

Pro Squash Tour Rules of Play

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1. THE GAME

The game of singles squash is played between two players, each using a racket, with a ball and in a court, all three of which meet Pro Squash Tour specifications.

For specifications, please contact:
Office of the Commissioner
Pro Squash Tour
19 Tech Circle
Natick, MA 01760.

2. THE SCORING

- 2.1 Either player may score points. The server, on winning a rally, scores a point and retains the service; the receiver, on winning a rally, scores a point and becomes the server.
- 2.2 A match is the best of 3 or the best of 5 games.
- 2.3 Each game is played to 11 points. The player who scores 11 points first wins the game except that if the score reaches 10-all, the game continues until one player leads by two points.
- 2.4 Each time the score reaches 10-all, the Referee announces "10-all: a player must win by two points."
- 2.5 The Referee calls "Game ball" to indicate that the player who is leading requires one point to win the game in progress, or "Match ball" to indicate that the player who is leading requires one point to win the match. This includes the situations where it is the receiver who requires 1 point to win the game or match (e.g. "10-6, game (or match) ball" followed by "hand out, 7-10, game (or match) ball."

3. THE WARM-UP

- 3.1 Immediately preceding the start of play both players shall be allowed onto the court of play for a period of five minutes to warm-up together. After two and a half minutes of the warm-up, the Referee shall call "Half time" and the players shall change sides unless they have already done so. The Referee shall also advise the players when the warm-up period is complete with the call of "Time."
- 3.2 In the warm-up both players must have equal opportunities of striking the ball. A player retaining the strike for an unreasonable time (ie more than five consecutive strikes) is warming up unfairly. The Referee shall decide when the warm-up is unfair.
- 3.3 The players may warm the ball up to playing condition after any interval at the discretion of the Referee.

4. THE SERVICE

- 4.1 Play commences with a service and the spin of a racket decides the right to serve first. Thereafter, the server continues to serve until losing a rally, whereupon the opponent becomes the server and this procedure continues throughout the match. At the commencement of the second and each subsequent game the winner of the previous game serves first.
- 4.2 At the beginning of each game and each change of server the server shall choose from which box to serve and thereafter shall serve from alternate boxes while remaining the server. If the server moves to the wrong box, or either player is uncertain of the correct box for serving, the Referee shall announce the correct box.
- 4.3 To serve, a player shall release the ball from either a hand or the racket and then strike it. Should the player make no attempt to strike it after that release, the player shall release the ball again for that service.
- 4.4 A service is good if all of the following conditions are met:
- 1: the server has part of one foot in contact with the floor within the service box without any part of that foot touching the service box line (part of that foot may project over this line if it does not touch the line) at the time of striking the ball;
 - 2: the server, after releasing the ball for service, strikes it on the first or further attempt before the ball falls to the floor, touches a wall, or touches anything the server wears;
 - 3: the server, after releasing the ball for service may not pick up his foot again until after the ball has been struck
 - 4: the server strikes the ball directly onto the front wall first between the service and out lines;
 - 5: unless volleyed by the receiver, the first bounce of the ball on the floor is in the quarter court opposite the server's box without touching the short or half court lines;
 - 6: the server does not serve the ball out.
- 4.5 A service which does not meet the requirements outline in section 4.4 is not good and the Referee shall make the appropriate call. The calls are: “foot-fault” for Rule 4.4.1 and 4.4.3 “not up” for Rule 4.4.2 “fault” for Rule 4.4.3 if the ball strikes a side wall first or the front wall on or below the service line but above the board “down” for Rule 4.4.3 if the ball strikes on or below the board or on the floor “fault” for Rule 4.4.4 and 4.4.5 “out” for Rule 4.4.6
- 4.6 The server must not serve until the Referee has completed calling the score. The Referee must call the score without delay. If the server serves or attempts to serve prior to the Referee completing the calling of the score, the Referee shall stop play and require the server to wait until the Referee has completed calling the score.

5. THE PLAY

After the server delivers a good service and the receiver has made an effort to return the ball, the players return the ball alternately until one fails to make a good return, the ball otherwise ceases to be in play in accordance with the rules, a player appeals, or the Referee makes a call.

6. GOOD RETURN

A return is good if all the conditions in Rules 6.1 - 6.3 are met.

- 6.1 The striker returns the ball correctly before it has bounced twice on the floor.
- 6.2 The ball strikes the front wall above the board directly or via side wall(s) and/or the back wall, without first touching the floor or any part of the striker's body or apparel, or the opponent's racket, body or apparel.
- 6.3 The ball is not out or down.

7. CONTINUITY OF PLAY

After the server delivers the first service, play shall be continuous so far as is practical. However, at any time the Referee may suspend play owing to bad light or other circumstances beyond the control of the players and officials, for such period as the Referee shall decide. The score shall stand. If another court is available and the original court remains unsuitable for play, the Referee may transfer the match to it.

- 7.2 There shall be a 2 minute interval between the end of the warm-up and the commencement of the first game and between all games. Players may leave the court during these intervals but must be ready to play prior to the expiry of the 2 minute interval. By mutual consent of the players, play may commence or resume prior to the expiry of the 2 minute interval.
- 7.3 If a player satisfies the Referee that a change of equipment, clothing or footwear is necessary, the player may leave the court to effect the change as quickly as possible but must do so within 3 minutes.
- 7.4 When 15 seconds of a permitted 2 minute interval remain the Referee shall call "Fifteen seconds" to advise the players to be ready to resume play. At the end of 2 minutes the Referee shall call "Time." It is the responsibility of the players to be in a position to hear the calls of "Fifteen seconds" and "Time." Should one or both players not be ready to resume play when "Time" is called, the Referee shall apply Rule 16.
- 7.5 If a player is injured, ill or disabled the Referee shall apply Rule 16.

- 7.6 The Referee, on deciding that a player has delayed play unreasonably, shall apply Rule 16.
- 7.7 If an object, other than a player's racket, falls to the floor of the court while a rally is in progress the requirements are:
- 7.7.1 The Referee, on becoming aware of a fallen object, shall stop play immediately;
- 7.7.2 A player becoming aware of a fallen object may stop play and appeal to the referee.
- 7.7.3 If the object falls from a player, that player shall lose the rally, unless Rule 7.7.5 applies or the cause is a collision with the opponent. In the latter case the Referee shall apply Rule 11.
- 7.7.4 If the object falls from a source other than a player, the Referee shall suspend play until the court is cleared and play may proceed. The rally which was not able to be completed shall be re-played.
- 7.7.5 If a dropped object remains unnoticed until the end of the rally, the result of the rally shall stand.
- 7.8 If a player drops a racket, the Referee shall allow the rally to continue, unless interference occurred, the ball touched the racket, distraction occurred, or the Referee applies a conduct penalty.

8. WINNING A RALLY

A player wins a rally if:

- 8.1 The opponent fails to deliver a good service;
- 8.2 The opponent fails to make a good return, unless the Referee awards a stroke to the opponent;
- 8.3 The ball touches the opponent (including anything worn or carried), without interference, when the opponent is the non-striker, except as is otherwise provided for in Rules 9 and 10. If interference occurs then the provisions of Rule 11 apply. In all cases the Referee shall make the decision;
- 8.4 The Referee awards a stroke to the player as provided for in the Rules.

9. BALL HITTING THE OPPONENT AND A PLAYER *TURNING*

- 9.1 In deciding to play the ball on turning, a player must ensure that the return will not hit the opponent.
- 9.2 If the striker hits the ball which, before reaching the front wall, hits the opponent (including anything worn or carried), play shall cease. The Referee, in addition to considering possible infringement of Rule 16, shall assess the ball's trajectory and shall:

- 9.2.1 Award a stroke to the striker if the return would have been good and the ball would have struck the front wall without first touching any other wall.
- 9.2.3 If the striker turned, award a stroke to the opponent, unless the opponent made a deliberate movement to intercept the return or no effort to clear, in which case the Referee shall award the stroke to the striker;
- 9.2.4 Award the rally to the opponent if the ball would have struck any other wall before the front wall;
- 9.2.5 If deciding the return would have been a winning return, award a stroke to the striker;
- 9.2.6 Award a stroke to the opponent if the return would not have been good.

