
WORLD SQUASH

WSF

WORLD SQUASH DOUBLES RULES

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SQUASH – DOUBLES RULES

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DOUBLES RULES

INTRODUCTION

Doubles 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 an opponent.

Fair play: Players must respect the rights of the opponents and play with honesty.

1. THE GAME

World Squash Doubles is played in a doubles court between two teams, each consisting of two players, each of whom holds a racket to strike the ball. The court, ball, and rackets must meet WSF specifications (see Appendices 6, 7 and 8).

- 1.1.** Each rally starts with a serve, and the teams then return the ball alternately until the rally ends (see Rule 6: The Play).
- 1.2.** Play must be continuous as far as is possible.

2. THE SCORING

- 2.1.** The team that wins a rally scores a point. When the server's team wins a rally, the server retains the service. When the receiver's team wins a rally, the service changes to the opposing team.
- 2.2.** Each game is played to 11 points, even when the score reaches 10-all.
- 2.3.** A match is normally the best of 5 games, but may be the best of 3 games.
- 2.4.** An alternative scoring system is 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, the correct box for service, the serving order, and which player is receiving *service* and from which side.
- 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 team name, except that when addressing an individual player the family name must be used, 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 team needs 1 point to win a game, and/or "Match Ball" when a team needs 1 point to win the 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 any player a change of court conditions affects a rally;
- 3.7.3. may award the match to a team whose opponents are 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 a 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 a 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 play each team has 2 minutes to warm up on the court of play. The choice of warming up first or second is decided by the spin of a racket.
- 4.2.** At the end each 2-minute period the Referee must call "Time".
- 4.3.** In any warm-up involving players from both teams all players must have equal opportunities to strike the ball. A player or team 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 team that wins the spin of a racket serves first.
- 5.2.** At the start of a match both teams must indicate their order of serving which must remain the same throughout the match.
- 5.3.** The nominated first server from the team winning the spin of the racket serves first, serving from alternate boxes until a rally is lost. The serving team then becomes the receiving team.
- 5.4.** The first server from the serving team retains service until that team loses a rally.
- 5.5.** The process is then repeated for the second servers from each team.
- 5.6.** At the commencement of the second and each subsequent game, the team that won the previous game serves first.

- 5.7.** 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.
- 5.8.** At the beginning of a match each team nominates one partner to receive service from the right side of the court and the other from the left side, with the team receiving first nominating first. Each partner receives service throughout a game from that nominated side.
- 5.9.** The opponents must not deliberately block either the server or the server's partner from moving around the court after the ball has been served.
- 5.10.** Partners may change sides for receiving service at the start of a new game, in which case the same conditions apply as at the start of the match. Both the Referee and the opposing team must be informed of the change.
- 5.11.** If a rally ends in a let, the server must serve again from the same box.
- 5.12.** If the server moves to the wrong box to serve, or if any player is unsure of the correct box, the Marker must inform the players which is the correct box.
- 5.13.** If there is any dispute about the correct box and/or which player is serving, the Referee's decision is final.
- 5.14.** After the Marker has called the score, the players must resume play without unnecessary delay. However, the server must not serve before the receiver is ready.
- 5.15.** A serve is good, if:
 - 5.15.1. 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
 - 5.15.2. 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
 - 5.15.3. 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
 - 5.15.4. the ball, unless volleyed by the receiver, bounces for the first time in the opposite *quarter-court* without touching any line; and
 - 5.15.5. the ball is not served *out*.
- 5.16.** A serve that does not comply with Rule 5.15 is a *fault* and the receiving team 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*.
- 5.17.** 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.
- 5.18.** 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.
- 5.19.** 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.
- 5.20.** 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: the teams return the ball alternately 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 a player or their clothing or the racket of one of the non-strikers.
- 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 another 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 2 minutes 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 teams agree.
- 7.3. A maximum of 2 minutes 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 (Illness, Injury and Blood Injury).
- 7.5. During any interval the players may strike the ball.

8. INTERFERENCE

- 8.1. The players whose turn it is to play the ball are entitled to freedom from interference by the opponents. After the *striker* has completed a reasonable follow-through, both players on the striker's team must make every reasonable effort to clear, so that when the ball rebounds from the front wall both opponents have:
 - 8.1.1. direct access to the ball; and
 - 8.1.2. the space to make a reasonable swing at the ball; and
 - 8.1.3. the freedom to strike the ball to the front wall.
- 8.2. Interference occurs when the players do not provide the opponents with all of these requirements.
 - 8.2.1. 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.
 - 8.2.2. Only the player(s) who encountered interference and whose team's turn it is to play the ball may appeal, except that if both players were *attempting* to play the ball then both may appeal.

Notes:

- Before accepting any form of request the Referee must be satisfied that a player is actually requesting a let.
 - A request for a let includes a request for a stroke.
 - Normally, only a *striker* may request a let for interference. However, if a 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 a *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 an opponent then requests a let, but then the ball goes *down or out*, the opponent's team 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 neither *striker* would have been able to make a *good return*, no let is allowed;
 - 8.6.3. if the *striker(s)* continued play beyond the interference and then requested a let, no let is allowed;
 - 8.6.4. if same-team obstruction occurred, in that the partners themselves solely caused the interference, no let is allowed;
 - 8.6.5. if there was interference, but it did not prevent the *striker(s)* from getting to the ball to make a *good return*, this is minimal interference and no let is allowed;

Note: Rule 15 (Conduct) must be applied if players continue to request lets when the ball could have been played.

- 8.6.6. if the *striker(s)* would have been able to make a *good return* but the opponents were not making every reasonable effort to avoid the interference, a stroke is awarded to the *strikers' team*;

Note: At no time must an opponent block a player's movement around the court, regardless of whether that player is the striker. If in the opinion of the referee blocking has occurred, Rule 15 (Conduct) must be applied on appeal or by the Referee without an appeal.

- 8.6.7. if there was interference that the opponents were making every reasonable effort to avoid and the *striker(s)* would have been able to make a *good return*, a let is allowed, unless Rule 8.10 applies;
- 8.6.8. if there was interference and the *striker(s)* would have made a *winning return*, a stroke is awarded to the *striker's team*;
- 8.6.9. if both partners of the *striking team* request a let and the Referee's decision would be different for the two requests, the decision giving the greater reward to the *striking team* stands, e.g. if the Referee's decisions would be stroke for one request and let for the other, the Referee must award a stroke; if the Referee's decisions would be let for one request and no let for the other, the Referee must allow a let.

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

8.7. Direct Access

If one of the *strikers* requests a let for lack of direct access to the ball, then:

- 8.7.1. if there was interference but neither *striker* made every reasonable effort to get to and play the ball, no let is allowed;
- 8.7.2. if the *striker(s)* 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 8.7.3 applies;
- 8.7.3. if a *striker* was *wrong-footed*, but showed the ability to recover and make a *good return*, and then encountered interference, a let is allowed;
- 8.7.4. if the previous *striker* was making every reasonable effort to avoid the interference, a let is allowed;
- 8.7.5. if the previous *striker's partner* had no time to avoid the interference and was making every reasonable effort to do so, a let is allowed;
- 8.7.6. if either opponent had not made every reasonable effort to avoid the interference, a stroke is awarded to the *strikers' team*.

8.8. Racket Swing

A reasonable swing comprises a reasonable backswing, a strike at the ball and a reasonable follow-through. A *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:

- 8.8.1. if the opponent was making every reasonable effort to avoid the interference a let is allowed;
- 8.8.2. if the ball is so close to the *previous striker's* body that a *striker* is unable to play the ball, a stroke is awarded to the *strikers' team*;
- 8.8.3. if the *previous striker's partner* had no time to avoid the interference and was making every reasonable effort to do so, a let is allowed;
- 8.8.4. if the *previous striker's partner* had time to avoid the interference but the ball is so close to the *previous striker's partner* that a *striker* is unable to play the ball, a stroke is awarded to the *strikers' team*;
- 8.8.5. if the opponent was not making every reasonable effort to avoid the interference, a stroke is awarded to the *striker's* team.

Note: Delayed Swing: if a *striker* could have struck the ball but deliberately delayed the shot to create interference, the *striker* cannot be awarded a stroke.

8.9. Excessive Swing

- 8.9.1. If either *striker* caused the interference by using an excessive swing, no let is allowed.
- 8.9.2. If there was interference but the *striker* exaggerated the swing in attempting to earn a stroke, a let is allowed.
- 8.9.3. A *striker's* excessive swing can contribute to interference for an opponent when it becomes the latter's turn to play the ball, in which case the opponent may request a let.

