

SQUASH

League Rules



CALGARY **SPORT** & **SOCIAL** CLUB

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1. COURT REQUIREMENTS

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

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

2. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
Doubles - Open	2 (No Gender Requirements)	0 – 11; 0 -11; 0 - 11
Singles	1 (No Gender Requirements)	0 – 11; 0 -11; 0 - 11

Important – In Squash Doubles, a team is allowed to play with one player in order to avoid defaulting on 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.