

ENGLAND SQUASH REFEREEING AND RULES HAND-OUT

TIMES	<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**

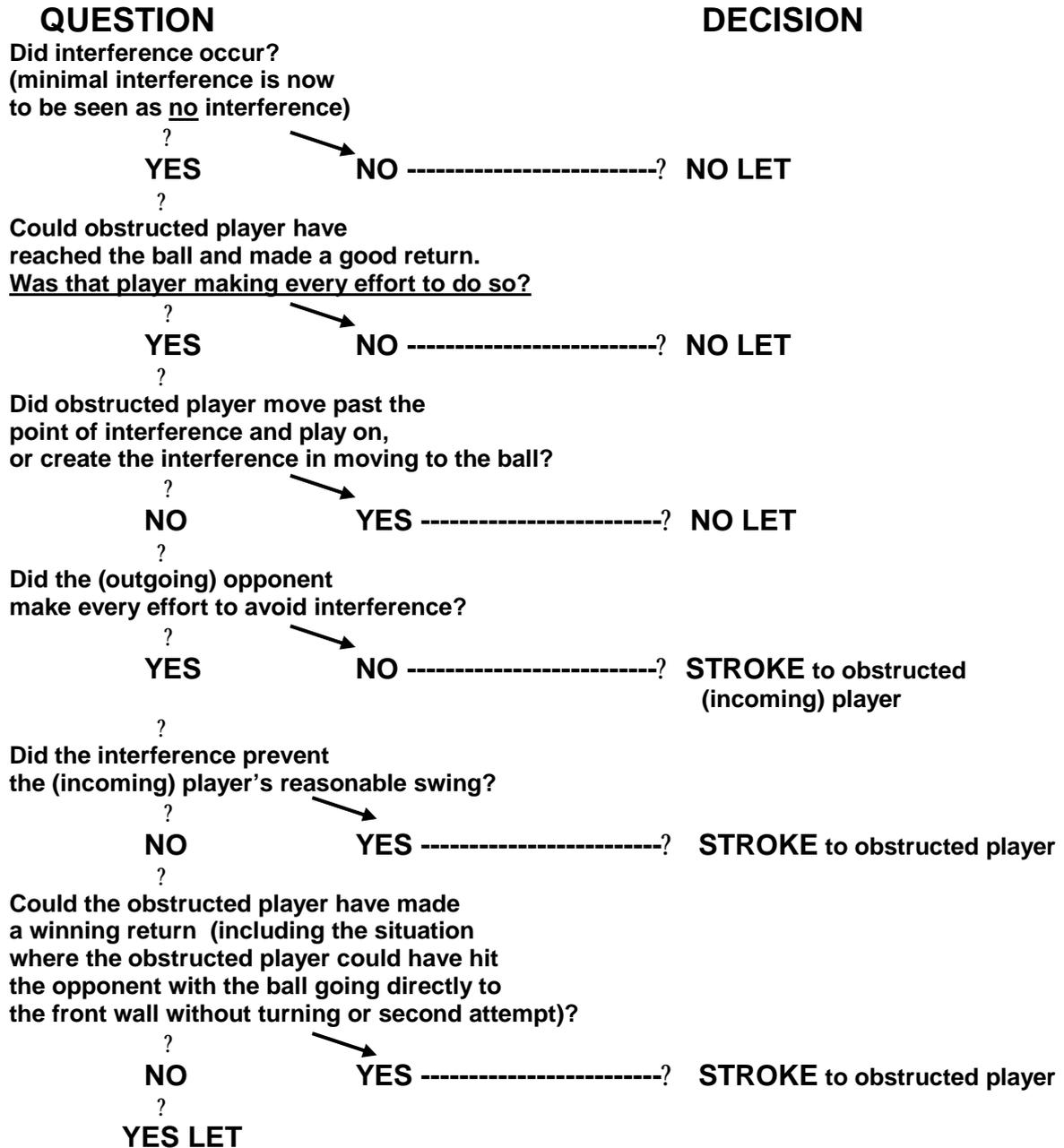
2. Hitting Self

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

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

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

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