WORLD SQUASH 57

SQUASH 57
STANDARD RULES

Version 2.6

EFFECTIVE FROM 01 JANUARY 2025

1. VERSION CONTROL SHEET

Version Number	Effective Date	Approved	Description
V2.0	01/12/2019	AGM 2019	Section 5, Point 2: Updated Ball Specifications
V2.1	15/12/2020	AGM 2020	Wording clean-up and Section 5, Point 1: Updated Racket Specifications (tbc) Section 5, Point 2: Updated Ball Specifications (tbc)
V2.2	01/01/2022	AGM 2021	Added clarity to LET/STROKE decision making, added a document preface and an APPENDIX Replaced 'like-for-like' sections to synchronise with the Rules of Squash
V2.3	01/03/2023	Squash57 + C&E Commissions	Section 5,Equipment specification: Updated to direct to current specifications as agreed by WSF C&E and Squash57 Commissions
V2.4	01/01/2024	Squash57 + AGM23	Sections 11, 13, 14 & 15 updated sections to synchronise with the Rules of Squash
V2.5	01/04/2024	Squash57 Commission	Correction to incorrect reference point in Sections 1-9, 2-5, 4-3d (renumbering adjustments from V1 to V2)
V2.6	01/01/2025	Squash57 + AGM24	Section 3.c THE SERVICE ball to bounce once before being served; removal of duplication 9.b.ii, 3.d.ii; inserted section 15. INTERVALS from the official rules of squash (re-labelling section on CONDUCT to 16.)

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PREFACE

Squash57, both singles and doubles, can be played both recreationally and competitively as are other squash sports such as 'softball singles' & 'hardball doubles'. All squash sports are sanctioned by the World Squash Federation (WSF) and have their own official rules and specifications/standards for equipment and courts. The WSF, including the WSF Squash57 Commission, strongly support and encourage the development and fair play of squash sports for all levels.

The motivation and philosophy has been to attract a more diverse and inclusive audience. The Squash57 rules and equipment specifications have been designed to create a less physically demanding sport that is easier to learn, provides socially aerobic exercise and encourages longer strategic rallies. The Squash57 rules are relatively simple and to encourage fair play while providing maximum safety for the players in a fun and friendly environment.

The WSF Squash57 Commission's mandate is to increase participation and inclusivity worldwide by promoting the fun, the physical and the mental benefits of playing Squash57. Our goal is to increase awareness at the grassroots level and to advocate for a more diverse and inclusive participation while demonstrating that Squash57 enables participants to have a significantly longer playing lifespan.

All participants are encouraged to play and the Referees to referee in the true spirit of Squash57 by abiding by these basic principles:

- Safety: the non-striker should make every effort to clear to enable the striker to play the ball.
- Continuous Play: the striker should make every effort to play the ball unless there is a risk of injury.
- Fairness: players should leave all decisions to the Referees whose default decision will be a "LET" unless they believe beyond reasonable doubt that a player is not adhering to the basic principles of the game.

SECTION 1 - GENERAL RULES OF THE GAME - SINGLES

1. THE GAME

a. Singles Squash57 is played in a court between two players, each holding a racket to strike the ball. The court, ball, and racket must meet WSF specifications.

b. Each rally starts with a serve, and the players then return the ball alternately until the rally ends (see Rule 4: THE PLAY).

c. Play must be continuous as far as is practical.

2. SCORING

a. The winner of a rally scores 1 point and serves to begin the next rally.

b. Each game is played to 11 points, except that if the score reaches 10-all, the game continues until one player leads by 2 points.

c. A match is normally the best of 5 games, but may be the best of 3 games.

3. THE SERVICE

a. The right to serve is decided by the spin of a racket. The server continues to serve until losing a point, after which the opponent becomes the server.

b. At the beginning of each game, and after winning the serve, a player has the choice of serving from either service box and then alternates for as long as that player scores points. However, if the server serves a fault which is not taken, or a rally ends in a let then the server serves again from the same box. If the server serves from the wrong box there is no penalty and the service counts as if served from the correct box, except that a receiver who does not attempt to take the service may request that it be served from the other box.

c. The ball, before being struck, must be dropped or thrown on to the floor, without touching the wall; it must bounce on the floor once before being served directly onto the front wall between the tin and the out of court (top) line, so that on its return, unless volleyed, it falls to the floor within the back quarter of the court opposite to the server's box. Should a player, having dropped or thrown the ball on to the floor, make no attempt to strike it, it may be dropped or thrown again without penalty. A player with the use of only one arm/hand may use the racket to drop the ball onto the floor before striking it.

d. A service is good when it is not a fault or does not result in the server serving a hand out in accordance with Rule 3(f). If the first service is a fault the server may serve a second time. The receiver may decide to play a fault on the first serve, and if the receiver attempts to do so the service becomes

good and the ball continues in play. (The receiver has not attempted to take a fault until the receiver has clearly made an attempt to play the ball). A second service that is a fault may not be played by the receiver.

e. A service is a fault:

(i) If at the time of striking the ball the server fails to have at least one foot in contact with the floor within the service box, and no part of that foot touching the line surrounding the service box.

(ii) If the ball is not bounced on the floor before serving.

(iii) If the ball, having been served, touches the back wall before touching the floor. It may touch the side wall before touching the floor. *A ball which strikes the back wall and floor simultaneously is a good service.*

(iv) If the ball, having been served, first touches the floor on or outside the short or half-court lines bordering the back quarter of the court required in Rule 3(c).

(v) Any combination of faults during a serve counts as one fault.

f. A server serves a hand out and loses the service and the opponent scores a point:

(i) If two consecutive faults are served.

(ii) If the ball touches the walls before being hit by the server, or if the server fails to strike the ball after it has bounced or strikes it more than once.

(iii) If the ball is served onto or below the tin, or out, or against any part of the court before the front wall.

(iv) If the ball, before it has bounced twice on the floor or has been struck by the opponent, touches the server, the server's clothing or racket.

4. THE PLAY

a. If the serve is good, play continues as long as each return is good, or one of the Officials makes a call, or the ball hits either player or their clothing or the non-striker's racket.

b. A return is good if the ball:

(i) is struck correctly before it has bounced twice on the floor; and

(ii) without hitting either player, or their clothing or racket, hits the front wall, either directly or after hitting any other wall(s), above the tin and below the out-line, without having first bounced on the floor; and

(iii) rebounds from the front wall without touching the tin; and

(iv) is not out.

5. LET

A Let is an undecided rally, and the service or rally where a Let is allowed does not count and the server serves again from the same box. A Let does not cancel a previous first service fault which was not taken by the receiver.

6. RALLIES, HOW WON

A player wins a rally:

a. Under Rule 3(f).

b. If the opponent fails to make a good return of the ball.

c. If the ball after being hit by the striker touches the opponent or anything carried or worn by the opponent as detailed in Rule 10.

d. If a point is awarded by the Referee as provided for in the Rules.

7. HITTING OPPONENT WITH THE BALL

If an otherwise good return, before reaching the front wall, hits the opponent, or the opponent's racket, or anything the opponent wears or carries, then the ball ceases to be in play, and:

a. The non-striker made sufficient effort to clear the ball a let is awarded.

b. If the non-striker did not make sufficient effort to clear the ball or deliberately stopped the ball, the striker wins the rally.

c. If the non-striker makes every effort to clear but the striker in the Referee's opinion had, beyond reasonable doubt hit a winning shot the striker wins the rally.

d. However, if the striker had followed the ball round, and so turned, taking the ball on the forehand rather than the backhand or vice-versa, a Let is allowed. This includes the case of a striker playing the ball behind their back or between their legs.

e. If the return would not have been good, the striker loses the rally.

Please see Appendix 'A' for a decision-tree visualisation of the above rules

If a good return, after reaching the front wall, hits the opponent or anything the opponent wears then the ball ceases to be in play and the opponent has lost the point.

8. FAIR VIEW, FREEDOM TO PLAY THE BALL & INTERFERENCE

a. After playing a ball, a player must make every effort to get out of the opponent's way.
That is:

(i) A player must make every effort to give their opponent a fair view of the ball, so that their opponent may see it clearly enough to play it.

(ii) A player must make every effort not to interfere with, or crowd, the opponent in the latter's attempt to get to, or play, the ball.

(iii) A player must make every effort to allow the opponent, as far as the latter's position permits, freedom to play the ball directly to the front wall, or to either side wall to within one metre of the front wall.

b. If any such form of interference has occurred, and, in the opinion of the Referee, the player has not made every effort to avoid causing it, the Referee may on appeal award the rally to the opponent, provided the opponent was in a position to make a good return.

c. However, if interference has occurred, but in the opinion of the Referee the player has made every effort to avoid causing it, the Referee shall on appeal, or stopping play without waiting for an appeal, award a Let, except that if the opponent is prevented beyond reasonable doubt from making a winning return by such interference or by distraction from the player, the Referee shall award the rally to the opponent.

d. If either player makes unnecessary physical contact with their opponent, the Referee may stop play and award a point accordingly.