10. FURTHER ATTEMPTS TO HIT THE BALL

If the striker attempts to strike the ball and misses, the striker may make further attempts.

- 10.1 If, after being missed, the ball touches the opponent (including anything worn or carried), the Referee shall award a stroke to the opponent, if deciding that the striker could not have made a good return.
- 10.2 The Referee shall award a stroke if any such further attempt is successful but results in a good return being prevented from reaching the front wall by hitting the opponent, including anything worn or carried.
- 10.3 The striker may, because of interference on the further attempt, stop play and appeal. The Referee shall:
 - 10.3.1 Award a stroke, if the striker is unable to complete a further attempt to play the ball provided a good return was possible; or
 - 10.3.2 Award a stroke, if deciding that the opponent did not make every effort to avoid the interference on the further attempt; or
 - 10.3.3 Call 'Appeal Denied,' if deciding that the further attempt would not have resulted in a good return.

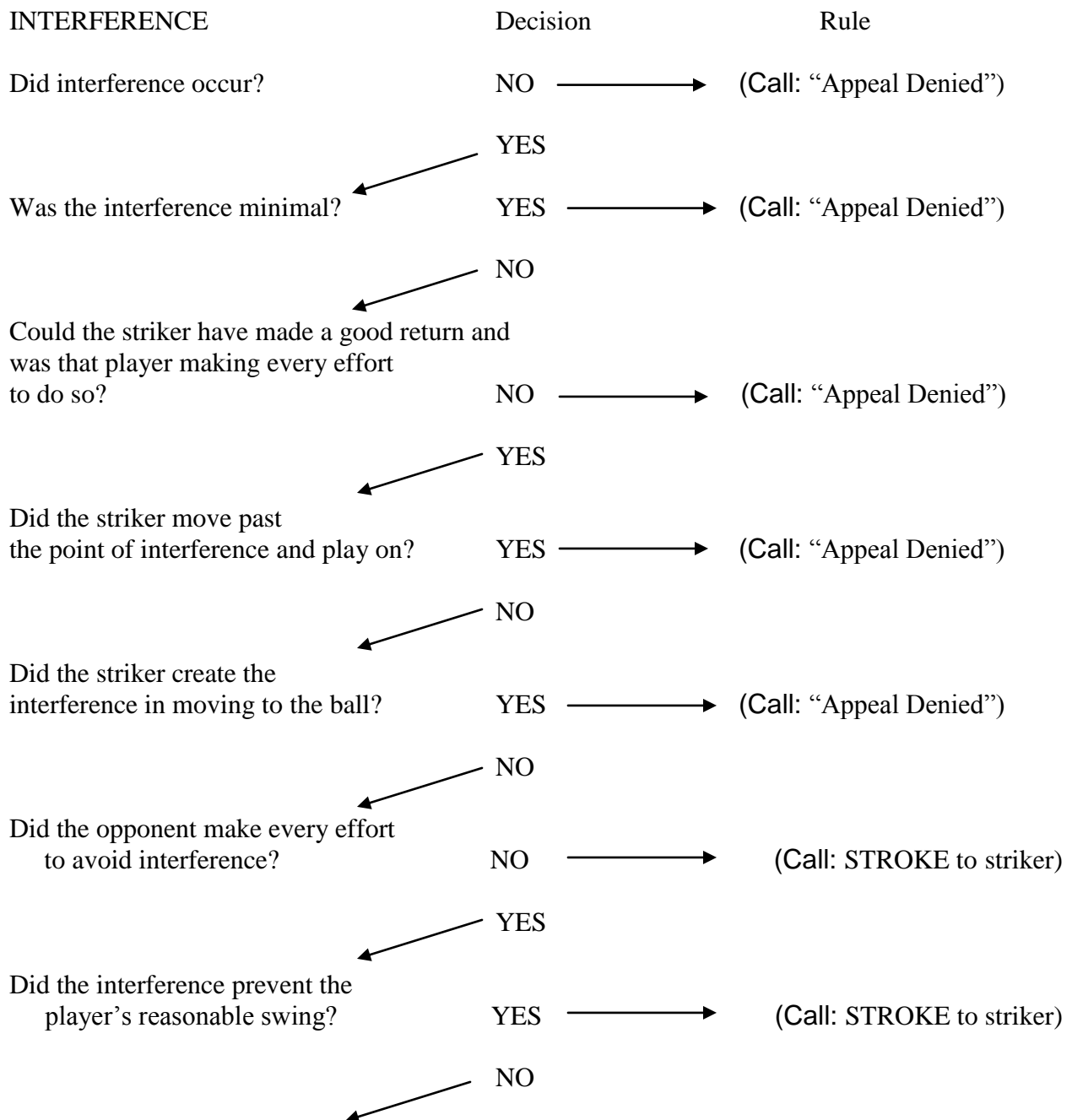
11. INTERFERENCE

- 11.1 The striker (player whose turn it is to play the ball) is entitled to freedom from interference by the opponent.
- 11.2 To avoid interference the opponent must provide the striker with:
 - 11.2.1 unobstructed direct access to the ball after completion of a reasonable follow through;
 - 11.2.3 freedom to hit the ball with a reasonable swing;

- 11.2.4 freedom to play the ball directly to any part of the front wall.
- 11.3 Interference occurs if the opponent fails to fulfill any of the requirements of Rule 11.2, even though the opponent makes every effort to fulfill those requirements.
- 11.4 A player's excessive swing can contribute to interference for the opponent when it becomes the latter's turn to play the ball.
- 11.5 A player encountering possible interference has the choice of continuing to play or of stopping and appealing to the Referee.
- 11.5.1 A player seeking a stroke should appeal by saying "Appeal, please," "Appeal," or "Please."
- 11.5.2 Only the player whose turn it is to play the ball may appeal. The player must appeal immediately upon interference occurring or when clearly not continuing play beyond the point of interference, without undue delay.
- 11.6 The Referee shall decide on the appeal and shall announce the decision with the words "Stroke to (name of player)" or "Appeal Denied." The Referee alone makes all decisions, which are final. The Referee, if uncertain of the reason for an appeal, may ask the player for an explanation.