8.10. Freedom to strike the ball to the front wall

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

- 8.10.1. if the previous striker was making every reasonable effort to avoid the interference, a let is allowed;
- 8.10.2. if the *previous striker* was not making every reasonable effort to avoid the interference, a stroke is awarded to the *strikers' team*;
- 8.10.3. if the *previous striker's partner* had no time to avoid the interference but was making every reasonable effort to do so, a let is allowed;
- 8.10.4. if the *previous striker's partner* had time to avoid the interference but was not making every reasonable effort to do so, a stroke is awarded to the *striker's team*;
- 8.10.5. if the Referee determines that a *striker* could safely play the ball to the front wall, a no let may be applied;
- 8.10.6. if the ball would first have hit a non-striker and then a side wall before reaching the front wall, a let is allowed; or
- 8.10.7. if the ball would first have hit a side-wall and then a non-striker before reaching the front wall, a let is allowed.

8.11. Further Attempt.

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

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

8.12. Turning

Turning is the action of a 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 that player physically turns or not.

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

- 8.12.1. if a swing was prevented, a let is awarded to the *striker's team*, providing the non-striker was making every reasonable effort to avoid the interference; otherwise, a stroke is awarded to the *striker's team*;
- 8.12.2. if the non-striker(s) had no time to avoid the interference, a let is allowed;
- 8.12.3. if a *striker* could have struck the ball without *turning*, but turned in order to create an opportunity to request a let, no let is allowed.
- 8.12.4. When a *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 a non-striker or a non-striker's racket or clothing, play must stop; then:

- 9.1.1. if the return would not have been *good*, the non-striker's team wins the rally;
- 9.1.2. if the return would have been *good*, a let is awarded under all circumstances (including *turning*, *further attempts* and balls going to or from a side-wall or the back wall).

9.2. If the ball on its way to the front wall hits the *striker's partner*, no let is allowed, and the opposing team wins the rally.

9.3. If the ball, on its return **from the front wall**, hits a player before bouncing twice on the floor, play must stop; then:

- 9.3.1. if the ball hits a non-striker or a 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; however, if the non-striker is directly behind the *striker* and is hit by the ball, a let is allowed;
- 9.3.2. if the ball hits a non-striker, or a 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's team wins the rally;
- 9.3.3. if the ball hits either player from the *striker's team* and there is no interference, the non-striker's team wins the rally. If interference has occurred, Rule 8 (Interference) applies.

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

10. APPEALS

- 10.1. Any player may stop play during the rally and appeal against any lack of call by the Marker by saying "Appeal, please."
- 10.2. The losers 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, no 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 call interrupted a *winning return* by any player, in which case award the rally to that player's team; 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 team; 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.
- 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's team 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 all the players agree or if the Referee agrees with one team'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 all 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. A player may request a let because of distraction, but must do so immediately.
- 12.2. If the distraction was caused by an opponent, 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's team;
 - 12.2.2. if deliberate, Rule 15 (Conduct) must be applied.
- 12.3. If the distraction was caused by the player's partner, no let is awarded.
- 12.4. If the distraction was not caused by one of the players, a let may be allowed unless a player's winning return was interrupted, in which case the rally is awarded to that player's team.
- 12.5. At some events crowd reactions during play may occur. To encourage spectator enjoyment, Rule 12.4 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 a *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 an opponent, the opponent's team wins the rally;
 - 13.4.2. if the object fell from a player because of contact with an 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 a player's winning return was interrupted, in which case the rally is awarded to that player's team;
 - 13.4.4. if the object was not seen until the rally ended and had no effect on the outcome of the rally, then the result of the rally stands.

14. ILLNESS, INJURY AND BLOOD INJURY

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 the team must concede the game in progress and take the 2-minute interval between games to enable the player 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 the team must 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 opposing team.

14.2. Injury

The Referee:

- 14.2.1. if not satisfied that the injury is genuine, must advise the team to decide whether to resume play immediately, or to concede the game in progress and take the 2-minute 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 all 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 team to decide whether to resume play immediately or concede the game in progress and take the 2-minute interval between games, or concede the match. Only 1 game may be conceded.

Note: A team that concedes a game retains any points already scored.

