

Squash Doubles Playing Rules

Official Playing Rules of North American Doubles as maintained by the US SQUASH in co-operation with Squash Canada, and approved by the World Squash Federation. January 2014.

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1. Game

- (a) The object of the game is to win by scoring points. Each side or team, consisting of two players, shall earn points either by winning a rally or by being awarded them. Each point won by or awarded to a side shall add one to its score.
- (b) The side which first scores fifteen points wins the game. (Remove excepting that:

(1) At "thirteen all" the side which has first reached the score of thirteen must announce one of the following before the next serve:

- (i) Set to five points--making the game eighteen points.
(ii) Set to three points--making the game sixteen points.
(iii) No set, in which event the game remains fifteen points.

(2) At "fourteen all," provided the score has not been "thirteen all," the side which has first reached the score of fourteen must announce one of the following before the next serve:

- (i) Set to three points--making the game seventeen points.
(ii) No set, in which event the game remains fifteen points.)

2. Match

- (a) The side which first wins three games wins the match, except that a side may be awarded the match at any time upon the retirement, default or disqualification of the opposing side.

3. Service

- (a) The service begins the play of each point and is the striking of the ball with the racquet in accordance with this entire Rule 3. At the start of a match the choice to serve or receive shall be decided by the spin of a racquet. The two partners of a side shall serve in succession, the first retaining his serve until his side has lost a point. On the loss of a subsequent point the side shall be declared "out" and the serve reverts to the opponents. On the first serve of every game, however, the "in" side shall be declared "out" after it has lost one point only. The order of serving within a side shall not be Gchanged during the progress of a game. At the end of a game the side which has won the game shall have the choice of serving or receiving to commence the next game.

- (b) The server must stand with one foot or at least part of one foot touching the floor within the service box and not touching the line when the ball is struck and serve the ball onto the front wall above the service line and below the top line before it touches any other part of the court, so that on its rebound (return) it first strikes the floor within, but not touching, the lines of the opposite service court, either before or after touching any other wall or walls within the court. The server must be in control of and holding on to the racquet at the moment of contact. (Rule 4(a)). A ball so served is a good service, otherwise it is a Fault. If the Referee calls a foot-fault or fault and the server believes the service was proper, the server may appeal the Referee's call.

- (c) If the first service is a Fault, the server shall serve again from the same side. If the server makes two consecutive Faults, he loses the

point. A service Fault may not be played, but the receiver may volley any service which has struck the front wall in accordance with Rule 3(b).

- (d) At the beginning of each game and each time a side becomes "in" the ball shall be served from whichever service box the first server for the side elects, and thereafter alternately until the side is "out" or until the end of the game. If the server serves from the incorrect box there shall be no penalty and the service shall count and the play shall proceed as if the box served from was the correct box, except that if the receiver does not attempt to return the service, he may demand that it be served from the other box, or if, before the receiver attempts to return the service, there is a Let (See Rule 7), the service shall be made from the other box.
- (e) A ball is in play from the moment at which it is struck with the racquet until:
 - (1) the point is decided;
 - (2) a Fault, as defined in Rule 3(b), is made; or a Let occurs (See Rules 6 and 7).
- (f) If, in the act of serving a player strikes at but misses the ball, a fault shall result.

4. Return of Service and Subsequent Play

- (a) A return is deemed to be made at the instant the ball touches the racquet of the player making the return. This player must be in control of and holding on to the racquet at the moment of contact. If the racquet leaves his hand in the act of striking the ball, it shall be deemed that he was not "in control of" it in accordance with this Rule 4(a), and he shall lose the point even if the ball subsequently makes a good return. To make

a good return of a service or of a subsequent return the ball must be struck on the volley or before it has touched the floor twice, and reach the front wall on the fly above the tell-tale and below the top line, and it may touch any wall or walls within the court before or after reaching the front wall. On any return the ball may be struck only once. It may not be "carried" or "double-hit."

