SQUASH
League Rules

CSC

CALGARY SPORT & SOCIAL CLUB

CONTENTS

1. COURT REQUIREMENTS

League	Total # of Players Required on the Court	Minimum # of F Required on the Court	Maximum # of M/X Allowed on the Court
Open	2	0	2

All CSSC Squash Leagues use an 'open' roster format. There are no co-ed restrictions for the leagues.

2. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
Doubles - Open	2 (no gender restrictions)	0 – 11; 0 -11; 0 - 11
Singles	1 (no gender restrictions)	0 – 11; 0 -11; 0 - 11

Important – In Squash Doubles, a team is allowed to play with one player in order to avoid defaulting all four matches. In this case, the team would only default two of the matches.

3. FORMAT & EQUIPMENT

GAME FORMAT
- In Doubles teams will play four matches per night:
  - Each player will play two individual matches against the opposition
  - Example: A + B vs. C + D
    - Match 1: A vs. C, B vs. D
    - Match 2: A vs. D, B vs. C
- In Singles teams will play two matches against two opponents
- Total playing time is 60 minutes
  - Each match has a 30-minute time limit
- Matches are a best-of-five games format

SCORING
- All games use a rally-point scoring system
- Each game is to 11 points (do not have to win by 2 points)
- A total of 5 combined points must be played in a game for the result to count
  - If time expires, the score of the current game will stand as-is, unless the combined score of the current game has not reached a total of 5 points, in which case the game will not count
  - *Regular Season:* ties are allowed
  - *Playoffs:* ties are not allowed
    - If both teams won the same number of matches, the following tie-breakers occur:
      - *1st Tiebreaker*: Differential of games won vs. games lost
      - *2nd Tiebreaker*: Differential of points scored vs. points allowed
      - *3rd Tiebreaker*: Each team picks a player for a tie-break game to 5 points

EQUIPMENT
- Players must wear clean, non-marking, indoor shoes
- Players are required to have their own racquet
- Balls will be supplied by the CSSC

4. GAME PLAY

SERVICE
- First-serve is decided by the spin of a racket or an alternate means
  - The server can serve from either service box
- During a serve, a player needs at least one part of their foot within the service box
- For a serve to be good:
  - It is served directly onto the front wall above the service line and below the out-line
  - On its return, unless volleyed, it reaches the floor within the opponent's serving box
- After winning a rally, the server then serves from the alternate box
- The server continues serving until losing a rally, at which point their opponent serves
- The player who wins the preceding game serves first in the next game

RETURNING THE BALL
- Players must return the ball before it bounces on the floor for a second time
- A returned ball must:
  - Hit the front wall, above the tin, below the out-line
  - Must not touch the floor first
- Returns can hit the side walls and/or the back wall before reaching the front wall

VIOLATIONS AND FAULTS

HITTING AN OPPONENT WITH THE BALL
- If a player strikes the ball, which, before reaching the front wall, hits the opponent, play stops
  - If the return would have been good (front wall), the striker wins the rally, provided they did not "turn"
  - If the ball had struck, or would have struck any other wall, and the return would have been good, a "let" is played
  - If the return would not have been good, the opponent wins the point

INTERFERENCE
- The person returning the ball is entitled to play the ball with unobstructed access
- If interference occurs, the player can accept the interference (play on) or stop play
- When play is stopped as a result of interference:
  - The player gets a point if their opponent did not make an effort to avoid interference
  - The player is entitled to a let if they could have returned the ball, and the opponent tried to avoid interference
  - The opponent gets the point if there was no way the ball could have been returned or if interference was played through and the point was lost

LETS

- A let is an undecided rally, the rally doesn't count and the server serves again from the same service box
- Lets can occur in the following situations:
    - In instances when an opponent is hit with the ball
    - If the striker refrains from returning the ball in fear of injuring the opponent
    - If the receiver is not ready and doesn't attempt to return serve
    - If the ball breaks during play

If there are any disputes during a rally with interference, lets or returns, the best solution is usually to re-serve with no point awarded to either player.