14.3. Categories of injury:

- 14.3.1. **Self-inflicted:** where an opponent did not contribute to the injury.
This includes a muscle tear or sprain, or a bruise resulting from a collision with a wall or falling over.
A player injured by contact with the partner or the partner's return or racket is considered to have suffered a 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 2-minute 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 an opponent. 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 opposing team. 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 an opponent.
- 14.3.3.1. Where the injury is accidentally caused by an 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's team.
- 14.3.3.2. Where the injury is caused by an 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's team. 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 partner, 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. A blood injury caused by contact with the player's partner or the partner's return or racket is considered a self-inflicted blood injury. 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's team must concede the game and take the game interval, if available, for further recovery.

If the same *Blood Injury* reoccurs due to an action solely by the injured player or their partner, no further recovery time is permitted, and the injured player's team 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 the player and an opponent's 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 opposing team.

- 14.4.2. **Contributed:** where the *Blood Injury* is caused by players' actions from both teams, 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 any of the players or by players' actions from both teams, 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 or their partner, the player shall have no further time to address the *Blood Injury* and the player's team 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 opposing team.

- 14.4.3. **Opponent inflicted:** where the *Blood Injury* is caused solely by a player from the opposing team;
- 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's team.
If the same *Blood Injury* reoccurs, through no fault of players from either team or by players' actions from both teams, 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's team.
If the same *Blood Injury* reoccurs, due to an action solely by the injured player or their partner, the player shall have no further time to address the *Blood Injury* and the player's team 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 opposing team.
- 14.4.3.2. Where the *Blood Injury* is caused by a player from the opposing team's **deliberate dangerous** play, Rule 15 (Conduct) must be applied, and the referee will award the match to the injured player's team.
- 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. All 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. deliberately blocking a player's movement around the court;
- 15.6.6. dissent to an Official;
- 15.6.7. abuse of equipment or court;
- 15.6.8. unfair warm-up;
- 15.6.9. delaying play, including being late back on court;
- 15.6.10. deliberate distraction;
- 15.6.11. 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 (all awarded to the opposing team), depending on the severity of the offence.
- 15.8.** The Referee may impose more than one warning on a player, or a stroke or game on a team 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 2 minutes does not apply;
- 15.10.5. awards a Conduct Game or a Conduct Match, the offending team 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.

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 team 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 The term used to indicate that the serving team becomes the receiving team.

LET The result of a rally that neither team 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 team fails to make a good return.

SERVICE A player's action to put the ball into play at the commencement of a rally.

SERVICE-BOX See **BOX, SERVICE-BOX**.

STRIKER Either partner of the striking team.

STRIKING TEAM The team whose turn it is to hit the ball after it has rebounded from the front wall, or which has one partner in the process of hitting the ball, or which, up to a point of the return reaching the front wall, has just had one partner hit the ball.

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 a 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 that player physically turns or not.

WINNING RETURN A good return that neither opponent could 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.
STOP	To stop play as appropriate when the Referee has failed to do so, and other calls are not relevant.
GAME BALL	To indicate that either team requires one point to win the game in progress.
GAME BALL, MATCH BALL	To indicate that the serving team requires one point to win the game in progress and the receiving team require one point to win the match.
MATCH BALL	To indicate that either team requires one point to win the match.
MATCH BALL, GAME BALL	To indicate that the serving team requires one point to win the match and the receiving team require one point to win the game in progress.
YES, LET / LET	To repeat the Referee’s decision that a rally is to be replayed.
STROKE TO (TEAM)	To repeat the Referee’s decision to award a stroke to a 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:
“Scotland to serve, India to receive, best of 5 games, love-all.”
2. Order of calls:
 - i) Anything affecting the score (e.g. Stroke to India).
 - 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 Scotland, 10–8, Game Ball.”
“Fault, hand-out, 8–3.”
“Not up, 10-all, Game Ball.”
(Or: “Not up, 10-all, Game Ball/Match Ball.”)
4. End of a game:
“11–3, game to India. India leads 1 game to love.” “11–7, game to Scotland. Scotland leads 2 games to 1.”
“11 – 8, match to India, 3 games to 2, 3–11, 11–7, 6–11, 11– 9, 11– 8.”

5. Start of successive games:
"India leads 1 game to love. Love-all."
"India leads 2 games to 1. Scotland to serve, love-all."
"2 games all. Scotland 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 team has requested a let).
NO LET	To disallow a let.
STOP	To stop play, as appropriate.
STROKE TO (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 (<i>other 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 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 team</i>) for dissent to Referee."

