

## **IM Sports - SQUASH RULES**

**MATCH:** will consist of the best of five games. Official rules will govern play. Games will be played to 9 points. If, however, the game becomes tied at 8, the receiver has the option of setting the game at 9 or 10. You do not have to win by two.

**POINTS:** are scored only when you have the serve.

**SERVICE:** Flip a coin or spin the racquet to decide who serves first in the initial game. The first server for subsequent games will be the winner of the previous game. At the beginning of each game, and (also) each time there is a new server, the ball is served from whichever service box the server elects and thereafter alternately until the service is lost. To serve legally:

- a. you must have one foot in box without touching any lines.
- b. the ball must strike the front wall above the service line and below the 16 foot line. It must strike the floor in the opposite service block either before or after touching the side or back walls.
- c. if the serve is no good, service reverts to opponent (there are no second serves).
- d. server continues to serve until he/she loses a rally (or fails to hit a legal serve).
- e. return of serve is either volleyed or rallied and is considered in play if striking higher than the 17-inch metal telltale.

**RALLY:** Players alternate shots after service until one player fails to return his opponent's shot. A good return must not strike the ceiling, court boundaries (uppermost lines) or the metal telltale and must be hit before it has bounced twice.

**INTERRUPTIONS of PLAY:** If a player is struck by a live ball (i.e. one that has already rebounded from the front wall) he/she loses that rally. If a player is struck by a ball before it reaches the front wall various rules apply:

- if you hit your opponent with a ball that had no chance to reach the front wall anyway, you lose that rally
- if however, you hit your opponent with a ball that would have reached the front wall directly (i.e. without hitting a sidewall), you win that rally.
- if you hit your opponent with a ball that would have reached the front wall indirectly (via a sidewall), a let is called, and the point is played over.

**GUIDELINES to FAIR PLAY (LETS):** Immediately after striking the ball, a player must get out of an opponent's way and must:

- give an opponent a fair view of the ball
- give an opponent enough room to execute the shot desired
- allow an opponent to play the ball to any part of the front wall
- refrain from creating a visual or audible distraction
- failure to comply with the above will (usually) result in a let (replay of point); in extreme cases, however, a let point may be called (see below).

**LET POINTS:** Serious violations of fair play. If, in addition to violating the above rule (#6), a player deprives another of a clear opportunity to attempt a winning shot, fails to make an effort to avoid the violation, or consistently causes repeated lets, the offended player will be given the point/rally.

**EYEGUARDS MUST BE WORN BY ALL IM SQUASH PLAYERS.** They are available at the IM Check-in station with an ID-Card.

**RESTRICTIONS to participation in this Intramural tournament:**

- Permitted - All PSU undergraduate & graduate students, and faculty & staff.
- Not Permitted - Members of the PSU SQUASH CLUB traveling squad.

**QUESTIONS: Intramural Office, Room 2, IM Bldg, 8am - 4:30pm (M-F), (814) 865-5401**

*Last Modified 7/20/00*