

ANU Sport– Lunchtime Sport Competition

Squash Rules

- Who serves first will be determined by either the flip of a coin or spin of a racquet. The winner (of the toss or spin) will be given the choice of who serves first.

- Service game:
 - The serve is complete by having at least 1 foot in the service box, then hitting the front wall above the service line, and below the out line, then having it bounce into the opposite quarter. Generally the receiver stands in their quarter, but they can stand anywhere, as long as they do not interfere with the server.
 - **There are no 'fault' serves, like in tennis.**
 - If the server doesn't have at least one foot in the service box, the serve is illegal and the opponent gets the point.
 - The serve can also be called 'out', if it is above the outline or if it's below the service line, again the opponent gets the point.
 - A serve is also illegal if it hits a side wall before hitting the front wall and again the opponent is awarded the point.
 - The receiver has the option of a volley return (before the ball hits the ground) once it has hit the front wall. The receiver must return the ball before it bounces twice or the rally will be lost.
 - The serve may hit any number of walls before landing in the opponent's quarter. The first impact must be the front wall.

- Rally (exchange of shots):
 - Once a serve has been completed, players rally shots between each other. The ball can hit any number of walls (side or back) but must eventually hit the front wall before touching the floor.
 - A rally ends when either:
 - The ball bounces twice
 - The ball hits the tin (below the bottom line)
 - The ball is hit outside of the out-lines (line surrounding the court)
 - Interference resulting in a stroke

- Interference rule:
 - Each player is entitled to freedom to hit the ball. The interference rule is used to determine whether or not a player's freedom was compromised.
 - On each stroke, a player must provide the opponent with the following:
 - Unobstructed direct access to the ball
 - A fair view of the ball
 - Space to complete a swing
 - Freedom to play the ball directly to the front wall
 - Any breach of the above will result in either a 'let' or a 'stroke'.
 - A let **will** be given to the player if the player could have played the ball and opponent has made every effort to avoid interference. This results in a replay of the point.
 - A let **will not** be given to the player if it is found that they could not have played the ball or the interference from the opponent was very minimal. Point will be given to the opponent.

- A stroke **will** be given to the player if it is found that the opponent made little or no effort to avoid the interference and that the player was able to play a winning shot. Point will be given to the player.

- Scoring
 - During the game:
 - Scoring will be point-a-rally (PAR). That is, each rally is a point, regardless of who served.
 - If you lose the rally, then your opponent gets a point, and gets the serve.
 - Each match will be the best of 5 sets. Each set will be first to 15, leading by 2, a set cannot finish 15-14
 - After each set, a break of 90 seconds will be allowed for both players.
 - Competition:
 - Points will be given as follows at the end of each match:

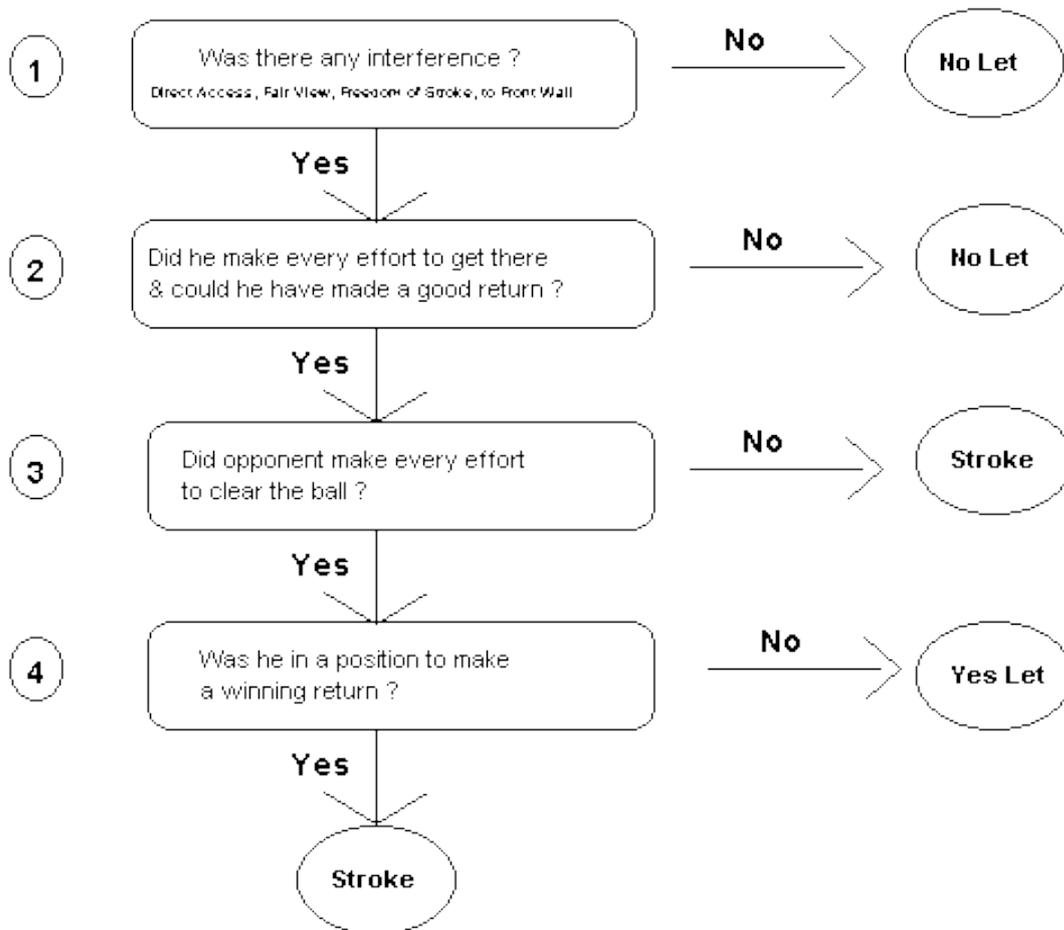
Win	3 points
Loss	1 point
Forfeit (with notice)	0 points
Forfeit (without notice)	-2 points
Non duty	-2 points

- Forfeiting / Non duty:
 - A player may forfeit a game with 48 hours notice to ANU Sport without penalty.
 - If a player **does not** give notice to ANU Sport, they will lose 2 competition points.

- Equipment:
 - It is encouraged that player bring their own equipment.
 - ANU Sport will provide **1 x yellow dot** ball for each game.
 - Racquets can be provided but only with prior notice to ANU Sport.

- Fair play:
 - The Lunchtime Sport competition has always been held as a social competition. Any player found to not be competing in the spirit of the game may be subject to disciplinary action by ANU Sport or removal from the competition.
 - Repeat offences may result in a suspension and loss of points.
 - Remember: a good game is a clean game. If you are not there to enjoy yourself and play, then don't play at all!

The Interference rule Thought Process:



Layout of a Squash Court:

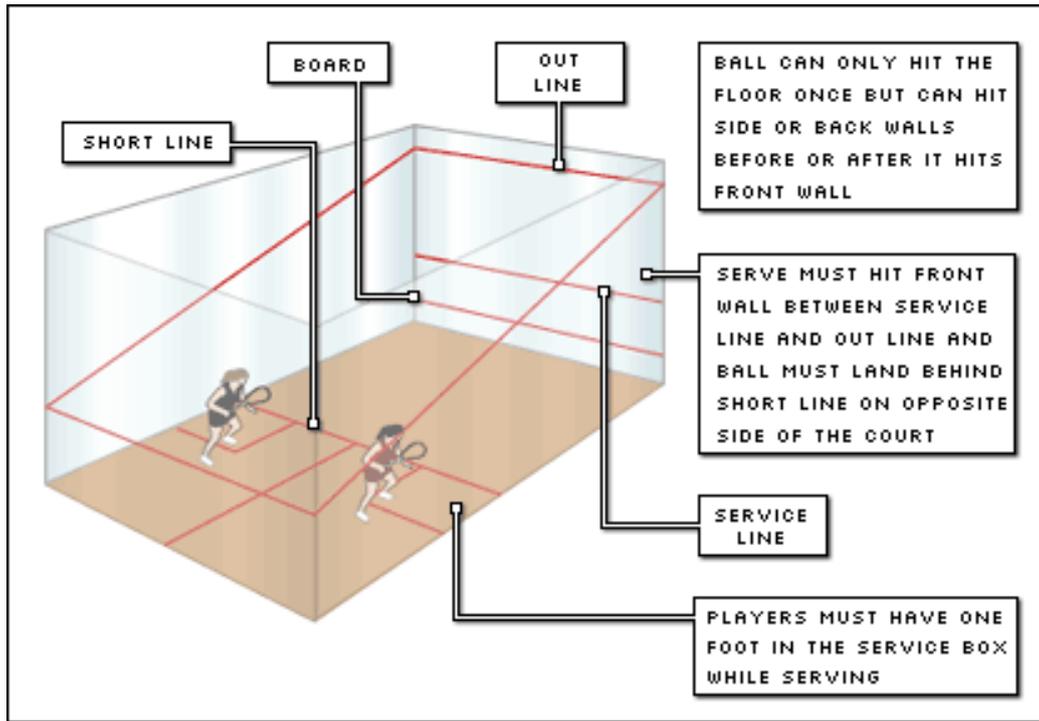


Diagram of a Complete Serve:

