

APPENDIX 1

GUIDELINES ON HARBALL DOUBLES RULES INTERPRETATIONS

January, 2014

Guideline numbers are referenced in the Hardball Doubles Rules

Introduction

The over-riding principle governing the Rules of Hardball Doubles Squash and Guidelines on Hardball Doubles Rules Interpretations is to allow a fair result to each match. This requires that the Referee implement the rules fairly for both teams throughout the match.

The Guidelines should be read in conjunction with the Rules:

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Proposed Changes to Hardball Doubles Rules, from those Rules that were approved by WSF and became effective January 1st 2010, are in red.

G1. Change of Equipment

In order to prevent one player from gaining an unfair rest interval through a change of equipment, the Referee, before allowing a player to leave the court to make the change, shall be satisfied that there has indeed been a material deterioration of the equipment.

The preference for another racquet, or a different pair of shoes where no physical deterioration is evident, is not sufficient reason for the player to change that equipment. The player may leave the court to effect the change as quickly as possible and must do so within 2 minutes.

If a player's glasses break or a player loses a contact lens, or a player is bleeding, that player is permitted up to 5 minutes, after which the player must resume play.

If a player is unable to resume play because of lack of alternative equipment, or blood is dripping on the floor of the court, the Referee shall award the game to the opponents and after a further two minutes the match.

G2 Time-Wasting

Time-wasting is an attempt by one player to gain an unfair advantage over the opponent. Prolonged discussion with the Referee and slow preparation to serve or receive service are examples. The Referee shall apply Rules 9 and 15 when this occurs.

While excessive ball-bouncing prior to service is time-wasting, it does not constitute serving the hand out.

Players should be aware that during the 2 minutes between games, the Referee's call of Fifteen seconds is advice for them to return to court. A player who is not ready to resume play on the call of Time is gaining an unfair advantage and the Referee shall apply Rule 9d or Rule 15, at the discretion of the Referee.

G3 Fallen Object from Gallery

If any object falls (or is thrown) to the floor of the court, play must cease. Since an injury may occur if a player treads on any object of significant size or texture, the Referee or Scorer shall halt play with the word Stop or Time, or the player(s) may stop and appeal. If the fallen object is unnoticed by players and Officials until the end of the rally and the Referee judges there has been no effect on the outcome of the rally, the result of the rally shall stand.

G3A Fallen Objects on the Court

A player who loses a piece of his/her equipment (racquet, glasses, headband, vibration dampener with the racquet head etc.) during play shall not lose the point unless:

- a) Said loss of equipment was deliberate or intentional;
- b) Said player lost his/her racquet in the act of striking the ball (See Rules 3(b) and 4(a) and Guideline **G4** Control of Racquet); or where
- c) The player has been warned by the Referee that future loss of equipment will result in the loss of a point.

A Referee should warn a player who loses his/her equipment that future delays caused by that player's refusal to take those steps necessary to avoid the loss of equipment (i.e. tie on

glasses, removal of vibration dampener, etc.) will result in a point being awarded to the opposing team.

Background

Many players are under the incorrect impression that loss of a piece of player's equipment during play automatically constitutes a stoppage of play and subsequent loss of point to the offending player. Nowhere in the Doubles Rules is this stated. Rather Rule 3(b) and 4(a) provide specifically that a player shall lose the Point if he loses his racquet while in the act of striking the ball. By negative implication, a player who loses his racquet not while in the act of striking the ball shall not lose the Point. Any other interpretation would make Rule 4(a) superfluous.

G4 Control of Racquet

A player when striking the ball must be in control of the racquet immediately before, during the contact and immediately after contact on the follow through. Failure to do so will result in the player losing the point (Rule 4(a)).

G5 Player Hit by the Ball

If the ball, coming from the front wall, hits the non-striker without interference occurring, the non-striker loses a point unless further attempt applies (Rule 8(d)). The definition of Attempt makes it clear that even a fake swing of the racket or feint at the ball is an attempt, but racket preparation comprising only backswing with no racket movement towards the ball is not an attempt, but is defined as shaping.

Rules 7 and 8 cover the various situations in which the ball going to the front wall hits the non-striker.

If the ball hits the striker (without interference) the striker loses the rally and the Referee shall call Not up, because the striker has not struck the ball correctly.

When the ball strikes either player and interference occurred, the Referee shall apply Rule 8.

G6 Interference on a Further Attempt

When a player makes a further attempt to play the ball, the opponent still has an obligation to make every effort to provide the player with freedom to sight the ball and to get to and play the ball as provided for in Rule 5. However, the act of recovering for a further attempt is often so quick that the opponent does not have a reasonable opportunity to clear before the interference occurs. In such cases, the Referee shall allow a Let. Conversely, if the opponent had ample time to clear but made no effort to do so, or deliberately moved thereby creating the interference, the Referee shall award a Point to the player.

When a player shapes to play the ball on one side and then brings the racquet across the body to take the ball on the other side, it is neither turning nor making a further attempt and, if interference occurs, Rule 5 applies. This position frequently occurs after the ball has hit the side wall and the front wall simultaneously and then rebounds into the middle of the court.

G7 Interference on turning

A player who turns on the ball (or comes around) **must** make every effort to play the ball. The changes in this Rule are designed to eliminate the abuse of the safety Let provision,

often invoked by a player to recover from a defensive position, while continuing to provide safety for all players on court. In doing so the following provisions apply:

- (1) The turning player **should** warn his opponents as early as possible that he is turning by declaring his intent to turn (turning, coming around or some other clear verbal warning). Failure to do so **will** result in a warning initially; however failure subsequently to announce a turn or to announce the turn late **could** result in a Point to the opponents.
- (2) If the turning player fails to declare his intention to turn and then hits either opponent with the ball a Point **will** be awarded to the opponents.
- (3) If the turning player fails to declare his intention to turn and then requests a Let due to his opponents' positions on the court, the Referee **should** warn the turning player that future failure to declare a turn could, at the Referee's discretion, result in No Let being awarded.
- (4) However if the turning player fails to call turning or calls late but plays the ball safely, then the Referee **should** allow play to continue and after the point has concluded, warn the turning player that future failure to declare a turn **could**, at the Referees discretion, result in the awarding of a Point to the opponents due to unsafe or dangerous play.
- (5) The turning player's opponents **must** make every effort to clear to give the turning player the full front wall and the side walls in the front third of the court, as well as provide freedom to the striker to play the ball.
- (6) Where possible, the turning player **should** play the ball to the front wall or to the sidewalls in the front third of the court. If the turning player does not play the ball he **will not** be granted a Let if he is considered to be unreasonably trying to get out of an unfavourable position, especially when the opponents have cleared properly.
- (7) If the ball hits an opponent who has cleared to allow the turning player to play the ball safely to the front third of the court, the turning player **will** lose the Point. Also to ensure the safety of the players on the court in enforcing the Turning rule, if the turning player plays a shot which is considered reckless or dangerous (not safe) the striker will be penalized and a Point **will** be awarded to the opponents.

The exceptions are as follows:

- (A) Where the striker, while planning to play his normal shot, is forced to turn to play the ball due to the ball "squirting" off the back or side wall, forcing the striker to turn unexpectedly; in this case a Let **will** be allowed, provided the striker could have played the ball.
- (B) When the opponents do not make every effort to clear, after turning has been declared, then the striker need not play the ball and a Let **will** be allowed and the Referee should warn the opponents that future failure to clear **will** result in a Point to the striker.

Footnote to Referees:

The overriding principle for all Referees is that the game should be played safely and fairly, and Referee's calls should be made to promote safety while preserving the integrity of the Rules, and the flow of the game. The Referee should include, when making his judgement, whether or not the turning player could have reached the ball and played it to the front wall and would it have resulted in a safe return.

Ultimately it is the responsibility of the player turning to play the ball in a safe manner. Failure to do so, **may** at the discretion of the Referee, result in a warning, or, if the Referee deems the conduct offensive, a Point.

An initial warning applies to both players of the team warned.

G8 Making Every Effort and Minimal Interference

The opponent must make every effort to clear the ball after playing a return. The opponent's route should allow the player unobstructed direct access to the ball, provided the player has not moved in to play the ball so quickly as to block the opponent's exit. In the latter case the Referee shall allow a Let, unless the player could not have made a good return, in which case the Referee shall not allow a Let.

However, it is equally important for the player to make every effort to get to and play the ball. If the player does not make every effort to get to and play the ball, that is a significant factor in the Referee's assessment of whether or not that player could have reached the ball and made a good return.

The Referee shall decide the degree of effort that the player should make to demonstrate "making every effort". This does not give the player the right to abuse the opponent physically and the Referee shall penalise significant or deliberate physical contact under Rule 5 or 15.

When a player appeals for a Let, having encountered some interference, that had no effect on that player's view of the ball and freedom to get to and play the ball, the Referee shall not allow a Let. This is minimal interference and includes situations in which the opponent crossed the flight of the ball very early in its trajectory from the front wall but still allowed the player time to sight the ball; the player brushed past the opponent on the way to the ball without affecting the player's direct access; and the racquet swing brushed the opponent, the opponent's clothing or racquet without affecting the racquet's swing.

The player's partner must also allow opponents free access to the front wall and a clear view of the ball and front wall.

However, when interference has occurred, the Referee shall not refuse a Let in situations in which the player was clearly making every effort (albeit short of physical contact with the opponent) to get to and play the ball and had demonstrated to the Referee the ability to reach the ball.

G9 Interference with the Striker's Swing and Reasonable Fear of Hitting the Opponent

Rule 5 allows the striker freedom to hit the ball with a reasonable swing. If the striker stops play because of the opponent not granting this freedom and appeals, the Referee shall consider the following options:

- (1) If the opponent is too close and has prevented the striker's reasonable swing and is hit or would have been hit with the racquet, the Referee shall award a Point to the striker.
- (2) If the striker stops play as a result of slight racquet contact with the opponent, who is making every effort to clear, the Referee shall allow a let. This is different from the minimal interference described in **G8**. The amount of contact must be sufficient to affect the player's swing, but insufficient to prevent it.
- (3) If the striker stops play for fear of hitting the opponent and the opponent, though close to, does not prevent the striker's reasonable swing, the Referee shall allow a let under Rule 7 (c) (2) – reasonable fear of injury. As long as the opponent does not prevent a reasonable swing, a Let is the appropriate decision.
- (4) If the striker stops play for fear of hitting the opponent and the opponent is well clear of the reasonable swing, the Referee shall not allow a Let, as the striker has judged the opponent's position incorrectly, and there is no interference.

G10 Asking for a Let

The correct method of appeal when interference on Rule 7 infractions have occurred is to say "Let please".

All requests for a Let must be verbal.

G11 Timing of Requests for a Let

The timing of calling a Let on interference is important.

In case of an appeal concerning fair view and freedom to hit the ball directly to the front wall (commonly known as "crossing the flight"), the Referee shall consider the situation at the time the player could have hit the ball.

In the case of interference on backswing, the appeal must be immediate and before the player makes any attempt to play the ball. Any attempt to hit the ball after backswing interference has occurred indicates that the striker has accepted the interference and thus forfeits the right of appeal.

If there is interference in the act of playing the ball, which includes a reasonable backswing, hit and reasonable follow – through, an appeal is justified. The Referee shall consider whether the opponent was crowding and not allowing freedom to play the ball in deciding whether to allow a Let or to award a Point.

If a player appeals for not being ready to receive service, the Referee shall allow a Let, unless deciding the player delayed play unnecessarily. In the latter case the Referee could apply Rule 9 (a) Continuity of Play.

If the server serves the ball out, even though the receiver is not ready, the service will be deemed to be a fault.

G12 Early Requests or a Let

If a player makes an appeal for interference before the result of the opponent's return is known, this is regarded as an early appeal. If a player makes an early appeal and the opponent's return subsequently goes down or out, the Referee shall allow the result of the rally to stand, the player winning the rally.

When the opponent appeals for a Let for interference before the player has completed a reasonable follow through, this is also regarded as an early appeal. In this case the opponent has no right of appeal and the Referee shall not award a Let.

G13 Created Interference

At all times an opponent must allow the player unobstructed direct access to play the ball.

However, sometimes the situation arises in which the opponent has caused no interference (i.e. the opponent has clearly provided the required direct access) but the player takes an indirect route to the ball which takes the player towards, or very close to, the opponent's position. The player then appeals for a Let because of being obstructed in access to the ball.

If there is no genuine reason for this indirect route, the player has created the interference where none otherwise exists. If the player appeals in this case, the Referee shall not allow a Let. Whether the player could make a good return is not a consideration – in order to remain in the rally the player must get to and play the ball.

This is different from the situation in which a player, in attempting to recover from a position of disadvantage, does not have direct access to the ball. In the first situation the player is "wrong-footed" and anticipates the opponent hitting the ball one way, starts moving that way, but having guessed wrongly, changes direction to find the opponent in the way. In this situation the Referee shall allow the player a Let on appeal if the recovery is sufficient to demonstrate the player would have made a good return. In fact, if the opponent prevents the incoming player from playing a winning return, the Referee shall award a Point to that player.

Secondly, if a player plays a poor return that gives the opponent a position of advantage, the Referee shall allow the player a Let only if, in taking the direct line to the ball for the next return, the Referee determines that, but for the interference, that player would have been able to get to and play the ball.

G14 Significant or Deliberate Physical Contact

Significant or deliberate physical contact is both detrimental to the game and potentially dangerous. In blatant cases the Referee shall stop the rally and award the appropriate penalty. Where the player "pushes off" the opponent and this has no significant effect on the opponent, the Referee shall allow the rally to continue and give a warning to that player at the end of the rally. Where there is a significant effect, the Referee shall stop play and apply Rule 15.

G15 Progression of Penalties

The penalties available to the Referee under Rule 13 are:

Warning,	(called a Conduct Warning).
Point awarded to opponent's team,	(called a Conduct Point).
Game awarded to opponent's team,	(called a Conduct Game).
Match awarded to opponent's team,	(called a Conduct Match).

