



SQUASH

RULES



HIGHLIGHTS

- Forfeit time is five (5) minutes after the scheduled game start time. If the player or team is not "Ready to Play" within five (5) minutes after the scheduled game start time, then that player or team will forfeit and the opposing player or team will be declared the winner (assuming the opposing player or team is ready to play).
- An international standard squash ball will be used for all games. Balls will be at approximately 40 mm in diameter and 24 g in weight.
- A match shall consist of first to win three (3) of five (5) games
- A game shall be won by the side that first scores eleven (11) points. If the score becomes ten (10) all - the receiving side selects "set 1" or "set 2" which determines if 11 or 12 points are required to win the game. There is no requirement to win by 2 points.
- The player to serve first is decided by the spin of a racket. Thereafter, the server continues serving until losing a rally, when the opponent becomes the server and the server becomes "hand out"
- A player wins a rally if the opponent fails to make a good service or return of the ball or if, before the player has attempted to hit the ball, it touches the opponent (including racket or clothing) when the opponent is the non-striker
- Play is expected to be continuous in each game once a player has started serving. There should be no delay between the end of one rally and the start of the next one
- A let is an undecided rally. The rally does not count and the server serves again from the same box.



Rules and Regulations in the United States Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee and or Umpires decision is always final.

Last Modified: 11/2/2015 11:15 PM

TOURNAMENT RULES

READY TO PLAY

- Forfeit time is five (5) minutes after the scheduled game start time. If a team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that team will forfeit and the opposing team will be declared the winner (assuming the opposing team is ready to play).

JERSEYS AND APPARREL

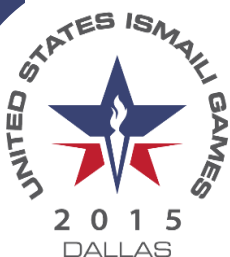
- All players participating must wear the uniforms provided by the USIG during check-in. If a player is not wearing the uniform provided, that player will not be allowed to take the court unless they have received a waiver from the USIG National Sports team.
 - Players are not allowed to alter the uniforms that are provided by the USIG.
- Proper shoes must be worn at all times.
- If a player is not wearing the proper attire, they will not be allowed to take the court.
- It will be at the umpire’s discretion to determine whether a player can rejoin play after the player has corrected their attire

UMPIRE’S JUDGMENT

- An umpire's judgment should not be contested.
- Failure to adhere to an umpire's judgment may warrant ejection.
- The umpire's decisions are final and no appeals of the decision will be allowed.
- Only rule clarifications may be requested following the issue in question by Team Captain and it is up to the umpire’s discretion to consult the rulebook

WEATHER, DELAYS AND SCHEDULING

- If there are unscheduled delays or weather related delays, the USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes



Rules and Regulations in the United States Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee and or Umpires decision is always final.

Last Modified: 11/2/2015 11:15 PM

METHOD OF SCORING

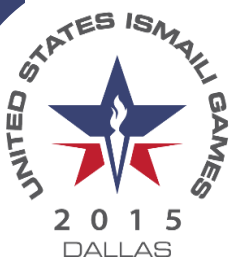
- A match shall consist of first to win three (3) of five (5) games
- A game shall be won by the side that first scores eleven (11) points. If the score becomes ten (10) all - the receiving side selects "set 1" or "set 2" which determines if 11 or 12 points are required to win the game. There is no requirement to win by 2 points.
- The side winning a game shall serve first in the next game
- There will be a 1-minute break between games
- A point is scored by the player that wins a rally; a player does not need to be the server in order to score a point. The winner of the rally is the player who serves to begin the next rally

SERVICE

- The player to serve first is decided by the spin of a racket. Thereafter, the server continues serving until losing a rally, when the opponent becomes the server and the server becomes "hand out"
- The player who wins the preceding game serves first in the next game.
- The server can choose to serve from either service box only at the beginning of each game or when the service changes from one player to another. After winning a rally, the server then continues serving from the alternate box.
- To serve a player stands with at least part of one foot on the floor within the service box. For a service to be good, it is served directly onto the front wall above the service line and below the outline so that on its return, unless volleyed, it reaches the floor within the back quarter of the court opposite to the server's box.

RETURN

- A return is good if the ball, before it has bounced twice on the floor, is returned correctly by the striker onto the front wall above the tin and below the outline, without first touching the floor. The ball may hit the side walls and/or the back wall before reaching the front wall
- A return is not good if it is "NOT UP" (ball struck after bouncing more than once on the floor, or not struck correctly, or a double hit); "DOWN" (the ball after being struck, hits the floor before the front wall or hits the tin) or "OUT" (the ball hits a wall on or above the outline)



Rules and Regulations in the United States Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee and or Umpires decision is always final.

Last Modified: 11/2/2015 11:15 PM

GAME PLAY

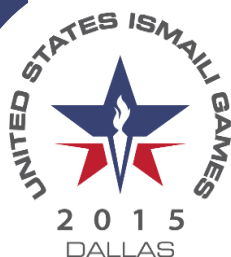
- A player wins a rally if the opponent fails to make a good service or return of the ball or if, before the player has attempted to hit the ball, it touches the opponent (including racket or clothing) when the opponent is the non-striker
- At any time during a rally, a player should not strike the ball if there is a danger of hitting the opponent with the ball or racket. In such cases, play stops and the rally is either played again ("a let") or the opponent is penalized
- If a player strikes the ball, which, before reaching the front wall, hits the opponent, or the opponent's racket or clothing, play stops. If the return would have been good and the ball would have struck the front wall without first touching any other wall, the striker wins the rally, provided the striker did not "turn". If the ball either had struck, or would have struck, any other wall and the return would have been good, a let is played. If the return would not have been good, the striker loses the rally.
- A player, after attempting to strike the ball and missing, may make a further attempt to return the ball. If a further attempt would have resulted in a good return, but the ball hits the opponent, a let is played. If the return would not have been good, the striker loses the rally

CONTINUITY OF PLAY

- Play is expected to be continuous in each game once a player has started serving. There should be no delay between the end of one rally and the start of the next one
- In between all games, an interval of 90 seconds is permitted
- Players are permitted to change items of clothing or equipment if necessary

TURNING

- If the striker has either followed the ball round, or allowed it to pass around him or her - in either case striking the ball to the right of the body after the ball had passed to the left (or vice-versa) - then the striker has "TURNED".
- If the opponent is struck by the ball after the striker has turned, the rally is awarded to the opponent. If the striker, while turning, stops play for fear of striking the opponent, then a let is played. This is the recommended course of action in situations where a player wants to turn but is unsure of the opponent's position



Rules and Regulations in the United States Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee and or Umpires decision is always final.

Last Modified: 11/2/2015 11:15 PM

INTERFERENCE

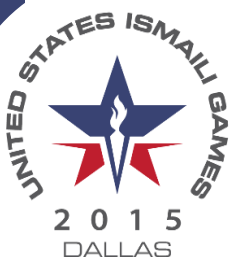
- When it is his or her turn to play the ball, a player is entitled to freedom from interference by the opponent. To avoid interference, the opponent must try to provide the player with unobstructed direct access to the ball, a fair view of the ball, space to complete a swing at the ball and freedom to play the ball directly to any part of the front wall.
- A player, finding the opponent interfering with the play, can accept the interference and play on, or stop play. It is preferable to stop play if there is a possibility of colliding with the opponent, or of hitting him or her with racket or ball.
- When play has stopped as a result of interference the general guidelines are:
 - The player is entitled to a **let** if he or she could have returned the ball and the opponent has made every effort to avoid the interference
 - The player is **not** entitled to a **let** (i.e. loses the rally) if he or she could not have returned the ball, or accepts the interference and plays on, or the interference was so minimal that the player's access to and strike at the ball was not affected
 - The player is entitled to a **stroke** (i.e. wins the rally) if the opponent did not make every effort to avoid the interference, or if the player would have hit a winning return, or if the player would have struck the opponent with the ball going directly to the front wall

LET

- A let is an undecided rally. The rally does not count and the server serves again from the same box.
- A let may be allowed if the ball in play touches any article lying on the floor, or if the striker refrains from hitting the ball owing to a reasonable fear of injuring the opponent.
- A let must be allowed if the receiver is not ready and does not attempt to return the service, or if the ball breaks during play.

SAFETY

- If, at the discretion of the referee, jewelry worn by a player interferes with the game, is a safety hazard, or unfairly distracts an opponent the jewelry must be removed. If the jewelry cannot be removed, other solutions deemed appropriate by the referee such as taping over it may be adopted



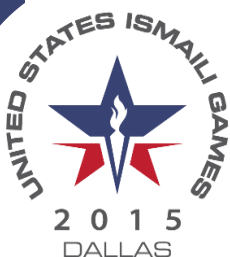
Rules and Regulations in the United States Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee and or Umpires decision is always final.

Last Modified: 11/2/2015 11:15 PM

- It is required that protective eyewear, manufactured to an appropriate National Standard, be worn properly over the eyes at all times during play. It is the responsibility of the player to ensure that the quality of the product worn is satisfactory for the purpose. Juniors (defined as less than 18 years of age on the last scheduled day of the championship) must also wear appropriate CSA approved protective-eyewear

WARM UP

- Before the start of a match, the players are allowed up to five (5) minutes (2.5 minutes on each side) to warm-up themselves and the ball on the match court.
- When a ball has been changed during a match, or if the match has been resumed after some delay, the players warm-up the ball to playing condition.



Rules and Regulations in the United States Ismaili Games Sports Handbook supersede conflicting rules from any other outside sporting organization. Referee and or Umpires decision is always final.

Last Modified: 11/2/2015 11:15 PM