

## **ENGLAND SQUASH REFEREEING AND RULES HAND-OUT**

<b>TIMES</b>	<p>10 minutes allowed after match starting time or liable to disqualification</p> <p>5 minutes to warm up with opponent (Half Time at mid point)</p> <p>90 seconds interval after warm-up, between all games and for defective equipment (referee's agreement must be obtained before changing equipment.)</p> <p>15 seconds warning call before end of all intervals (players' responsibility to hear)</p> <p>Players late for call of 'Time' liable to penalty</p> <p>If ball is found to be broken after a service which is not taken (returned), let may be played on previous rally at referee's discretion if it is believed ball may have been broken before the service. If the service is returned/taken and the ball found to be broken, only the rally in progress can be replayed.</p>
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### **Bleeding, Illness, Disability and Injury (Rule 16)**

#### **BLEEDING**

No bleeding, blood, open wounds or blood stained clothing on court, however caused. Time as necessary and within tournament schedule to be allowed.

#### **RECURRENCE OF BLEEDING**

No further recovery time, except current game may be conceded to give 90 seconds (only one game may be conceded). If covering falls off wound or is removed this is considered as recurrence (unless completely dry).

#### **ILLNESS or DISABILITY**

If no bleeding involved, players have choice of (a) resuming play immediately or (b) conceding game in progress to take 90 second interval (can only be done once) or (c) conceding match. This includes tiredness, cramps, injuries not evident to referee, nausea, breathlessness including asthma, pre-existing ailments including injuries from earlier in match.

#### **INJURY**

Referee to be sure injury is real. Referee to decide (and tell players and audience) whether injury is :

- a) self-inflicted - 3 minutes recovery time permitted (which may be extended by conceding current game and taking 90 seconds, this can only be done once)
- includes injury caused by player standing too close.

b) contributed - 1 hour permitted (longer if permitted by tournament schedule) resume match at same score,

c) opponent-inflicted - apply appropriate Conduct penalty BUT if injured player cannot play on immediately then award match to injured player.

**SERVICE** The ball must:-  
Be hit correctly with server standing with at least part of one foot touching the floor inside, and not touching the lines of the service box at the moment of racket contact with the ball.  
Hit the front wall before it touches any other part of the court.  
Hit the front wall between the Service Line and the Out (Front Wall) Line.  
Bounce, if not volleyed, in the opposite back quarter of the court.

#### HIT WITH THE BALL

Basic Concept: players should refrain from hitting opponents with the ball and, on stopping and asking for a let, should get the same decision as if they had gone through with the stroke.

#### 1. Hitting Opponent

If ball would have gone *directly* to front wall and & have been good **STROKE**  
unless physically or mentally *TURNED* or *SECOND ATTEMPT* **YES LET**  
(except (a) if player actually hits opponent with ball after turning, *penalty stroke* against striker and (b) if player deliberately prevents striker from playing the ball after turning, *stroke* to striker)  
If ball hits player while going towards another wall (would have been good) **YES LET**  
Unless a clear winning shot has been prevented **STROKE**

