

# **SPANDAN SQUASH SINGLES RULES 2025**

## **SQUASH - SINGLES RULES**

The definition of words in italics may be found in Appendix 1.

### **INTRODUCTION**

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 the opponent.

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

### **1. THE GAME**

1.1. Singles Squash is played in a court between two players, each holding a racket to strike the ball. The court, ball, and racket must meet Mentioned specifications.

1.2. Each rally starts with a serve, and the players then return the ball alternately until the rally ends.

1.3. Play must be continuous as far as is practical.

### **2. SCORING**

2.1. The winner of a rally scores 1 point and serves to begin the next rally.

2.2. Each game is played to 21 points, except that if the score reaches 10-all, the game Continues until one player leads by 2 points.

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

### **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, and the correct box for service.

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. must announce the match, introduce each game, and announce the result of each game and of the match .

3.5. must call “fault,” “down,” “out,” “not up” or “stop”, as appropriate;

3.5. must make no call, if unsure about a serve or return;

3.6. 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;

3.7. must repeat the Referee’s decision after a player’s request for a let, and then call the score;

3.7. 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;

3.8. 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;

3.9. must call “10-all: a player must win by 2 points” when the score reaches 10-all for the first time in a match.

### **3.9.The Referee, whose decision is final:**

3.10. 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;

3.11. must allow a let if through no fault of either player a change of court Conditions affects a rally;

3.12. must rule on all matters, including all requests for a let and all appeals

against a Marker's call or lack of a call;

3.13. must rule immediately if disagreeing with the Marker's call or lack of a call, stopping play if necessary;

3.14. must correct the score immediately if the Marker announces the score incorrectly, stopping play if necessary;

3.15. must enforce all the Rules relating to time, announcing "15 seconds," "Halftime" and "Time," as appropriate;

Note: It is the players' responsibility to be close enough to hear these announcements.

3.12. must make the appropriate decision if the **ball hits either player**.

3.13. may allow a let if unable to decide an appeal against a Marker's call or lack of call;

3.14. must ask the player for clarification if uncertain about the reason for a request for a let or an appeal;

3.15. may/maynot give an explanation for a **decision**;

3.16. must announce all decisions in a voice loud enough to be heard by the players, the Marker and the spectators;

3.17. must apply Rule(Conduct) if a player's conduct is unacceptable;

3.18. 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 a match the players go on court together to warm up the ball for a Maximum of 2 minutes. After 1 minutes the players must change sides, unless they have already done so.

4.2. The players must have equal opportunities to strike the ball. A player retaining control of the ball

## **5. THE SERVE**

5.1. The player who wins the spin of a racket serves first.

5.2. 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.

5.3. If a rally ends in a let, the server must serve again from the same box.

5.4. If the server moves to the wrong box to serve, or if either player is unsure of the correct box, the Marker must inform the players which is the correct box.

5.5. If there is any dispute about the correct box, the Referee must rule.

5.6. After the Marker has called the score, both players must resume play without Unnecessary delay. However, the server must not serve before the receiver is ready.

### **5.7. A serve is good, if:**

5.7.1. 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

5.7.2. 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

5.7.3. 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;

5.7.4. the ball, unless volleyed by the receiver, bounces for the first time in the opposite quarter-court without touching any line; and the ball is not served out.

5.8. A serve that does not comply with above rule is a fault and the receiver 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.

5.9. 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.

5.10. 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.

5.11. 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.

5.12. 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 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

either player or their clothing or the non-striker's racket A return is good if the ball is struck correctly before it has bounced twice on the floor; and without hitting either 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 rebounds from the front wall without touching the tin; and is **not out**.

## **7 Racket Swing**

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

7.9.1. if the swing was affected by slight contact with the opponent who was making every effort to avoid the interference a let is allowed, unless the striker would have made a winning return, in which case a stroke is awarded to the striker;

7.9.2. if the swing was prevented by contact with the opponent, a stroke is awarded to the striker, even if the opponent was making every effort to avoid the interference;

7.9.3. where there has been no actual contact and the swing has been held by the striker for fear of hitting the opponent,

### **Freedom to strike the ball to any part of the front wall**

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

7.9.1. if there was interference and the ball would have hit the non-striker on a direct path to the front wall, a stroke is awarded to the striker, unless the striker had turned or was making a further attempt, in which case a let is allowed;

7.9.2. if the ball would first have hit the non-striker and then a side wall before reaching the front wall, a let is allowed, unless the return would have been a winning return, in which case a stroke is awarded to the striker; or

7.9.3. if the ball would first have hit a side wall and then the non-striker before reaching the front wall, a let is allowed unless the return would have been a winning return, in which case a stroke is awarded to the striker

## **8 BALL HITTING A PLAYER**

8.1. If the ball, on its way to the front wall, hits the non-striker or the non-striker's racket or clothing, play must stop; then:

8.1.1. if the return would not have been good, the non-striker wins the rally;

8.1.2. if the return was going directly to the front wall, and if the striker was making a first attempt without having turned, a stroke is awarded to the striker;

8.1.3. if the ball had hit or would have hit any other wall before the front wall and the striker had not turned, a let is allowed, unless the return would have been a winning return, in which case a stroke is awarded to the striker;

8.1.4. if the striker had not turned but was making a further attempt, a let is allowed;

8.1.5. if the striker had turned, a stroke is awarded to the non-striker, unless the non-striker made a deliberate movement to intercept the ball, in which case, a stroke is awarded to the striker.

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

8.2.1. if the ball hits the non-striker or the 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, unless the striker's position has caused the non-striker to be hit, in which case a let is allowed;

8.2.2. if the ball hits the non-striker, or the 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 wins the rally;

8.2.3. if the ball hits the striker and there is no interference, the non-striker wins the rally. If interference has occurred, Rule 8 (Interference) applies.

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

## **9. ILLNESS, INJURY AND BLEEDING**

## 9.1. Illness

9.1.1. A player who suffers an illness that involves neither an injury nor bleeding must either continue play immediately, or concede the game in progress and take the 90-second interval between games 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 concede the match.

9.1.2. If a player's vomiting or other action causes the court to become unplayable, the match is awarded to the opponent.

## 9.2. Injury

The Referee:

9.2.1. if not satisfied that the injury is genuine, must advise the player to decide whether to resume play immediately, or to concede the game in progress and take the 90-second interval between games and then resume play, or concede the match. Only 1 game may be conceded;

9.2.2. if satisfied that the injury is genuine, must advise both 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;

9.2.3. if satisfied that this is a recurrence of an injury sustained earlier in the match, must advise the player to decide whether to resume play immediately or concede the game in progress and take the 90-second interval between games, or concede the match. Only 1 game may be conceded.

Note: A player who concedes a game retains any points already scored.

## **DESCRIPTION AND DIMENSIONS OF A SINGLES COURT**



## **DESCRIPTION**

A squash court is a rectangular area bounded by 4 walls: the front wall, 2 side walls and the 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 =6400 mm

Diagonal 11665 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 upper edge of 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=50 mm

Minimum clear height above the floor of the court=5640 mm

## **NOTES**

1. The side-wall lines connect the front-wall line and the back-wall line.
2. The service-box is a square formed by the short-line, one 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 1000 mm above the floor.
4. It is recommended that the front-wall line, side-wall lines, back-wall line and the top 50mm of the tin be shaped so as to deflect any ball that strikes them.
5. The tin must not project from the front wall by more than 45 mm.
6. It is recommended that the door to the court be in the centre of the back wall.