- 11.7 The Referee shall Deny an Appeal and the player shall lose the rally if the Referee decides:
- 11.7.1 There was no interference or the interference was so minimal that the player's fair freedom to get to and to play the ball were not affected;
- 11.7.2 Interference occurred but either the player would not have made a good return or the player has not made every effort to get to and play the ball;
- 11.7.3 The player moved past the point of interference and played on;
- 11.7.4 The player created the interference in moving to the ball.
- 11.8 The Referee shall award a stroke to the player if:
- 11.8.1 There was interference caused by the opponent and the Striker would have made a good return;
- 11.8.2 The Striker refrained from hitting the ball which, if hit, would clearly have struck the opponent going directly to the front wall
- 11.9 The Referee shall not award a stroke to a player who causes interference with an excessive swing.
- 11.10 The Referee may also apply Rule 16 when interference occurs.
- 11.11 Created Interference: At all times an opponent must allow the striker 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 to the referee 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 existed and, if the player appeals, the Referee shall not award a stroke. Whether the player could make a good return is not a consideration.

11.12 A “wrong footed” player is at a disadvantage because his opponent forced him to move in the wrong direction. In attempting to recover from a position of disadvantage, he is no longer entitled to direct access to the ball. However, his opponent may not deliberately move to block his access to the ball once he sees that his opponent is wrong footed.

Flowchart: Referee’s line of thinking when a player appeals



- 13.3 If a ball breaks during play, the Referee, after confirming it is broken, shall replace it promptly with another ball.
- 13.4 The ball shall remain within the court at all times, unless the Referee permits its removal for inspection.
- 13.5 When the Referee has substituted another ball or when the players resume a match after some delay, the Referee shall allow the players to warm the ball to playing condition. Play shall then resume on the direction of the Referee, or by mutual consent of the players, whichever is earlier.

