

**SUMMARY OF RULE CHANGES EFFECTIVE 1 JANUARY 2013**

Rule #	Comments	New Rule/Note
4 - The Service	A new Note has been added to explain what happens when a let is called when the receiver is not ready	4.6 (c) The referee shall allow a let if the receiver is not ready and does not attempt to return the service, subject to Rule 16.4 – Undue Delay, in particular 16.4.1- Unduly slow preparation to serve or receive service.
4.3.1 Good Service	This Rule has been updated to reflect that the ball must be bounced <u>once only</u> before the player can serve.	4.3.1 For the service to be good - there must be no “foot fault” and the ball, before being struck, shall be bounced <b>once only</b> on the floor in front of the “service line” and struck with an underarm action. It shall be served directly onto the front wall above the “tin” so that on its return, unless volleyed, it reaches the floor behind the “service line”. Should a player, having dropped the ball, make no attempt to strike it, it may be dropped again for that service.
7 – Let	A new Note has been added to explain what happens when the ball goes out or hits the tin after a let is called	<b>NOTE:</b> If a player makes an appeal for interference before the result of the opponent’s return is known, this is regarded as an early appeal. If a player makes an early appeal and the opponent’s return subsequently goes down or out, the Referee shall allow the result of the rally to stand, the player winning the rally.
9 – Ball Hitting a Player	Two new Rules have been added to this section to further clarify the rules regarding the ball hitting a player.	<p>9.1 If the ball, on its way to the front wall, hits the non-striker (including anything worn or carried), play must stop. Then:</p> <p>9.1.1 If the return would not have been good, the non-striker wins the rally;</p> <p>9.1.2 If the return was going directly to the front wall, and if the striker was making a first attempt without having turned, a stroke is awarded to the striker;</p> <p>9.1.3 If the ball had struck or would have struck any other wall before the front wall and the striker had not turned, a <b>let</b> is allowed;</p> <p>9.1.4 If the striker had not turned and was making a <b>further attempt</b>, a <b>let</b> is allowed;</p> <p>9.1.5 If the striker has turned before hitting the ball, a stroke is awarded to the non-striker, unless the non-striker made a deliberate movement to intercept the ball, in which case a stroke is awarded to the striker.</p> <p><u>Rule 9.1.5 above is a new rule. Referees decision has changed. If the striker has turned before hitting the ball into the non-striker, the Referee awards a stroke to the non-striker – previously a let.</u></p> <p>9.2 If the ball, on its return from the front wall, hits a player before bouncing twice on the floor, then:</p> <p>9.2.1 If the ball hits the non-striker (including anything worn or carried), before the striker has made an <b>attempt</b> to hit the ball and no interference has occurred, the striker wins the rally. If interference has occurred then, the rule 12 (Interference) applies;</p> <p>9.2.2 If the ball hits the non-striker ( including anything worn or carried) , after the striker has made one or more <b>attempts</b> to hit the ball, a <b>let</b> is allowed, providing the striker could have made a good return. Otherwise, the non-striker wins the rally.</p> <p>9.2.3 If the ball hits the striker and there is no interference, the non-striker wins the rally. If interference has occurred, Rule 12 (interference) applies</p>

**SUMMARY OF RULE CHANGES EFFECTIVE 1 JANUARY 2013**

9.3.1	This Rule has been changed to instruct Referees to award a Stroke to the non-striker if they are hit with the ball after a “loss of sight” shot. Previously this was a Let.	<p><b>9.3.1 The following shots ARE ALLOWED in SINGLES</b></p> <ul style="list-style-type: none"> <li>a) Striking the ball between the striker’s legs, or;</li> <li>b) Striking the ball behind the striker’s back, or;</li> <li>c) Striking the ball after allowing it to pass behind the striker’s body.</li> </ul> <p><b>9.3.2</b> In each of the above cases, if the striker hits the non-striker with the ball, a stroke will be awarded to the non-striker, unless the non-striker made a deliberate movement to intercept the ball, in which case a stroke is awarded to the striker</p>
12.1.4 - Interference	A change to the Rule to remove the condition “To within approximately one metre of the front wall”	<b>12.1.4 A player must make every effort to allow the opponent, as far as the latter’s position permits, freedom to return the ball directly to the front wall.</b>
13.1.2 – Let, when allowed	Where the ball touches any article lying on the floor, an addition to the current Rule has been made “subject to Rule 16.5.5”	<p>A Let may be allowed:</p> <p><b>13.1.2</b> If the ball in play touches any article lying on the floor, subject to rule 16.5.5.</p> <p>Rule 16.5.5 states: 16.5.5 If a player has already made a clear winning return when the object falls to the floor of the court then that player shall win the point.</p>
15.1 Warm Up	A minor change to the Rule where players are warming up on separately.	In the event of a player electing to warm up separately on the court of play, the Referee shall allow the first player a period of <b>no more than 2.5 minutes</b> and his opponent <b>no more than 2.5 minutes</b> . In the case of a separate warm up, the choice of warming up first shall be decided by the spin of a racquet or the toss of a coin.
16.6 Injury	The Rules for a self-inflicted injury, contributed injury and opponent-inflicted injury have been reworded to provided referees clear guidelines as to the consequences of an injured player and to bring them in line with current Squash rules.	<p><b>For a self-inflicted injury (Rule 16.6.1) the Referee shall allow 3 minutes for the injured player to recover. The Referee shall call “Time” at the end of the 3 minute period after giving a 15 second warning. If the player requests additional recovery time beyond 3 minutes, the Referee shall require the injured player to concede one game, accept the 90 second time interval between games and then resume play or concede the match. If the injured player has not returned to the court when “Time” is called, the Referee shall award the match to the opponent.</b></p> <p><b>For a contributed injury (Rule 16.6.2) the Referee shall allow one hour for the injured player to recover and such additional time as the time-schedule of the competition permits. The referee shall call “Time” at the end of any recovery time allowed. The injured player must, by the end of this period, resume play or concede the match. If the injured player resumes play, the score at the conclusion of the rally in which the injury occurred shall stand.</b></p>

**SUMMARY OF RULE CHANGES EFFECTIVE 1 JANUARY 2013**

		For an opponent-inflicted injury (Rule 16.6.3) the Referee shall apply Rule 17 and if the injured player requires time to recover, the Referee shall award the match to the injured player
Definition of Turning	This definition has been reworded to bring it in-line with Squash	Appendix 2 – Definition of Turning. This now reads as follows: If the striker has either followed the ball around, or allowed it to pass around him or her, in either case striking the ball to the right of the body after the ball had passed to the left or vice versa, then the striker has turned.