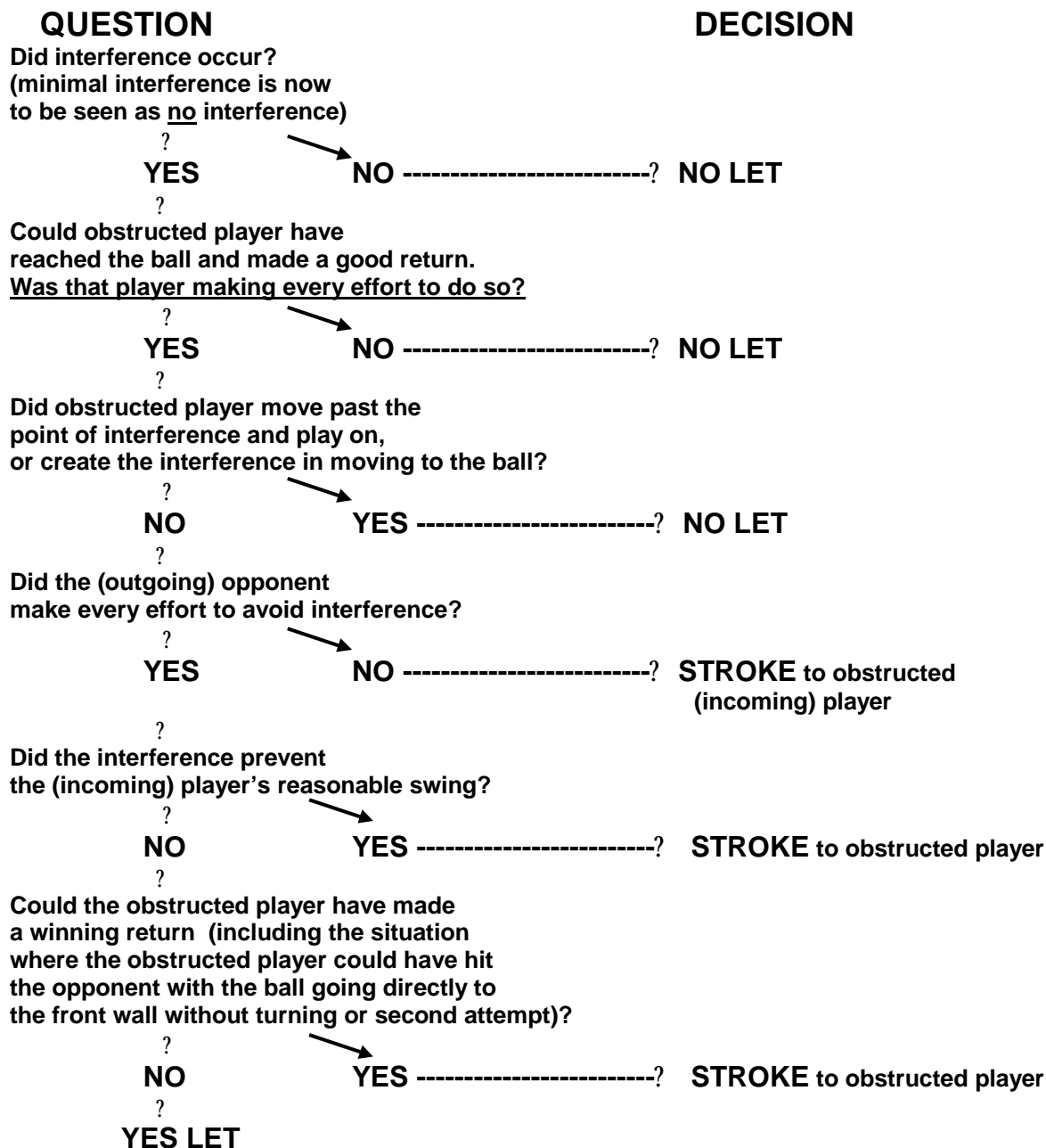
#### 2. Hitting Self

If player hits self with ball **STROKE**  
Except if opponent contributes to player hitting self **YES LET**  
If player plays and misses (and could not have played at a second attempt) and ball goes on to hit opponent (original striker) then **STROKE** to original striker

#### INTERFERENCE Striker should have:-

Fair view (after ball has struck the front wall)  
Freedom of access to the ball  
Freedom to swing racket normally  
Freedom to play shot of choice direct to the front wall  
*Note Swing must be safe and not excessive*

## Referee's Line of Thinking in Making a Decision on Rule 12 – Interference.



### LET ALLOWED

<b>BALL BREAKS</b>	New ball warmed up by both players
<b>RECEIVER NOT READY</b>	Makes no attempt to hit ball
<b>BALL HITS OBJECT ON COURT</b>	Players may leave nothing on court
<b>BALL GOES OUT ON FIRST BOUNCE</b>	
<b>REASONABLE FEAR OF HITTING OPPONENT</b>	
<b>DISTRACTION OFF COURT</b>	
<b>REFEREE UNDECIDED</b>	

## APPEALS FOR LET

Must appeal to referee – LET PLEASE or APPEAL PLEASE

Obstruction or distraction – appeal immediately

Marker's call or lack of call – appeal at end of rally

Wrong call – rally stopped immediately; result of stopped rally must be FAIR(i.e. if winner by either player prevented)

## Conduct on Court (Rule 17)

Referee may impose:-

Conduct Warning

Conduct Stroke

Conduct Game

Conduct Match as felt appropriate

*Referee awards a Conduct Stroke AGAINST offending player rather than TO opponent as in the case of interference (though score is added to opponent). Any level of penalty (dependant on severity of offence) can be imposed without prior warning but level of penalty for same or similar subsequent offences may NOT be reduced.*

## Duties of Players (New Rule 15)

Play within Rules and Spirit of the Game

No belongings on court

Not to leave court without permission

No change to marker or referee

No deliberate distraction

How to appeal

## Role and Duties of the Marker

**DUTIES** Calls and records score (pre match – check microphone)

**REQUIREMENTS** Good eyesight, clear voice, prompt and correct calls

Method for recording score

Sound knowledge of the rules

**CALLS – MATCH INTRODUCTION** (scoring system if appropriate), event, sponsor, round, server, receiver, best of five games, love all.

**FOOTFAULT** - foot-fault on service

**FAULT** - all other service faults (beware that 'down' and 'not-up' are NOT called fault)

**OUT** - all lines are out, wall above the line, ceiling, through any fitting e.g. over beam or lights suspended at both ends.