G4 CONTROL OF RACQUET

- (b) At the beginning of each game each side shall designate one of its players to receive service in the right hand service court and the other to receive service in the left hand service court and throughout the course of such game the service must be received by the players so designated.
- (c) If the designated receiver fails to make a good return of a good service, the serving side wins the point. If the designated receiver makes a good return of service the sides shall alternate making returns until one side fails to make a good return. The side failing to make a good return loses the point.
- (d) Until the ball has been touched or has hit the floor twice, it may be struck at any number of times by either player on a side.
- (e) If at any time after a service the ball hits outside the playing surfaces of the court (the ceiling and/or lights, or on or above a line marking the perimeters of the playing surfaces of the court), the side so hitting the ball loses the point except as provided in Rule 7(c)(5).

5. Right to Play the Ball

- (a) Immediately after he or his partner has struck the ball, each player must get out of his opponents' way and must:
- (1) Give his opponents a fair view of the ball;
 - (2) Give his opponents a fair opportunity to get to and strike at the ball in and from any position on the court elected by an opponent. A player will be deemed to have failed to give his opponents a fair opportunity to get to and strike the ball when he has used an excessive follow-through so that an opponent has to wait for an excessive swing;
 - (3) Allow either opponent to play the ball to any part of the front wall or back wall and to that part of each side wall in front of the red floor service line.
The Referee shall deny a Let to the striker when in the opinion of the Referee the striker could have played the ball SAFELY, but instead requested a Let to get out of an unfavorable position; and

Note to Referees

Referees should be aware of players who are "fishing for Points", and after an initial warning deny a Let in such cases

- (4) Refrain from creating a visual or audible distraction.

G5 PLAYER HIT BY THE BALL
G6 INTERFERENCE ON A FURTHER
ATTEMPT
G7 INTERFERNECE ON TURNING

6. Point

- (a) A Point shall be awarded to a side:
- (1) When an opponent, in violating Rule 5, deprives a player of a clear opportunity to attempt a winning shot; or
 - (2) When an opponent, in violating Rule 5, fails to make the effort within the scope of his normal ability to avoid the violation thereby depriving a player of an opportunity to attempt a shot; or
 - (3) When an opponent, in violating Rule 5, has caused repeated Lets, no one of which individually constitutes a Point.
 - (4) When the striker hits the ball back at himself and the opponent is ready to hit the ball but unable to do so because of the striker's position, it is a violation of Rule 5(3) and a Point for the opponent, regardless of whether or not a winner would have been struck by the opponent.
- (b) The Referee shall not award a Point as defined in this Rule 6 unless a Point or a Let (See Rule 7) is requested by a player.
See Rule 6 Interpretation **G20**

G 8 MAKING EVERY EFFORT AND MINIMAL INTERFERENCE

G 9 INTERFERENCE WITH THE STRIKER'S SWING AND REASONABLE FEAR OF HITTING THE OPPONENT

G10 ASKING FOR A "LET"

G11 TIMING OF REQUESTS FOR A "LET"

G12 EARLY REQUESTS FOR A "LET"

G13 CREATED INTERFERENCE

G20 POINT RULE 6 INTERPRETATION

7. Let

- (a) A Let mandates the playing over of a point.
- (b) On the replay of the point the server
 - (1) is entitled to two serves unless a Fault occurred in the original point,
 - (2) must serve from the correct box even if he served from the incorrect box on the original point, and
 - (3) may serve from a service box other than the one selected on the original point.
- (c) In addition to the Lets described elsewhere, the following are Lets if the player on the side whose turn it is to strike the ball could otherwise have made a good return:
 - (1) When an opponent of such player violates Rule 5 except for those violations described in Rule 6.
 - (2) When such player refrains from striking at the ball because of a reasonable fear of injuring an opponent.
 - (3) When such player before or during the act of striking or striking at the ball is touched by either of his opponents, their racquets or anything either of them wears or carries.
 - (4) When on the first bounce from the floor the ball hits on or above the seven foot line on the back wall; and
 - (5) If a player thinks the ball has broken while play is in progress, he must nevertheless complete the point and then immediately request a Let, giving the ball promptly to the Referee for inspection. The Referee shall allow a Let only upon such prompt request if the ball in fact proves to be broken (See Rule 11(c)).

