or lights,
- the ball (unless volleyed) does not land in the back quarter of the court opposite to the one served from.

### CIRCLE - TRUE (T) or FALSE (F), whichever is correct.

- |    |  |   |   |
|----|--|---|---|
| 14 | The <b>marker</b> must ensure that both players have a fair warm-up and not allow one player to monopolise the ball. | T | F |
| 15 | The <b>marker</b> should announce whether the match is the best of 3 or 5 games at the start of the match.           | T | F |
| 16 | A service is good if the server has both feet on the line of the service box.  | T | F |
| 17 | The receiver may appeal immediately if he/she thinks the service is a fault.   | T | F |
| 18 | A player should always appeal against interference or obstruction immediately it occurs.                             | T | F |
| 19 | The <b>referee</b> should explain all of his/her decisions on request by either player.                              | T | F |

**SCORING** When the server wins a rally, he/she scores a point. When the non-server wins a rally he/she wins the right to serve. A game is played to 9 points, except that at 8 all for the first time, the non-server may choose to play to either 9 or 10 points. Matches normally consist of the best of 5 games.

**OBSTRUCTION** Players must avoid causing interference to their opponents. If they do not try to avoid interference they lose the rally. If they try to avoid interference but cannot, the rally is played again (called a 'let'). **However** if interference is accidental and the striker is prevented from hitting a winning shot, the striker wins the point. Interference includes not allowing the opponent to hit the ball directly to the front wall.

**REFEREE / MARKER** A match should always be controlled by a referee and a marker. The marker keeps the score and calls the play, such as faults, balls "out" or "down", or if the striker has not made a good return of the ball - "not up", etc. Players may appeal to the referee against any of the calls of the marker. The referee decides appeals by the players, either against the call(s) of the marker, or as to obstruction by the opponent (the correct terms being - "Let Please" for interference or obstruction, or "Appeal Please" to question the marker's calls).

The referee also has power to penalise a player for misconduct, by way of: issuing a warning, awarding a stroke, a game, or the match against a player who contravenes the code of conduct rules of the game.

Side Wall Line

Back Wall

2.13m - 7ft.

- |    |   |   |   |
|----|---|---|---|
| 20 | Only the <b>marker</b> need record the score on a marking sheet.                          | T | F |
| 21 | The <b>referee</b> cannot award strokes without there first having been an appeal.        | T | F |
| 22 | A player must make every reasonable effort to allow an opponent freedom to play the ball. | T | F |

- |    |   |   |   |
|----|---|---|---|
| 23 | It is the duty of the <b>marker</b> to ensure that they carry a spare ball in case of breakage during the game. | T | F |
| 24 | The ball must still be played if it hits an opponent's clothing but not the player.                             | T | F |
| 25 | The <b>marker</b> may penalise a player for unreasonable conduct during a game.                                 | T | F |
| 26 | The <b>referee</b> is responsible for "keeping time" during the warm-up and game.                               | T | F |

Front Wall

4.57m - 15ft.

9.75m / 32ft.