14. DUTIES OF THE PLAYERS

- 14.1 The players must observe all the Rules and the spirit of the game. Failure to do so could bring the game into disrepute and Rule 16 may be applied.
- 14.2 Players must be ready to commence play at the announced starting time of the match.
- 14.3 Players are not permitted to place within the court any object, clothing or equipment.
- 14.4 Players are not permitted to leave the court during a game without the permission of the Referee. If they do the Referee may apply Rule 16.
- 14.5 Players are not permitted to request a change of Referee.
- 14.6 A player must not deliberately distract the opponent. If this occurs the Referee shall apply Rule 16.
- 14.7 Players indicate appeals by saying “Appeal, please,” “Appeal” or “Please.” Pointing with the finger or racket, other gestures, raised eyebrows or other eye activity are not recognized methods of appeal.
- 14.8 Players must comply with any additional competition regulations (e.g. the clothing requirements of the tournament).
- 14.9 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 racket, 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 3 minutes. If a player's glasses break or a player loses a contact lens, that player is permitted 3 minutes, after which the player must resume play. If a player is unable to resume play because of lack of alternative equipment, the Referee shall award the match to the opponent.
- 14.10 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 Rule 16 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 minute intervals, 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 16.
- 14.11 Players are responsible for retaining their equipment. As a general rule, a player who drops or throws a piece of equipment will lose a stroke. Exceptions are equipment falling as a result of a collision when the Referee may award a stroke depending on whether the player has hit a winning return. If the collision results in an appeal for interference, Rule 11 will take precedence. If a player drops a racket without colliding with the opponent, the Referee shall allow the rally to continue under most circumstances. It is considered that the player is already at a significant disadvantage, as the player must pick up the racket to remain in the rally. The Referee shall deal with a player's deliberate dropping or throwing of an object to the floor of the court under Rule 16.
- 14.12 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 16.
- 14.13 If the Referee enlists the services of a Marker, a player may appeal the decision of the Marker to the Referee.

15. BLEEDING, ILLNESS, DISABILITY AND INJURY

- 15.1 Bleeding: The Referee shall immediately stop play when any player has visible bleeding, an open wound or blood-stained clothing. Before allowing play to continue the Referee shall require that the bleeding be stopped, the wound covered and any blood-stained clothing changed, allowing such time as is reasonable and necessary and is available on the tournament schedule. If the bleeding was caused solely by the opponent, the Referee shall immediately award the match to the player.
- 15.1.1 Recurrence of bleeding: If the bleeding recurs, for which recovery time has already been allowed, the Referee shall allow no further recovery time except that the player may concede the game in progress and use the 2 minute interval between games for recovery. If the visible bleeding continues at the end of this 2 minute interval the player shall concede the match. A player may only concede one game for one 2 minute interval. If the covering of the bleeding wound falls off or is removed during the match, thereby exposing the wound, the Referee shall consider this to be a recurrence of the bleeding, unless all sign of bleeding has ceased.
- 15.2 Illness or Disability: A player suffering illness or disability not involving bleeding has the following options:

- 15.2.1 Resuming play without delay;
 - 15.2.2 Conceding the game in progress, accepting the 2 minute interval, or
 - 15.2.3 Conceding the match. Symptoms of tiredness, alleged illness, or disability not reasonably evident to the Referee, or recurrence of pre-existing ailments, including injuries sustained earlier in the match, shall be dealt with under this Rule 16.2. This includes cramps of any kind, actual or impending nausea and breathlessness, including asthma. The Referee shall inform the players of the decision and the requirements of the rules.
- 15.3 Injury: If a player claims that an injury has occurred, the Referee must be satisfied that the injury is genuine and, if so, decide the category of injury, informing the players of the decision and of the requirements of the rules. The player is only entitled to recovery time immediately after the injury occurred. The categories are:
- 15.3.1 self-inflicted, where the opponent did not contribute to the injury;
 - 15.3.2 contributed, where the opponent accidentally contributed to or accidentally caused the injury. The Referee shall not interpret the words "accidentally contributed to or accidentally caused by" to include the situation where a player is crowding the opponent;
 - 15.3.3 opponent-inflicted, where the opponent solely caused the injury.
 - 15.3.4 If the injury involves bleeding, Rule 16.1 shall apply until the bleeding has stopped. Subsequently Rule 16.3.3 applies.
 - 15.3.5 If bleeding is not involved the following rules shall apply:
 - 15.3.6 for a self-inflicted injury the Referee shall allow 3 minutes for the injured player to recover. The Referee shall call "Time" at the end of the 3 minute period after giving a 15 second warning. If the player requests additional recovery time beyond 3 minutes, the Referee shall require the injured player to concede one game, accept the 2 minute time interval between games and then resume play or concede the match. If the injured player has not returned to the court when "Time" is called, the Referee shall award the match to the opponent;
 - 15.3.7 for a contributed injury the Referee shall allow one hour for the injured player to recover and such additional time as the time schedule of the competition permits. The Referee shall call "Time" at the end of any recovery time allowed. The injured player must, by the end of this period, resume play or concede the match. If the injured player resumes play, the score at the conclusion of the rally in which the injury occurred shall stand;
 - 15.3.8 for an opponent-inflicted injury the Referee shall apply Rule 16 and if the injured player requires time to recover, the Referee shall award the match to the injured player.
- 15.4 If an injured player, having been granted a period of recovery time, wishes to resume play prior to the expiry of that time, the Referee shall permit the opponent sufficient time to prepare to resume play.
- 15.5 If a player claims injury and the Referee is not satisfied that an injury has occurred, the

Referee shall require the player to resume play; or concede one game, accept the time interval available and then either resume play or concede the match.

- 15.6 If conceding the game, the player shall retain any points already scored and at the conclusion of the 2 minute interval between games shall either resume play or concede the match.

16. CONDUCT ON COURT

- 16.1 If the Referee considers that a player's behavior is disruptive, intimidating or offensive to the opponent, an official or a spectator, or could in any way bring the game into disrepute, the Referee shall penalize the player.
- 16.2 Offenses with which the Referee shall deal under this rule include audible and visible obscenities, verbal and physical abuse, dissent to the Referee, abuse of racket, ball or court, other than during the interval between games. Other offenses include significant or deliberate physical contact, excessive racket swing, unfair warm-up, late back on court, dangerous play or action and time-wasting.
- 16.3 The Referee shall apply one of the following penalties for these and any other offenses.
Warning (called a Conduct Warning).
Stroke awarded to opponent (called a Conduct Stroke).
Game awarded to opponent (called a Conduct Game).
Match awarded to opponent (called a Conduct Match).
- 16.3.1 If the Referee stops play to give a Conduct Warning, the Referee shall allow a stroke to the opponent.
- 16.3.2 During a rally, if an incident occurs warranting the award of a Conduct Stroke, the Referee shall stop play, if it has not already ceased, and award a stroke. Application of the Conduct Stroke becomes the result of the rally.
- 16.3.3 If the Referee awards a Conduct Stroke as a result of an incident between rallies, the result of the completed rally stands and the Conduct Stroke award is additional to the score but without further change of service box.
- 16.3.4 If the Referee awards a Conduct Game, that game shall be the one in progress or the next game if one is not in progress. In the latter case the interval between games shall not apply. The offending player shall retain any points already scored in the game awarded.
- 16.4 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, stroke, game or match depending on the seriousness of the offence. However, any subsequent penalty for the same type of offence for the same player should not be less severe than the previous penalty for that offense. 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 or team's name) for (Offense). Conduct stroke (player or team's name) for (Offense), stroke to (opponent or opposing team's name).

Conduct game (player or team's name) for (Offense), game to (opponent or opposing team's name). Conduct match (player or team's name) for (Offense), match to (opponent or opposing team's name).

17. CONTROL OF A MATCH

- 17.1 A Referee controls a match.
- 17.2 A referee may engage the service of a Marker.
- 17.3 The correct location for the Referee and Marker is at the centre of the back wall, as close to that wall as possible, above the out line on the back wall and preferably with seating.

18. DUTIES OF A MARKER

- 18.1 At the discretion of the The Referee, The Marker shall call the play, followed by the score, with the server's score called first. The Marker shall call services and returns which are not good using the recognised calls of "Fault", "Foot-fault", "Not up", "Down", "Out", "Hand-out" and "Stop" as appropriate and shall repeat the Referee's decisions.
- 18.2 At the end of the rally the Marker shall call the score without delay and after the Referee has decided any appeals.
- 18.3 If the Marker makes a call, the rally shall cease.
- 18.4 The Marker, if unsighted or uncertain, shall make no call.
- 18.5 The Marker shall keep a written record of the score and the correct side for service.

19. DUTIES OF A REFEREE

- 19.1 The Referee shall rule on all appeals, make decisions where the Rules call for them and shall decide all appeals against the Marker's calls or lack of calls. The decision of the Referee shall be final. The Referee must announce all decisions to the players on the court and must make all calls in a voice loud enough to be heard on the court and in the gallery.
- 19.2 The Referee shall exercise control.
 - 19.2.1 when one of the players appeals, including an appeal against any specification;
 - 19.2.2 to ensure that all relevant rules are applied correctly;
 - 19.2.3 when the behavior of any spectator, official, manager or coach is disruptive to the

- play or offensive to the players, officials or spectators. The Referee shall suspend play until the disruption has ceased and, if necessary, shall require the offending person(s) to leave the court area.
- 19.3 The Referee shall not intervene in the Referee's calling of the score unless the Referee decides that the Referee has called the score incorrectly. In that case the Referee shall correct the score and the Referee shall repeat the corrected score.
- 19.4 The Referee shall not intervene in the Referee's calling of the play unless the Referee decides that the Referee has made an error in stopping play or allowing play to continue, in which case the Referee shall immediately rule accordingly.
- 19.5 The Referee shall enforce all Rules relating to time.
- 19.6 The Referee shall keep a written record of the score and the correct side for service.
- 19.7 The Referee is responsible for ensuring that court conditions are satisfactory for play.
- 19.8 The Referee may award a match to a player whose opponent is not present on court, ready to play, within ten minutes after the announced time of play.

DEFINITIONS

APPEAL A player's request for the Referee to make a ruling. "Appeal" is used in two contexts:-

- 1) To request the Referee to award a stroke;
- 2) To request the Referee to review the Marker's decision.

The correct form of appeal by a player is "Appeal please," "Appeal" or "Please."

ATTEMPT The movement of the racket from a backswing position towards the ball.

BOARD The lowest horizontal marking on the front wall, with the tin beneath it covering the full width of the court.

BOX (SERVICE) A square area in each quarter court bounded by part of the short line, part of the side

wall and by two other lines and from within which the server serves.

CORRECTLY The ball being hit by the racket, held in the hand, not more than once and without prolonged contact on the racket.

CROWDING The situation of an opponent standing too close to the striker and not allowing freedom to play the ball.

DOWN The term used to indicate that an otherwise good service or return has struck the floor before reaching the front wall, or has struck the board or tin before striking the floor. ("Down" is also a Referee's call).

GAME Part of a match, commencing with a service and concluding when one player's score reaches eleven points or, if the score reached ten-all, when one player leads by two points.

GAME BALL The state of the score when **a player** requires one point to win the game in progress.

("Game ball" is also used as a Referee's call).

HALF-COURT LINE A line on the floor parallel to the side walls, dividing that part of the court between the short line and the back wall into two equal parts and meeting the short line at its midpoint to form the "T."

HALF TIME The midpoint of the warm-up ("Half time" is also used as a Referee's call).

HAND The period from the time a player becomes server until becoming receiver.

HANDOUT Condition when a change of server occurs. ("Hand-out" is also used as a Referee's call to indicate that a change of server has occurred).

INTERVAL A time-period prescribed by the Rules for a delay in play.

LET An undecided rally. If the Referee allows a let, neither player wins a stroke for that rally and the server shall serve again from the same box.

MATCH The complete contest between two players, commencing with the warm-up and concluding at the end of the final rally.

MATCH BALL The state of the score when **a player** requires one point to win the match. ("Match ball" is also used as a Referee's call).

NOT UP The expression used to indicate that a player did not strike the ball in accordance with the Rules. "Not up" applies when either the player did not strike the ball *correctly*, or the ball bounced more than once on the floor before the striker hits it, or the ball touched the striker or anything worn or carried other than the racket, or the server made one or more attempts to strike the ball but failed to do so. ("Not up" is also a Referee's call).

OFFICIALS The Referee and the Marker.

OUT The term used to indicate that the ball has struck either the out line, or a wall above the out line, or the ceiling, or any fitting attached to the ceiling and/or the wall above the out line or the ball has passed through any fitting attached to the ceiling and/or the wall above the out line. In addition, on courts which are not fully enclosed, the ball has passed over the out line and out of the court without touching any wall or, if no out line is provided, passed over any wall and out of the court. ("Out" is also a Referee's call).

OUT LINE A continuous line comprising the front wall line, both side wall lines and the back wall line and marking the top boundaries of the court.

Note: When a court is constructed without such a line, i.e. the walls comprise only the area used for play, or without part of such a line (e.g. a glass back wall) and the ball in play strikes part of the horizontal top surface of such a wall and deflects back into court, the ball is out. The Referee shall make the decision in the normal manner, subject to the player's appeal to the Referee.

POINT A unit of the scoring system. The Referee adds one point to a player's score when that player is the server and wins a rally or is awarded a stroke.

QUARTER COURT

One of two equal parts of the court bounded by the short line, the back wall and the half court line.

RALLY A service only, or a service and any number of returns of the ball, ending when a

player cannot make a good return, a player appeals, the Referee makes a call or the Referee stops play.

RELEASE A player's action to drop or throw the ball from a hand or a racket for service.

REASONABLE BACKSWING A player's action to move the racket away from the body to prepare for a swing towards the ball. A backswing is reasonable if it is not excessive. An excessive backswing is one in which the player's racket arm is extended towards a straight arm position and/or the racket is extended with the shaft approximately horizontal. The Referee shall decide whether a backswing is reasonable or excessive.

REASONABLE FOLLOWTHROUGH A player's action continuing the movement of the racket after it has contacted the ball. A follow-through is reasonable if it is not excessive. An excessive follow through is one in which the player's racket arm is extended towards a straight arm position with the racket also extended with the shaft horizontal, particularly when the extended position is maintained for other than a moment. An excessive followthrough is also one in which the arm extended towards a straight position takes a wider arc than the continued line of flight of the ball. The Referee shall decide whether a follow-through is reasonable or excessive.

REASONABLE SWING This consists of a reasonable backswing, strike at the ball and reasonable followthrough.

SERVICE A player's action to put the ball into play at the commencement of a rally.

SERVICE LINE A line on the front wall between the board and the out line, extending the full width of the court.

SHAPING The preparation of the racket prior to making an attempt.

SHORT LINE A line on the floor extending the full width of the court.

STRIKER The player whose turn it is to hit the ball after it has rebounded from the front wall, or who is in the process of hitting the ball, or who - up to the point of the return reaching the front wall - has just hit the ball.

STROKE An award by the Referee which results in the player winning the rally, thereby scoring a point if serving or becoming the server if receiving.

TIN The area below the board, covering the full width of the court, which should be constructed of a material that makes a distinctive sound when struck by the ball.

TURNING (TURNS, TURNED) The action of the striker when the ball is followed around and the striker physically turns, or the ball is allowed to pass around the striker who, in either case, strikes the ball to the right of the body after the ball has passed to the left (or vice-versa).

TOURNAMENT/ CHAMPIONSHIP REFEREE The person given overall responsibility for all marking and refereeing matters throughout the tournament, including the appointment and replacement of Officials to matches.

WARM-UP The time allowed, immediately preceding the start of play, for the players to prepare themselves on the match court and to warm the ball to playing condition.