- (d) A player may request a Let or a Point (See Rule 6). A request by a player, which must be verbal, for a Let shall automatically include a request for a Point. Upon such request, the Referee shall allow a Let, Point or No Let.
- (e) No Let shall be allowed on any stroke a player makes unless he requests such before or during the act of striking or striking at the ball or immediately after doing so in the event of an obstructed swing.
- (f) The Referee shall not call or allow a Let as defined in this Rule 7 unless such Let is requested by a player; provided, however, the Referee may call a Let at any time (1) when there is interference with play caused by any factor beyond the control of the player, or (2) when he fears that a player is about to suffer severe physical injury.

8. Ball in Play Touching Player

- (a) If a ball in play after hitting the front wall, but before being returned again, shall touch any player, or anything he wears or carries (other than the racquet of the player who makes the return) the side of the player so touched loses the point, except as provided in Rule 7(c)(1) or 7(c)(2).
- (b) If a ball in play touches the player who last returned it or his partner or anything either of them wears or carries before it hits the front wall, the side of the player so touched loses the point, except as provided in Rule 7(c)(2).
- (c) Except as provided for in Rule 6(a), if a ball in play, after being struck by a player on a return, hits either of the player's opponents

or anything either of them wears or carries before reaching the front wall:

- (1) The side of the player who made the return shall lose the point if the return would not have been good.
 - (2) The point shall be a Let (See Rule 7) if the return would have hit the front wall fairly except for such interference.
- (d) If a player strikes at and misses the ball, he and his partner may make further attempts to return it. If, after being missed, the ball touches either of their opponents or anything they wear or carry:
- (1) If the player or his partner would otherwise have made a good return, the rally shall be replayed as a Let.
 - (2) If the player or his partner could not have made a good return, their side shall lose the point.

9. Continuity of Play

- (a) Play shall be continuous from the first service of each game until the game is concluded. Play shall never be suspended solely to allow a player to recover his strength or wind. The provisions of this Rule 9 shall be strictly applied. If the Referee believes a player is violating this Rule during a game, the Referee will apply the provisions of Rule 15.

G1 CHANGE OF EQUIPMENT

G2 TIME WASTING

G3 FALLEN OBJECTS FROM GALLERY

G3A FALLEN OBJECTS ON COURT

- (b) The interval between all games is 2 minutes. If a player is not on court ready to play at the

expiration of the applicable time period, the Referee will apply the provisions of Rule 15.

- (c) Except as otherwise specified in this Rule 9, the Referee may suspend play for such reason and for such period of time as he may consider necessary.
- (c) If play is suspended by the Referee because of an injury to one of the players, such player must resume play within one hour from the point and game score existing at the time play was suspended or his side shall default the match, provided however, if a player suffers cramps or pulled muscles, or bleeding, play may be suspended by the Referee once during a match for each such player for a period not to exceed five minutes after which time such player must resume play or his side shall default the game and after a further two minutes, the match.
- (d) In the event the Referee suspends play other than for injury to a player, play shall be resumed when the Referee determines the cause of such suspension of play has been eliminated, except that if such cause of delay cannot be rectified within one hour, the match shall be postponed to such time as the Tournament Committee determines. Any suspended match shall be resumed from the point and game score existing at the time the match was stopped.

10. Attire and Equipment

- (a) A player's attire, including, but not restricted to, its color, design, insignia, advertisements, statements and slogans, shall be within the normal standards of good taste associated with the game of squash racquets. A side

shall have matching major items of attire.

11. Condition of Ball

- (a) No ball, before or during a match, may be heated, chilled or otherwise artificially treated except by the mutual consent of the sides or by decision of the Referee.
- (b) At any time, when not in the actual play of a point, another ball may be substituted by the mutual consent of the sides or by decision of the Referee.
- (c) A ball shall be determined broken when it has a crack which extends through both its inner and outer surfaces. The ball may be squeezed by the Referee only enough to determine the extent of the crack. A broken ball shall be replaced and the preceding point shall be a Let (See Rule 7(c)(6)).
- (d) Upon determination of a cracked (but not broken) ball, the ball shall be replaced by the mutual consent of the sides or may be replaced by the Referee and the preceding point shall stand. If a ball breaks during the last point of a game and this is not discovered until after the game is over, the point shall stand.