Please see Appendix 'B' for a decision-tree visualisation of these rules

(The practice of impeding an opponent in the effort to play the ball by obscuring the view or crowding is highly detrimental to the game of Squash 57. Unnecessary physical contact is also detrimental as well as being dangerous. Interfering with players must be interpreted to include the case of a player having to wait for an excessive swing of the opponent's racket).

9. LET, WHEN ALLOWED

Notwithstanding anything contained in these rules, and provided always that the striker could have made a good return:

a. A Let may be allowed:

(i) If, owing to the position of the striker, the opponent is unable to avoid being touched by the ball before the return is made.

(This rule shall be construed to include the case of the striker, whose position in front of their opponent makes it impossible for the latter to see the ball, or the striker shapes as if to play the ball and has a change of mind at the last moment, preferring to take the ball off the back wall, the ball in either case hitting the opponent, who is between the striker and the back wall. This is not, however, to be taken as conflicting in any way with the Referee's duties under Rule 8.)

(ii) If the ball in play touches any article lying in the court.

(iii) If the striker refrains from hitting the ball owing to a reasonable fear of injuring their opponent.

(iv) If the striker, in the act of playing the ball, touches their opponent.

(v) If the Referee is asked to decide an appeal and is unable to do so.

(vi) If a player drops the racket, calls out or in any other way accidentally distracts the opponent, and the Referee considers that such occurrence has caused the opponent to lose the rally.

b. A Let shall be allowed:

(i) If the Receiver is not ready and does not attempt to take the service.

(ii) If an otherwise good return has been made, but the ball goes out of court on its first bounce. (A ball which strikes the top of the glass backed wall is deemed to be out unless it rebounds normally into the court off the vertical panel).

(iii) As provided for in the section 'HITTING THE OPPONENT WITH THE BALL'

c. A Let may be given by the Referee should a player attempt unsuccessfully to play through interference.

d. Unless an appeal is made by one of the players, a Let shall not be allowed except where these rules provide for the Referee to stop play and award a Let.

Please see Appendix 'C' for a decision-tree visualisation of these rules

10. THE BALL

a. If the ball breaks during a rally, a let is allowed for that rally.

b. If a player stops play to appeal that the ball is broken, and it is found that the ball is not broken, that player loses the rally.

c. If the receiver, before attempting to return serve, appeals that the ball is broken, and the ball is found to be broken, the Referee, if uncertain when it broke, must allow a let for the previous rally.

d. A player who wishes to appeal at the end of a game that the ball is broken must do so immediately and before leaving the court.

e. The ball must be changed if both players agree or if the Referee agrees with one player's request.

f. If a ball has been replaced, or if the players resume the match after a delay, the players may warm up the ball. Play resumes when both players agree or at the discretion of the Referee, whichever is sooner.

g. The ball must remain in the court at all times, unless the Referee permits its removal.

h. If the ball becomes wedged in any part of the court, a let is allowed.

i. A let may be allowed if the ball touches any article in the court.

j. No let is allowed for any unusual bounce.

11. WARM-UP

a. At the start of a match the players go on court together to warm up the ball for a maximum of 4 minutes. After 2 minutes the players must change sides, unless they have already done so.

b. The players must have equal opportunities to strike the ball A player retaining control of the ball for an unreasonable time is warming up unfairly and the Referee must apply Rule 15 (Conduct).

12. DISTRACTION

a. Either player may request a let because of distraction, but must do so immediately.

b. If the distraction was caused by one of the players, then:

(i) if accidental, a let is allowed, unless a player's winning return was interrupted, in which case the rally is awarded to that player;
(ii) if deliberate, the Referee must apply Rule 15 (Conduct).

c. If the distraction was not caused by one of the players, a let is allowed, unless a player's winning return was interrupted, in which case the rally is awarded to that player.

d. At some events crowd reactions during play may occur. To encourage spectator enjoyment, Rule 12.c may be suspended, and if sudden crowd noise occurs, players will be expected to continue play and Referees will not ask spectators to be quiet. However, a player who stops play and requests a let because of a loud or isolated noise from off the court may be allowed a let for distraction.