**DOWN** - ball hits tin, board or floor

**NOT UP** - double bounce; also all other incorrect returns

**HAND OUT** - when server loses rally; then repeat score with new server's score first

**GAME BALL** - when next rally would win game; called each time it applies

**MATCH BALL** - when next rally would win match; called each time it applies

**SET ONE** - at 8-all the receiver chooses; game ends at 9-8; called only once

**SET TWO** - at 8-all the receiver chooses; game ends at 10-8 or 10-9; called only once

**STOP** - all to stop play when necessary and referee has not done so

**REPEAT referee's decisions: YES LET, NO LET, STROKE TO...**

**ORDER of CALLS** Referee's decisions followed by score followed by conditions applying to score

i.e. - YES LET, 8-2, GAME BALL

- 8 ALL, SET TWO or 8 ALL, SET ONE, GAME (or MATCH) BALL  
(Unnecessary to repeat SET ONE or TWO after initial call)

if PARS - 8 (or usually 14) ALL, GAME/MATCH BALL (PARS allows SET ONE or SET THREE at 14 ALL)

*Note The marker must allow play to continue unless s/he is certain a serve or return is not good*

## **Role and Duties of the Referee**

### **FUNCTION**

Check players' clothing, conditions of court, ball, microphone etc  
Check position of officials for best view  
Timekeeper (and calls the times)  
Issue match ball only when both players are on court, ensure warm-up is fair  
Ensure each rally reaches a fair conclusion  
\*Answer appeals giving short explanations only where necessary  
Check marker's calls – and keep your own score in full with times  
\*give decision to the players, NOT as a mumble to the marker

### **REQUIREMENTS**

Good eyesight, clear voice, correct and consistent calls with authority  
Watch with second hand, spare ball, spare pen  
Sound knowledge of rules; good judgement of space, speed and time  
Knowledge of the 'Referee's Code of Conduct'

### **CALLS**

Dangerous play

### **STOP**

When marker's call is wrong or absent  
If object is dropped on court  
(Should allow play to continue unless certain but note a doubtful shot and expect player(s) to appeal at end of rally)

### **HALF-TIME TIME**

Midpoint of the warm-up (2.5 minutes)  
At end of warm-up or interval between games  
15 SECONDS Warns players to return to court

### **YES LET**

In response to players' appeals for lets

### **NO LET**

When disallowing appeals for lets

### **STROKE TO...**

To advise that a player is being awarded a stroke

### **LET**

To advise that a rally is to be replayed when the wording 'YES LET' inappropriate

### **CONDUCT...**

Warning, Stroke, Game, or Match as appropriate to advise a player of an offence under Rule 17, Conduct on Court

### **BALL POINTS!**

Players can appeal about condition of ball  
Ball to remain on court between games but may be struck by either player  
Players should be satisfied with ball before leaving court between games  
Ball should be returned to referee and checked at end of match

### **DROPPED OBJECT**

If a player is responsible for dropping anything on court (without involvement of opponent) other than a racket, a stroke should be awarded as a penalty. The ball is not hit correctly if the racket is not in the striker's hand.

## **Training Record Form - see page 26**

REQUIREMENTS – 'PROVISIONAL' Award – attend lecture (approved), pass exam., County approval.

'COUNTY' Grade – as PROVISIONAL plus 3 assessments (minimum from 2 referees one of whom must be Tournament grade) plus membership of England Squash.

Candidates must have signatures recorded on this form covering every stage of qualification. Time span between lecture and final approval should not exceed 12 months.

A	B	A	B	A	B	A	B
0R 1L	0R 1L 2R	0R 1L	0R 1L 2R 3L	<del>0-0R</del> <del>1-0L</del>	0-1R 1-1L 2-1R 3-1L 4-1R	0-2R 1-2L 2-2R	0-0 R 1-0 L 2-0 R
1L 2R 3L X 4R 5L 6R X 7L	2R 3L S	1R 2L 3R 4L	3R X 4L 5R	1-4R 2-4L 3-4R 4-4L	4-4R 5-4L 6-4R 7-4L	2-5R 3-5L	2-2R 3-2L 4-2R 5-2L
7R 8L	3R	NL 4R 5L 6R 7L	5R 6L S 7R 8L	4-7R <del>5-7LX</del> <del>6-7R</del> <del>7-7LX</del> 8-7R		3-8R 4-8L	5-3R 6-3L 7-3R 8-3L
		7R 8L 9R	2				8-4R
<b>9</b>	<b>3</b>	<b>10</b>	<b>8</b>	<b>9</b>	<b>7</b>	<b>4</b>	<b>9</b>
A	X RLR 012	S RL 23	RL 34	LRL 456	RLR 678		<b>9</b>
B		0123 RLRL	345 RLR	567 RLR	78 RL	1	<b>8</b>

**KEY:**

R	Service from right box	L	Service from left box
S	Stroke awarded	X	Let played
NL	No Let	1	Set one
A / B	Players names	2	Set two

Note: While a single X denotes a let in the above examples, it is possible that in some matches there will be several lets on a single point. These should be recorded and often appear as clusters for the purpose of the press