At the end of a game or match a player must appeal immediately at the end of the last rally, before the players leave the court, if he feels the ball may be broken.

12. Court

- (a) The doubles court shall be as specified in the Court, Racquet and Ball Specifications of this Association.
- (b) No equipment of any sort shall be permitted to remain in the court during a match other than the ball used in play, the racquets being used by the players, and the clothes worn by them. All other equipment must be left outside the court. A player who requires a towel or cloth shall keep same in a pocket or in his waistband.

13. Referee

- (a) A Referee shall control the game. This control shall be exercised from the time scheduled for the match and/or from the time that at least one player is on the court. The Referee may limit the time of the warm-up period to five minutes, or shall terminate a longer warm-up period so that the match commences at the scheduled time.

G16 SCORER'S GUIDELINES

G17 REFEREE'S CALLS

G18 OFFICIALS ADDRESSING PLAYERS

- (b) The Referee's decision on all questions of play shall be final except as provided in Rule 13(c).
- (c) Two Judges may be appointed to act on any appeal by a player to a decision of the Referee. When such Judges are acting in a match, a player may appeal any decision of the Referee through the Referee to the Judges, except a decision under Rules 11

and 13(a). If one Judge agrees with the Referee, the Referee's decision stands. If both Judges disagree with the Referee, the Judges' decision is final. If the Referee is not overruled, his decision stands. A Referee serving with Judges, if unsighted, or otherwise unable to decide on a fair return or a Let appeal, shall ask both Judges for their opinions. If they agree, the decision shall stand. If they disagree, the Referee shall order that a Let be played. The Judges shall make no ruling unless an appeal has been made. The decision of the Judges shall be announced promptly by the Referee.

The appeal process should be handled quickly by the Referee so that play is continuous, and allows the game to flow.

- (d) A player may not request the removal or replacement of the Referee or a Judge during a match. Any such request must be made by the player before or immediately upon entering the court, to the Tournament Referee whose decision is final.
- (e) A player shall not state his reason for his request under Rule 7 for a Let or Point or for his appeal from any decision of the Referee except if the Referee permits the player to state his reasons.
- (f) If a player uses speech or language unbecoming to the game of squash racquets, the Referee will apply the provisions of Rule 15.
- (g) If a player's conduct is unbecoming to the game of squash racquets, the Referee will apply the provisions of Rule 15.

**G14 SIGNIFICANT OR DELIBERATE
PHYSICAL CONTACT
G15 PROGRESSION OF PENALTIES**

14. Play Without a Referee

- (a) When there is no Referee and the players are unable to agree with respect to the circumstances described in Rules 6, 7, and 8 the point shall be a Let. No penalties described in Rules 9 and 13 shall apply.

15 Unsportsmanlike Conduct or Dangerous Play

The Referee, in his/her discretion, shall have the power to warn, penalize or default a player for unsportsmanlike conduct or dangerous play. Instances of unsportsmanlike conduct include, but are not limited to, the following: swearing; racquet abuse; physical or verbal abuse of an opponent, Referee, Scorer or Judge; intentionally striking (or attempting to strike) an opponent with a ball or racquet. Instances of dangerous play include, but are not limited to, the following: unnecessarily striking a ball without being aware of your opponents' positions on the court when a Let would otherwise have been granted to the striker had he/she refrained from such striking; playing a ball so near or in such proximity to an opponent so as to create a reasonable likelihood of causing injury to said opponent; or the like.

In cases involving unsportsmanlike conduct or dangerous play, other than the situation where a player intentionally physically abuses an opponent or intentionally strikes an opponent with a ball or racquet, a Referee will apply the provisions of Rule 15. In cases involving

intentional abuse of an opponent, Referee, Scorer or Judge or the intentional hitting of an opponent with a ball or racquet, the Referee shall have the discretion to default the offending player without the necessity of a warning.