SERVING

The two players of a team serve in succession, the first retaining the serve until their team has lost a point. On the loss of a subsequent point the team shall be declared ‘out’ and the serve reverts to the opponents. On the first serve of every game, however, the ‘in’ team shall be declared ‘out’ after it has lost one point only. The order of serving within a team cannot be changed during the progress of a game. At the end of a game the team which has won the game shall have the choice of serving or receiving to start the next game.

- The service must hit the front wall first and above the cut line on the front wall to be considered in play.
- Each server is allowed two (2) serves.

RETURN

A return is in play if the ball, before it has bounced twice on the floor, is returned by the striker onto the front wall above the tin and below the out line. The ball may hit the side walls and/or the back wall before reaching the front wall. At the beginning of each game each team 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 the players must keep the sides for the entire game.

- Once the return is in play, either player on a team may strike the ball until the point ends.

SCORING

A doubles match is the best three of five games. Each game is first to 15 points with a team scoring after each rally (PAR = point a rally). The team who scores 15 points first wins the game EXCEPT if the score reaches 13–all, then the team who reached 13 first has three choices: a) no set (first to 15) b) set 3 (first to 16) or c) set 5 (first to 18). At 14–all the team who reached 14 first has two options: a) no set (first to 15) or b) set 3 (first to 17). Only one set is called per game.

- Calling the score: the server’s score should always be called first even if the serving team lost the previous point.

INTERFERENCE

A player is entitled to freedom from interference by the opponent. A player, finding the opponent interfering with the play, can accept the interference and play on, or stop play and request a LET. Players should stop play if there is a chance of injury to either opponent or of hitting them with the racquet or ball.

- A LET is allowed, when a player before or during the act of striking the ball is touched by either of his opponents, their racquets or anything either of them wears or carries.
- A STROKE should be awarded to an obstructed player, had he or she played the shot rather than refrained from playing it, hit the striker with the ball traveling directly to the front wall. It does not matter how deep in the court this interference occurs.
- A LET shall not be allowed on any stroke a player makes unless the striker requests such before or during the act of striking the ball or immediately after doing so in the event of an obstructed swing directly to the front wall.

REQUIRED EQUIPMENT

Proper protective eyewear meeting the ASTM F803 standard is required for all U.S. SQUASH sanctioned play, and recommended for players to wear at all times. Squash requires that players wear clean, non-marking sneakers. Dirty sneakers or sneakers with soles that leave marks on the floor can damage the court or cause an uneven surface that can lead to injuries. Dunlop Elite Doubles Hardball is the official ball.