The guidelines for applying the penalties are as follows:

When the Referee imposes the first penalty for a particular offence, it should be a warning, point, game or match depending on the seriousness of the offence, and that this is applied to the team. However, any subsequent penalty for the same type of offence for the same team should not be less severe than the previous penalty for that offence. Thus the Referee may award more than one warning or stroke for the same type of offence if the Referee decides that the offence does not warrant a more severe penalty.

When issuing penalties the Referee shall use the following terminology:

Conduct Warning (Player's name)	for	(Offence).
Conduct stroke (Player or Team's name) (Opponent or Opposing Team's name).	for	(Offence), Point to
Conduct game (Player or Team's name) (Opponent or Opposing Team's name).	for	(Offence), Game to
Conduct match (Player or Team's name) (Opponent or Opposing Team's name).	for	(Offence), Match to

The Scorer shall repeat only that part of the Referee's decision that affects the score.

G16 Scorer's Guidelines

The Scorer's job is to call the score and announce who is the server, in a timely manner, which allows the game to flow.

G17 Referee's Calls

The correct order of calls is:

1. Anything affecting the score.
2. The score with the server's score always called first.
3. Comments on the score:

Examples of how a Scorer or Referee announces to players and spectators are:

"Not up, 4-3."

"Down, game ball."

"Yes let, 3-4."

"No let, side-out, 5-7" or "No Let, 5-7 choice"

"Point to Jones, 14-8, match ball."

"Foot fault (on second serve), side out, love-all."

"Fault" (appeal by server, Referee uncertain). "Yes let, 14-11, game ball."

Match introduction:

"Match between Player's A and B from Against Player's C and D from Best of 5 games, love-all, Play." Do not forget the Best of 5 games!

End of a game:

"15-7, Game to Smith and Jones. They lead one game to love."

"15-9, Game to Smith and Jones. They lead two games to love."

"15-12, Game to Smith and Jones, Games are two all."

"15-14, Match to Smith and Jones, 15-7, 15-9, 8-15, 4-15, 15-14."

Start of subsequent game:

"Smith and Jones lead one game to love, Second Game, love-all, Play."

"Smith and Jones lead two games to one, Jones to serve, Love-all, Play."

"Two games all, Final Game, Smith to serve, love-all, Play."

G18 Officials Addressing Players

Officials should use the player's surname/family name, rather than the given name, when addressing players. This eliminates any appearance of familiarity that players or spectators could interpret as favouritism.

G19 Right to Play the Ball Rule Rule 5.(3) Interpretation

Clearing behind the short line: All players must clear to allow the opposing players to hit the ball to either side wall in front of the short line. Repeated failures to do so or deliberate actions which deny the opponent the right to play his chosen shot will result in Points being awarded to opponents. Remember, if you clear to behind the short line your opponent cannot eradicate himself from a defensive position by calling a Let on you unless the "boast" is a reasonable shot under the circumstances (See intent and interpretation under Rule 5(a)(1)). Referees should warn the player who tries to abuse this rule with calls of repeated Lets, that he/she must play the ball if the opponents have so cleared.

G20 Point Rule – Rule 6 Interpretation

- a) Ball struck back at one's self: When you hit a ball back at yourself and your opponent refrains from striking it and calls Let, he/she should be awarded the Point, irrespective of whether or not he/she could have struck the ball for a winner. It is also a Point if the opponent hits the player with the ball going to the front wall. The intent here is to penalize the person for his own bad shot which placed him in this poor position. This Point rule (Rule 6(a)(4)) also applies when a player hits a bad "reverse corner" or short "philly-boast" since it was his own poor shot which caused interference.
- b) Depriving an opponent of a winning shot or failure to use reasonable efforts to clear: There appears to be a misconception by some players who get caught in the front 1/3rd of the court by their partner's poor shot. They argue that since they did not hit the ball back at themselves, their opponent should not get a Point – Wrong!!! No matter who hit the poor shot, or from where, if your position, either by refusing or being unable to clear, deprives your opponent of a clear opportunity to attempt a winning shot, a Point should be awarded.
- c) A Point shall be awarded on a crosscourt shot only in the following circumstances:
 - 1) When the opponent deprives the striker of a clear opportunity to attempt a winning shot (i.e., in the front third of the court);
 - 2) Where the opponent fails to make the effort within the scope of his/her ability to clear so as to deprive his/her opponent of an opportunity to attempt the reasonable shot of striker's choice; or
 - 3) Where the opponent, either due to his/her partner's poor shot selection/placement causes repeated Let situations, no one of which individually constitutes a Point.

The intent of paragraphs 2 and 3 above is to allow a Referee to penalize a player who repeatedly refuses to clear adequately when his/her partner has placed him/her in a disadvantageous position, whether or not the striker had a clear opportunity to attempt a winning shot. Prior to the awarding of a Point, the Referee should warn the offending player who refuses to clear that further violations will result in the awarding of a Point.