APPENDIX 3 – ALTERNATIVE SCORING SYSTEM

Point-a-rally scoring to 15 points

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

2.2 Each game is played to 15 points, even when the score reaches 14-all.

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

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 – PROTECTIVE EYEWEAR

WSF requires that all Doubles squash players should wear protective eyewear, manufactured to an appropriate National Standard, properly over the eyes at all times during play including the warm-up, whether social, league or tournament. It is the responsibility of the player to ensure that the quality of the product worn is appropriate for the purpose. Players are advised that, even if correctly equipped themselves, they should not participate in doubles play unless all players are wearing protective eyewear. Officials are advised that they should refuse to officiate at a doubles match where any player is not wearing protective eyewear.

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

APPENDIX 6 – TECHNICAL SPECIFICATIONS

APPENDIX 6.1

DESCRIPTION AND DIMENSIONS OF A DOUBLES COURT

DESCRIPTION

A Squash Court is a rectangular box with four vertical walls of varying height; being the Front Wall, Side Walls and 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.....	7620 mm or 8420 mm (Note 8)
Diagonal.....	12375 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 the top of the 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 and the upper section of the Tin.....	50 mm
Minimum clear height above the floor of the court.....	5640 mm

NOTES

1. The Side Wall line is angled between the Front Wall Line and the Back Wall Line.
2. The Service Box is a square formed by the Short Line, the 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 1000mm above the floor.
4. It is recommended that the Front Wall Line, Side Wall Line, Back Wall Line and upper 50mm of the Tin are shaped so as to deflect any ball that strikes them.
5. No part of the upper section of the Tin may project from the Front Wall by more than 45mm.
6. It is recommended that the door to the court is 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.
8. For WSF recognised World and Regional events and Commonwealth Games, the width of the court between playing surfaces may be expanded from 7620mm to 8420mm and the tin lowered to 330mm.

CONSTRUCTION

A Squash Court may be constructed from a number of 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. The standards must be met for competitive play as required by the appropriate National Governing Body of Squash.

CONSTRUCTION NOTE

Court constructors are advised that where events involve professional players the height above floor to the top of the Tin may be reduced from 480mm to 430mm. If you are considering holding a professional tournament please check with the WSF office for the latest guidelines.

APPENDIX 7 – SPECIFICATIONS OF A STANDARD YELLOW DOT SQUASH BALL

The following specification is the standard for a yellow dot 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 100 inches/254 centimetres
 - @ 23 degrees C. 12% minimum
 - @ 45 degrees C. 26% - 33%

NOTES

1. The full procedure for testing balls to the above specification 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 yellow dot specification. Where faster speeds of ball are produced they may vary from the diameter and weight in the above specification of a standard yellow dot squash ball. 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 - Yellow Dot
- Slow - White Dot or Green Dot
- Medium - Red Dot
- Fast - Blue Dot

3. Yellow dot balls which are used at World Championships or at similar standards of play must meet the above specifications but additional subjective testing will be carried out by the WSF with players of the identified standard to determine the suitability of the nominated ball for Championship usage. The slowest speed of balls intended for elite players and Championship usage may if required be identified by a double yellow dot. Such balls will be deemed for the purposes of this specification to be yellow dot squash balls.
4. From 1 May 2001, 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 8 – DIMENSIONS OF A SQUASH RACKET

DIMENSIONS

Maximum length 686mm

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

Maximum length of strings 390mm

Maximum strung area 500sq.cm

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

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

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

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

WEIGHT

Maximum weight 255gm

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 un-pigmented 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 must 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 World Squash Federation 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 9.1 – EXPERIMENTAL OFFICIATING SYSTEMS

The World Squash Federation may from time to time request or authorise its members to carry out certain officiating system experiments.

Tournament organisers using experimental officiating systems shall specify at the time of entry the manner in which the trial system differs from the existing WSF officiating methods.

APPENDIX 9.2 – EXPERIMENTAL RULES

The World Squash Federation may from time to time request or authorise its members to carry out certain rules experiments.

Tournament organisers using experimental rules shall specify at the time of entry the manner in which any rules, definitions or appendices differ from the official Rules of the WSF.



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