13. FALLEN OBJECT

a. A player who drops a racket may pick it up and play on, unless the ball touches the racket, or distraction occurs, or the Referee applies a Conduct Penalty.
b. A striker who drops the racket because of interference may request a let.
c. A non-striker who drops the racket because of contact during the striker's effort to reach the ball may request a let, and Rule 12 (Distraction) applies.
d. If any object, other than a player's racket, falls to the floor during a rally, play must stop; then:

(i) if the object fell from a player without any contact with the opponent, the opponent wins the rally;

(ii) if the object fell from a player because of contact with the opponent, a let is allowed, unless the striker has struck a winning return, or

requests a let for interference, in which case Rule 8 (Interference) is applied;

(iii) if the object falls from a source other than a player, a let is allowed, unless the striker's winning return was interrupted, in which case the rally is awarded to the striker;

(iv) if the object was not seen until the rally ended and had no effect on the outcome of the rally, the result of the rally stands

14. ILLNESS, INJURY AND BLEEDING

a. Illness

(i) A player who suffers an illness that involves neither an injury nor , such as a cramp, nausea, and breathlessness, as well as asthma, must either continue play immediately or concede the game in progress and take the game interval, if available, to recover. The player must then resume play or concede the match.

(ii) If a player's vomiting or other action causes the court to become unplayable, the match is awarded to the opponent.

b. Injury

The Referee:

(i) if not satisfied that the injury is genuine, must advise the player to decide whether to resume play immediately, or to concede the game in progress and take the game interval, if available, and then resume play or concede the match;

(ii) if satisfied that the injury is genuine, must advise both players of the category of the injury and of the time permitted for recovery. Recovery time is only permitted at the time the injury takes place and where it is permitted at the end of a game shall include the interval between games;

Note: The score at the conclusion of the rally in which the injury occurred, stands.

(iii) if satisfied that this is a recurrence of an injury sustained earlier in the match, must advise the player to decide whether to resume play immediately or concede the game in progress and take the game interval, if available, and then resume play or concede the match.

Note: A player who concedes a game/match retains any points/games already scored.

c. Categories of injury:

(i) Self-inflicted: where the injury is the result of the player's own action. This includes a muscle tear or sprain, or a bruise resulting from a collision with a wall or falling over.

The player is permitted 3 minutes to recover and, if not then ready to resume play, must concede that game and take the game interval, if available, for further recovery. The player must then resume play or concede the match.

(ii) Contributed: where the injury is the result of accidental action by both players.
The injured player is permitted 15 minutes to recover. This may be extended by a further 15 minutes at the discretion of the Referee The player must then resume play or concede the match.
Opponent-inflicted: where the injury is caused solely by the opponent.

- Where the injury is accidentally caused by the opponent, , the Referee must apply Rule 15 (Conduct). The injured player is permitted 15 minutes to recover. If the player is then unable to resume play, the Referee must award the match to the injured player.
- Where the injury is caused by the opponent's deliberate or dangerous play or action, if the injured player requires any time for recovery, the Referee must award the match to the injured player. If the injured player is able to continue without delay, the Referee must apply Rule 15 (Conduct).

d. Blood Injury

A Blood Injury occurs when a player bleeds, and the blood flow is sufficient that blood may be transferred from a player to their opponent or the court. A scrape, graze or nick with no blood flow is not a Blood Injury and play must continue. Visible blood through a bandage, dressing or covering is not a Blood Injury.
Once a Blood Injury occurs, the injured player must leave the court and the Referee must ensure that the injured player returns to the court in the shortest time possible, according to the following rules:

(i) Self-inflicted: where the Blood Injury is caused by a player's own action or condition, such as a fall, lunge, dive, crowding, nosebleed or similar, the player is permitted 5 minutes to stem the flow of blood and cover the bleeding. The permitted time starts when the injured player's treatment begins. If the injured player is not ready to resume play after 5 minutes, the player must concede the game and take the game interval, if available, for further recovery.
If the same Blood Injury reoccurs, no further recovery time is permitted, and the injured player must concede the game and take the game interval, if available, for further recovery.
If the same Blood Injury reoccurs and is caused by both players' actions (see 14.d.ii.: Contributed) the injured player shall have further reasonable time to address the Blood Injury.
If the injured player cannot resume play within the permitted time, the Referee must award the match to the opponent.

(ii) Contributed: : where the Blood Injury is caused by both players' actions, the injured player has reasonable time to stem the flow of blood and cover the bleeding. Reasonable time is determined by the Referee, who may be assisted by on-site medical personnel, if available.
If the same Blood Injury reoccurs, through no fault of either player or by both players' actions, the injured player shall have further reasonable time to address the Blood Injury.
If the same Blood Injury reoccurs, solely due to an action by the injured player, the player shall have no further time to address the Blood Injury and must concede the game and take the game interval, if available, for further recovery.
If the injured player cannot resume play within the reasonable time or extended periods allowed, the Referee must award the match to the opponent.

(iii) Opponent inflicted: where the Blood Injury is caused solely by the opponent;

- Where the Blood Injury is caused solely by the opponent's **accidental** action, the injured player has reasonable time to stem the flow of blood and cover the bleeding. Reasonable time is determined by the Referee, who may be assisted by on-site medical personnel, if available. If the injured player cannot resume play in the reasonable time allowed, the Referee must award the match to the injured player.
  If the same Blood Injury reoccurs, through no fault of either player or by both players' actions, the injured player shall have further reasonable time to address the *Blood Injury*. If the blood flow cannot be stopped in a reasonable time the Referee must award the match to the injured player.
  If the same Blood Injury reoccurs, due to an action solely by the injured player, the player shall have no further time to address the *Blood Injury* and must concede the game and take the game interval, if available, for further recovery. If the injured player cannot then resume play, the Referee must award the match to the opponent.
- Where the Blood Injury is caused by the opponent's deliberate or dangerous play or action, the Referee must apply Rule 15 (Conduct) and award the match to the injured player.

(iv) Where there is a stoppage in play, the court must be cleaned, and bloodstained clothing replaced.

e. An injured player may resume play before the end of any permitted recovery-period. Both players must be given reasonable time to prepare to resume play.

f. It is always the injured player's decision whether or not to resume play

15. INTERVALS

a. A maximum of 90 seconds is permitted between the end of the warm-up and the start of play, and between each game.
b. Players must be ready to resume play at the end of any interval, but play may resume earlier if both agree.
c. A maximum of 90 seconds is permitted to change damaged equipment. This includes glasses, protective eyewear or a dislodged contact lens. The player must complete the change as quickly as possible, or the Referee must apply Rule 16 (Conduct).
d. Intervals in the case of injury or bleeding are specified in Rule 14 (Injury).
e. During any interval either player may strike the ball.

16. CONDUCT

a. Players must comply with any tournament regulations additional to these Rules.

b. Players may not place any object within the court.

c. Players may not leave the court during a game without the permission of the Referee.

d. Players may not request a change of any Official.

e. Players must not behave in a manner that is unfair, dangerous, abusive, offensive, or in any way detrimental to the sport.

f. If a player's conduct is unacceptable, the Referee must penalise the player, stopping play if necessary.

   Unacceptable behaviour includes, but is not limited to:
   (i) audible or visible obscenity;
   (ii) verbal, physical or any other form of abuse;
   (iii) unnecessary physical contact, which includes pushing off the opponent;
   (iv) deliberate or dangerous play, including an excessive racket swing;
   (v) dissent to an Official;
   (vi) abuse of equipment or court;
   (vii) unfair warm-up;
   (viii) delaying play, including being late back on court;
   (ix) deliberate distraction;
   (x) receiving coaching during play.

g. A player guilty of an offence may be given a Conduct Warning or penalised with a Conduct Stroke, a Conduct Game, or a Conduct Match, depending on the severity of the offence.

h. The Referee may impose more than one warning, stroke or game to a player for a subsequent similar offence, providing any such penalty may not be less severe than the previous penalty for the same offence.

i. A warning or a penalty may be imposed by the Referee at any time, including during the warm-up and following the conclusion of the match.

j. If the Referee:

   (i) stops play to issue a Conduct Warning, a let is allowed;
   (ii) stops play to award a Conduct Stroke, that Conduct Stroke becomes the result of the rally;
   (iii) awards a Conduct Stroke after a rally has finished, the result of the rally stands, and the Conduct Stroke is added to the score with no change of service-box;
   (iv) awards a Conduct Game, that game is the one in progress or the next one if a game is not in progress. In the latter case an additional interval of 90 seconds does not apply;
   (v) awards a Conduct Game or a Conduct Match, the offending player retains all points or games already won;

k. When a Conduct Penalty has been imposed, the Referee must complete any required documentation

SECTION 2 – GENERAL RULES OF THE GAME - DOUBLES

The RULES of Squash57 DOUBLES, which is played on the same 'singles court', are the same as for the Squash57 SINGLES game with the following alterations:

1. **SIDES:**

   Sides shall consist of two players each.

2. **WARM-UP:**

   The sides may warm up separately or together. Either side may request a separate warm-up that lasts three minutes, immediately prior to the start of the match. If the sides warm-up together it will last five minutes. The right to warm-up first when warming up separately shall be decided by the spin of a racket.

3. **SERVER:**

   Each side nominates its server for the first game. That player serves for the entirety of game one and game three in a five game match. The other player serves for game two and game four (if played). In the final game (3rd or 5th) when either side's score reaches 'five' if playing up to 11, or '7' if playing up to 15, the server changes for both teams.

4. **RETURN OF SERVICE & SUBSEQUENT PLAY:**

   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. Throughout the course of such game, the service must be received by the players so designated.

   Only the Receiver may be positioned in the service court opposite the Server's service court. Play continues with players taking alternate shots in rotation (see the order of striking below) until the point is won/lost or an interference such that the rally needs to be replayed (as in Let).

   (N.B. The order of striking shall be: The Server, the Receiver, the Server's partner, the Receiver's partner).

5. **LET:**

   If either player on the striking side is inadvertently hindered by either of their opponents from reaching or striking at the ball, a let shall be allowed.

   Note to Referees: Under Rule 8 of the Singles game, where interference has occurred and the player has made every effort to avoid causing it, a let shall be allowed and the Referee shall not consider whether a winning stroke has been prevented. This shall not affect the Referee's duties in awarding strokes, as otherwise required in Rule 8 of the "Singles Game".

NOTES ON LETS & STROKES ---- DOUBLES:

a. *If the next striker of the ball is inadvertently hindered by either of their opponents from reaching or striking the ball, a Let shall be allowed.*

b. *If, in the opinion of the Referee, interference to the striker is unnecessary or created, the Referee shall stop play and award a point to the hindered side.*

c. *Crowding shall also be penalised by the award of a point. If a service or return hits one of the striker's opponents before reaching the front wall, it shall be a Let provided that the service or return would have been good. If the service or return would not have been good the striker's side shall lose the rally.*

d. *If a return hits the striker's partner, the other side wins the point.*

SECTION 3 – COMPETITION RULES

THE SCORE

A match consists of the best of three or five games at the option of the organisers of the competition. Each game is normally point-a-rally scoring to 11 (PAR 11). When the score in a game is tied at 10-10, a player/side must win by 2 points.

SECTION 4 – MATCH MANAGEMENT (Match Refereeing)

1. CONTROL OF A MATCH

A match is normally controlled by a Referee, assisted by a Marker. One person may be appointed to carry out the functions of both Referee and Marker. The Referee announces all decisions to the players and the Marker repeats the decision and calls the score.

A minimum of half an hour before the commencement of a match, either player may request a Referee and/or a Marker other than the one (s) appointed, and this request may be considered by the Tournament Referee and a substitute appointed. Players are not permitted to request any such change after the commencement of a match.

2. DUTIES OF THE MARKER

a. The Marker calls the play and the score, with the Server's score first.

b. The Marker shall call "fault", "foot-fault", "not up"' "out" or "down", as appropriate.

   (i) First Serve: If the first serve is “out” or “down” then the Marker shall call it as such and the rally shall cease. If the Receiver makes no attempt to return the serve then the Marker will confirm whether there was a fault, foot-fault or neither. In the case of there having been a fault or foot-fault then the Marker shall call "Yes fault, second serve". The Marker shall then repeat the score and add the words "one fault" before the Server serves again. Should the subsequent second serve rally end in a Let then the Marker shall again call the score followed by “one fault”.

   (ii) Second Serve: The Marker shall call "fault", "foot-fault", "out" or "down", as appropriate, then the rally shall cease.

   (iii) Open Play: The Marker shall call "not up", "out" or "down" as appropriate, then the rally shall cease.

c. If the Marker's decision is reversed on appeal, a Let shall be allowed, except as provided for in the rules.

d. Any service or return shall be considered good unless otherwise called except for the First Service fault.

e. If the Marker is unsighted or uncertain, the Referee shall make the relevant decision; if the Referee is unsure a Let shall be allowed.

3. DUTIES OF THE REFEREE

a. The Referee shall make decisions on the outcome of rallies where called for by the rules, and shall decide all appeals, including those against the Marker's calls. The decision of the Referee shall be final.

b. The Marker's calls shall stand except:

(i) Upon appeal by one of the players.

(ii) When the Marker has called the score incorrectly.

(iii) When the Marker has failed to call the ball "not up", "out" or "down" and, on appeal, the Referee rules that such was in fact the case, the rally should be awarded accordingly.

(iv) When the Marker has called "not up", "out" or "down" and, on appeal, the Referee rules that this was not the case; a Let shall be allowed except that, if in the Referee's opinion, the Marker's call had interrupted an undoubted winning return, the Referee shall award the rally accordingly.

(v) When the Referee is absolutely convinced that the Marker has made an obvious error in stopping play or allowing play to continue, the Referee shall immediately rule accordingly.

c. The Referee is responsible that all time periods laid down in the rules are strictly adhered to.

d. In specific cases, the Referee may order:

(i) A player, who has left the court, to play on.

