

THE RULES OF SQUASH

THE GAME

Squash is an indoor racket sport played on a court with standard dimensions. Unlike other racket sports, the two players do not stand opposite each other but occupy the same area of play.

NECESSITIES:

In order to play squash, you need indoor sports clothing, a racket and a ball.

- The clothing: it is recommended to wear white or light-coloured clothing so that you can see the black ball more easily. Indoor court shoes with light-coloured, non-marking soles are obligatory.
- Rackets: you can rent or buy rackets. Rackets come in various price categories and various weights. Make sure you are well informed about which racket suits you best. At Squash City you can test all our rackets before you buy.
- Balls: there are three different kinds of balls for sale at Squash City:
 - Max: a blue ball, specially designed for beginners. This ball is extremely fast and will help you develop your technique.
 - Max progress: this ball is slightly slower than the Max and is intended for recreational squash players.
 - Double yellow dot: this is an official match ball and is suitable for advanced players. This is the slowest of all the balls.

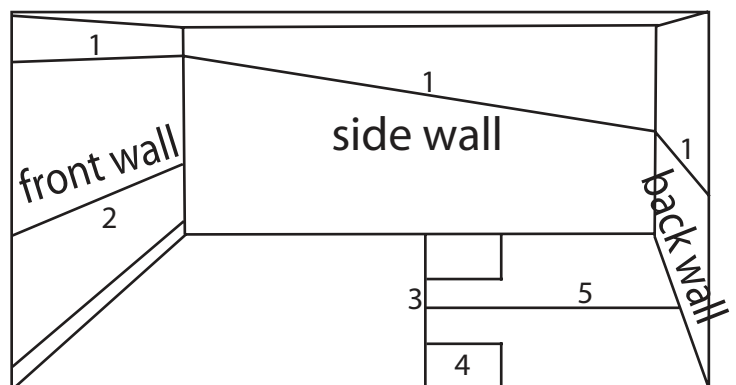
THE RULES:

The first service of the match can be decided by spinning a racket or tossing a coin. At the beginning of every match, the server can choose which service box (4) to serve from. After each point won, the player must alternate service boxes. A player retains service until he loses a rally, after which the service goes to his or her opponent, who may choose from which service box to serve from.

SCORING:

Points are only scored by the server. If the server wins a rally, he or she scores a point. If the receiver wins a rally, he or she becomes the server.

A match consists of 'best of 3 games' or 'best of 5 games'. This means that the player who wins 2 or 3 games, respectively, wins the match. Each game is to 9 points, unless the score is 8-8. In that case, the receiver may choose whether to play to 9 or 10 points.



THE SERVICE:

There are a number of factors to keep in mind for a good service:

- You may not make any foot faults. At least one foot has to be inside the service box (4), and the foot may not touch the lines of the service box.
- The ball must be hit onto the front wall, without touching the floor or the wall, between the service line (2) and the out line (1) in the diagonally opposite section (5).

BAD SERVICE:

A service is bad if:

- There is a foot fault.
- The ball lands on or under the service line (2) or the out line (1) on the front wall, or if it lands on or above the out line (1) after touching the front or side walls.
- The ball lands in the wrong opposite section or in front of the short line (3).
- The server misses the ball.

If the service is not correctly hit, then the opponent becomes the server.

Following a correct service, play continues until one of the players is no longer capable of returning the ball within the rules. This happens if a ball lands on or above the out lines (1) or on or under the tin (5) – in which cases the ball is deemed out – or if one of the players misses the ball. Service then goes to the player who last made a correct shot. The ball is allowed to bounce once after hitting the front wall before it must be returned.

LET AND STROKE:

A let is an undecided rally. The server will serve again from the same service box and no point is awarded for the undecided rally. A stroke is a rally in which the obstructing player is penalized one point.

WHAT'S A LET AND WHAT'S A STROKE?:

