



UTM INTRAMURALS – OPEN SQUASH

RULES AND REGULATIONS

All Squash rules are set out by the World Squash Federation with the following exceptions:

NUMBER OF PLAYERS

- Games may begin with a maximum of 1 player per team.

DEFAULTS

- For every minute that a player is late their opponent will be given 1 point towards their total game score
- If a player does not show by 10 minutes past the scheduled time, the player will lose by default.
 - The default score will be records as 2-0 (15-0, 15-0)

LENGTH OF GAMES AND POINTS

- All matches will consist of a best of 3 sets or best score after 35 minutes.
- Sets will be played to 15 points
 - Players must win by 2 points or first to receive 20 points
- If a set cannot be completed in the time given, a combined total of 10 points must be scored in the current set in order for the set to count
 - I.E. Team 1 has 10 points & Team 2 has 8 points the set will count and Player 1 will be awarded the win (*Player 1 Points + Player 2 Points = must equal 10 points or more*)
- The league runs through a point system:
 - WIN = 3 points
 - TIE = 1 points
 - LOSS = 0 point
 - DEFAULT = -1 points

EQUIPMENT AND UNIFORMS

- All scheduled games will receive 1 ball to play
- Players are encouraged to bring their own racquets
- Limited racquets available for sign out at the RAWC Welcome Desk
- Proper court attire, including non-marking court shoes, is mandatory
- Certified protective eyewear is not mandatory but is strongly encouraged

ELIGIBILITY

Revised April 2023

- All participants must check-in with the Game Manager before every game in order to participate.
- For eligibility rules, please refer to the UTM Intramurals Handbook.

OFFICIALS

- Games are self-officiated. Game Manager will be able to clarify any rule issues.

START OF MATCH & PLAY

- To start the game, the players will participate in 1 round of a rock-paper-scissors game.
 - The winning player will choose whether they will serve or receive first. After each set, the player who won the last set will have first serve at the beginning of the next set.
- The ball can hit any number of walls (i.e. sidewall, back wall) but must eventually hit the front wall before bouncing on the floor. A rally (the exchange of shots) ends when one of the following occurs and results in a point:
 - The ball bounces twice
 - The ball hits the tin
 - The ball is hit outside the out lines
 - Interference resulting in a stroke, i.e. point to the obstructed player

SERVING

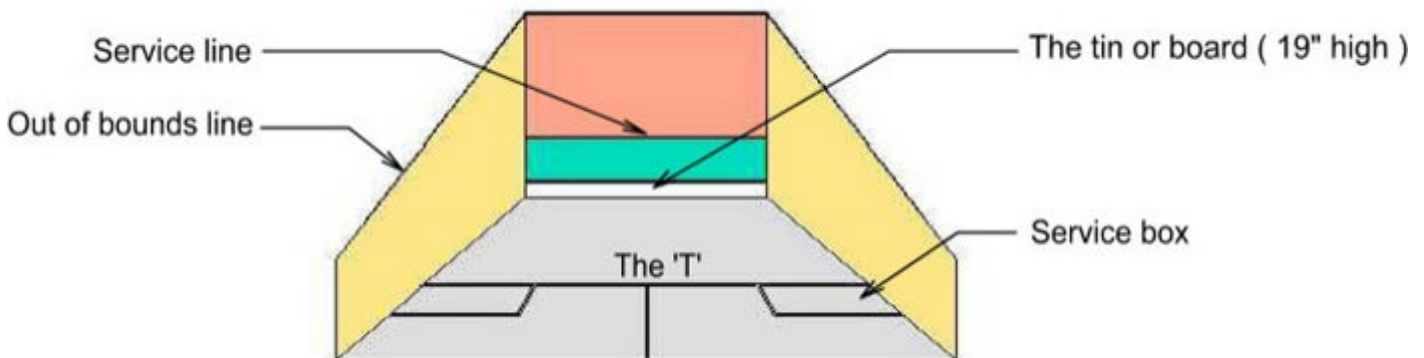
- The serve is done by having at least one foot in the service box, then hitting the ball to the front wall, above the service line and having it bounce in the opposite quarter-court. The receiver can stand anywhere as long as they do not interfere with the server. Only one serve is allowed.
- After hitting the front wall first, the ball may hit any other number of walls before landing in the opponent's quarter court. However, a serve is illegal if it hits any sidewall before hitting the front wall.

RECEIVING

- The red lines mark the out of bounds of the court. So all shots must be below the lines. If the ball touches the line it is considered out.

SCORING SYSTEM

- Points are scored based on the outcome of the rally
- The winner of a rally scores 1 point and serves to begin the next rally



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Interference – If you feel a player interferes or impedes your ability to get to the ball, it will result in a re-serve. No points will be gained.

TIME OUTS

- There will be no timeouts permitted during games

FOULS & EJECTIONS

- Verbal abuse of the other players, or staff will not be tolerated.
- Participants who display unsportsmanlike behavior will be followed up with the UTM Intramurals Administration Staff.
- Fighting, verbal slurs and excessive verbal abuse will **not** be tolerated.
- An ejection will result in an appearance before the administration staff. *NOTE: the minimum penalty for fighting is a minimum one-year suspension.*

TIE BREAKING RULE & PLAYOFFS

- There are no time limits during the playoff matches