(ii) A player to leave the court and to award the match to the opponent.

(iii) Play to be stopped in order to warn that the conduct of one or both of the players is an infringement of the rules. A Referee should avail himself of this rule as early as possible when either player is showing a tendency to break the provisions of rule 8.

4. APPEALS

a. An appeal may be made against any decision of the Marker.

b. If the Marker calls 'fault' or 'foot-fault' to the second service, the Server may appeal. If the appeal is upheld, a "let" shall be allowed, with 'one fault' standing.

c. `If the Marker fails to call 'fault' or 'foot-fault' to the second service, the Receiver may appeal, either immediately or at the end of the rally if they have lost the rally. If the appeal is upheld, the Receiver shall win the rally.

d. A player who wishes to request a Let must do so by saying "Let, please". Play shall cease until the Referee has announced a decision.

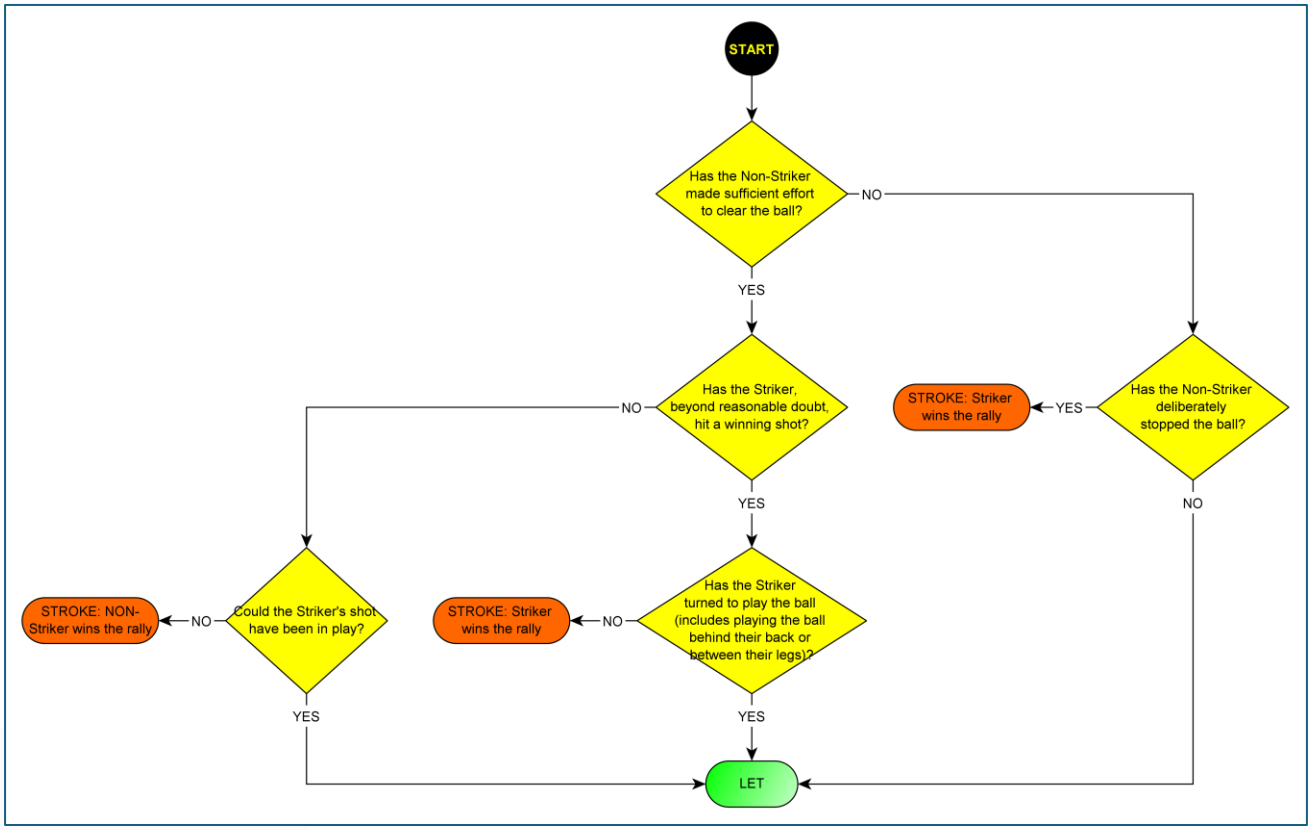
e. No appeal may be made after the delivery of a service for anything that occurred before that service.

SECTION 5 – RACKET & BALL SPECIFICATIONS

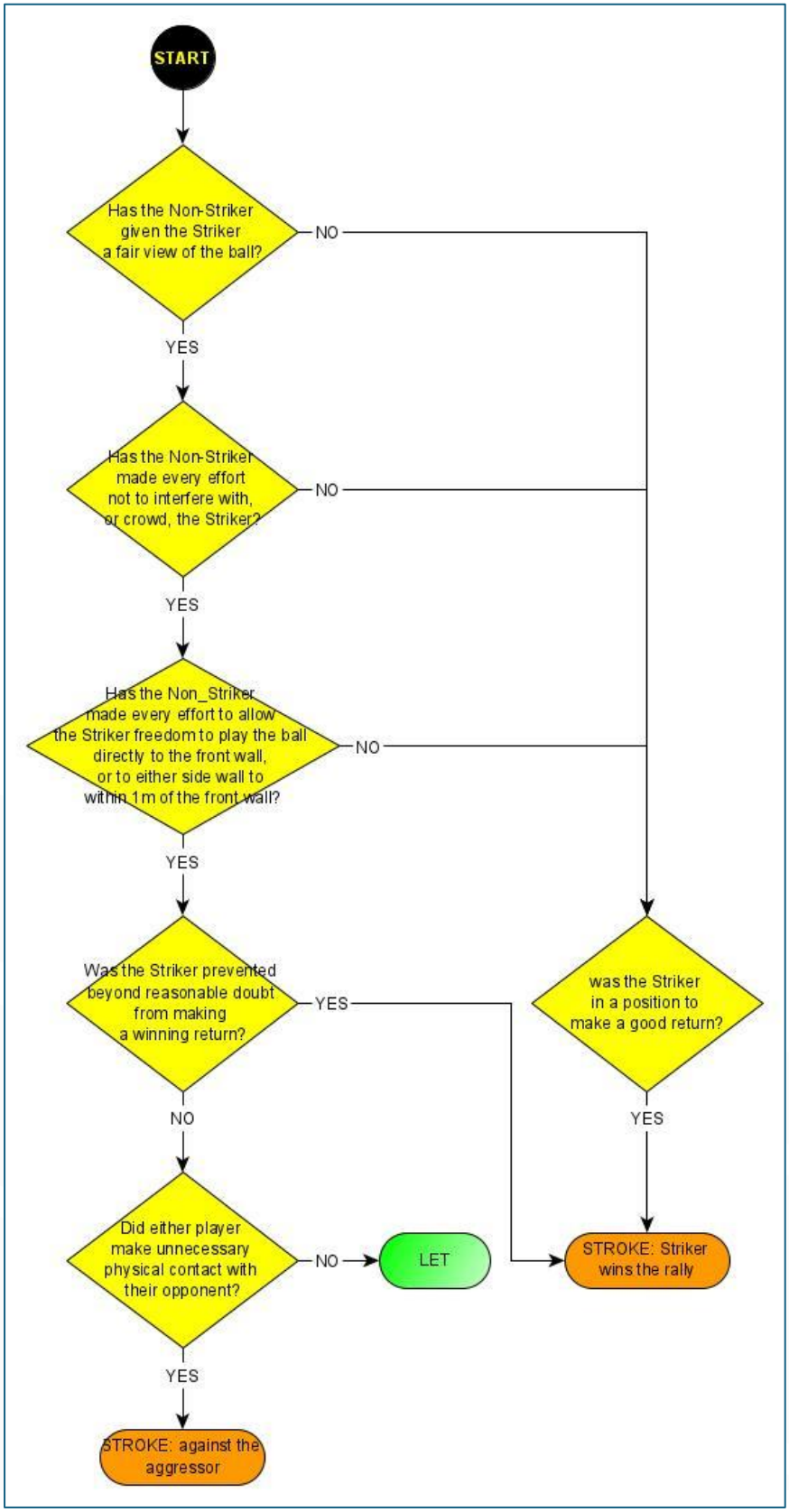
The following specifications are set and agreed by the Courts & Equipment Commission in conjunction with the Squash57 Commission. Current technical specifications can be found on the WSF website here:
https://www.worldsquash.sport/squash57-ball-racket-specifications/

SECTION 6 – APPENDIX

Appendix A: decision-tree for 'HITTING OPPONENT WITH THE BALL' rules



Appendix B: decision-tree for 'FAIR VIEW, FREEDOM TO PLAY THE BALL & INTERFERENCE' rules



Appendix C: decision-tree for 'LET, WHEN ALLOWED' rules

