

## APPENDIX 2

### DEFINITIONS FOR HARDBALL DOUBLES RULES

January 1<sup>st</sup> 2014

Proposed Changes to Hardball Doubles Rules, from those Rules that were approved by WSF and became effective January 1<sup>st</sup> 2010, are in red.

**ACT OF SERVING** The attempt to strike the ball after the server has dropped the ball on to the racket directly or off a side wall or after bouncing the ball on the floor

**ACT OF STRIKING** The act of swinging at the ball including the follow through.

**ACCIDENTAL OBSTRUCTION** Obstruction by a player in spite of best efforts to clear.

**ALL** A score term to indicate points are tied, as in 13 all.

**APPEAL** A player's request for the Referee to make a ruling. Appeal is used in three contexts:

1. To request the Referee to allow a Let, or award a Point; the form of appeal is usually Let please initially
2. To request the Referee to review a call or lack of call; the form of appeal is usually Appeal please.
3. To request the Referee's call to be over ruled by the Judges

**AROUND** (See "Coming around" and "Turning").

**ATTEMPT** The movement of the racquet from a backswing position towards the ball. A swing at the ball without making contact. A backswing with no racket movement forward towards the ball is not an attempt but is defined as shaping.

**ATTIRE** The clothing and equipment a player wears or carries including such things as headband, glasses, jacket, etc. The striker's racquet is not included.

Attire should be determined by a local rule of the club or tournament.

**AUDIBLE DISTRACTION** Noise made by a player with voice or otherwise. Noise arising from outside the court. The Referee determines if a noise is a distraction.

**BACK WALL** Part of the playing surface of the court. Bounded at the top by the seven foot out of court line.

**BACKSWING** (See "Reasonable backswing" and "Excessive backswing"). The preparation portion of a swing where the racquet is drawn back before the forward motion to the ball. A player may hold a backswing position as long as he likes and the opponent must stay clear of it.

**BALL IN PLAY** A ball is in play from the moment an attempt is made by the server to strike it.

**BETWEEN GAME** An interval between games which is up to 2 minutes, between **all** games.

**BLEEDING** A player who is bleeding, caused either by an accidental collision or is self inflicted, must stem the bleeding to prevent blood dripping on the floor within 5 minutes. Failure to do so will result in the game being awarded to the opponents, and then after a further two minutes the match.

If the bleeding is caused deliberately by one of the opponents and the player is unable to continue the bleeding player may be awarded the match.

**BOARD** Usually referred to as the "tin" or "tell-tale". The lowest horizontal marking on the front wall. Sheet metal covers the board (except the painted line sloped portion) as a telltale. A ball touching the board is ruled to be down.

**BOAST** A squash term for a shot where the ball first hits a side wall, or back wall, and then onto the front wall.

**BOX** The terms "service box", "left box", "right box" are also used. A quarter circle area in each quarter court bounded by part of the short line, part of the side wall and by a quarter circle arc. The space from within which the server serves. There is a left service box and a right service box.

**BROKEN BALL** (See also "Cracked ball"). A ball that is broken through both the outside and inside surfaces. The Referee makes a judgment on whether a ball is good, cracked, or broken. The ball must be replaced if it is broken, and the rally is replayed.

**CARRIED** (See also "Double hit"). A stroke where the ball remains in contact with the racquet too long. Such a shot is not good.

**CHOICE** Call made by the Scorer or Referee to indicate that one team has served their hands out (side out) and the other team now serves.

**CEILING** The ceiling and attached fixtures are not part of the playing surface. A ball touching the ceiling or attached fixtures is out. A ball going through a roof structure is in.

**CLEAR** (See "Clearing").

**CLEAR OPPORTUNITY** A situation where there is interference and it is obvious the striker is in or trying to be in good position and would otherwise have been able to strike the ball to the front wall.

**CLEARING** The movement of the non-striking side to give the striking side clear view of the ball and the opportunity to play the ball.

**COMING AROUND** (See also "Turning" and "Around"). The movement of a player to turn, or follow the ball around, in order to strike the ball. The warning by a player that he is about to turn on the ball.

**COMPETITION** A formal setting of matches such as a championship, tournament, or league.

**CONTINUITY OF PLAY** Once play begins, play is expected to be continuous so far as practical.

**CORRECT BOX** The service box where a serve should be taken.

**CORRECTLY** The ball being hit by the racquet, held in the hand, not more than once and without prolonged contact on the racquet. As in "correctly struck ball".

**COURT** The playing surfaces and the space within.

**COURT CONDITIONS** Some things are considered existing conditions such as hanging fixtures, door handle, loose boards, and lighting. Changing conditions are when the lights flicker, a door comes ajar, or there is sweating (not drops of sweat from players) on the floor or wall, which alters play considerably and perhaps dangerously.

**CRACKED BALL** (See also "Broken ball"). A ball, which has a visible crack on the outside surface but is not broken through the inner surface. The referee determines if a ball is good, cracked, or broken. A ball, which is cracked but not through, may be replaced by mutual consent of BOTH teams or may be replaced by the Referee. The rally stands.

**CREATED INTERFERENCE** When a player unnecessarily comes into contact with an opponent in attempting to play the ball; the situation where a player "finds his opponent" in an attempt to get a Let when the direct path to the ball would not have caused interference; and

**CROSSCOURT** A shot hit from one side of the court to the other.

**CROSSING** The movement of a non-striking player to a side wall.

**CROSSING THE FLIGHT** When a player moves sideways, across the flight of the ball, between the ball and the opposing player behind.

**CROWDING** The situation of an opponent standing too close to the striker and not allowing freedom of stroke to play the ball.

**CUT LINE** (See "Service line").

**DANGEROUS PLAY** Action by a player that is deemed to cause or likely cause injury or danger to an opponent.

**DEFAULT** Where a side forfeits a point, game, or match. Also used where the Referee takes similar action.

**DELIBERATE OBSTRUCTION** When a player moves into a position of obstructing. ie. Where the non-striker intentionally "moves into" the striker's stroke of intended ball path to deprive the striker of the shot of his choice.

**DISQUALIFICATION** Where a side forfeits a match.

**DOUBLE BOUNCE** When the ball is played after it has struck the floor twice. The ball is not good.

**DOUBLE FAULT** When two successive faults are made with no intervening play.

**DOUBLE HIT** (See also "Carried"). A shot where the ball typically hits the strings and then the frame or the ball is slung from the racquet. Such a shot is not good.

**DOUBLES BALL** The specified ball for doubles squash.

**DOWN** The term used to indicate that an otherwise good return has struck the floor before reaching the front wall, or has struck the board or tin before striking the floor.

**DROPPED EQUIPMENT** Any attire or equipment such as a head band, glasses, vibration dampener, or racquet that the player drops or loses control of.

**EQUIPMENT** A player's racquet, glasses, head band, wrist watch, and items in pockets, etc. are considered equipment.

**EXCESSIVE FOLLOW THROUGH** (See "Reasonable follow through"). When the latter portion of a swing after the ball has been struck is not compact. ie a straight arm follow through. See "dangerous play" and "clearing".

**EXCESSIVE SWING** (See "Reasonable swing"). When any portion of a swing is not compact. ie a straight arm backswing or follow through. See also "dangerous play" and "clearing".

**EYE GUARDS** Required protective eye guards with Polycarbonate lenses. Must meet specified standards, and must be worn properly.

**FAIR VIEW** A reasonable unobstructed view of the ball and front wall.

**FAIRLY** When a ball is struck according to the rules, that is not carried or a double hit.

**FAULT** (See also "Double fault" and "Foot fault"). When one or more of the conditions of a good serve are not met.

**FIRST HAND** The player who must be the first server each time the team gains service. (See also "Second hand").

**FIRST SERVICE** Multiple meanings. The first of two allowed serves. The first serve by the side-in to begin the sequence of serves from alternating courts. The beginning serve by a hand-in.

**FOOT-FAULT** A service fault caused by not having part of one foot touching the floor entirely within the service box and not touching the line when the ball is struck by the server.

**FREEDOM OF STROKE** The opposition being clear of the striker so as to allow a reasonable swing.

**FRONT COURT** That portion of the court close to the front wall. The front one-third of the court is important in judging the outcome of appeals relating to Lets and Points on cross courts, as well as straight shots.

**FRONT WALL** Part of the playing surface of the court. Bounded at the top by the twenty foot line. The service line and tin are also marked on the front wall.

**FURTHER ATTEMPT** Any action to strike the ball after an initial miss. Any number of attempts by one or both players are permitted.

**GALLERY** The spectators.

**GAME** Part of a match, commencing with a service and concluding when one side's score reaches 15. The side first winning 3 games wins the match.

**GAME BALL** The state of the score when one point is required to win the game in progress. The proper call of an official is "Game ball", not "Possible game ball".

**GET TO** An effort by a player to run to the ball and play it.

**GOOD RETURN** Any shot following the service that complies with the rules of a good return.

**GOOD SERVICE** A serve which meets all requirements as described in the rules.

**HALF-COURT LINE** A line on the floor parallel to the side walls, dividing that part of the court between the short line and the back wall into two equal parts (service courts or quarter courts) and meeting the short line at its midpoint to form the "T".

**HALF TIME** The midpoint of the warm-up. Teams usually warm up separately and must share the warm up time fairly. The warm up period is restricted to 5 minutes per team.

**HAND** The period from the time a player or team becomes server until losing service. (See also Hand-in, Hand-out, Side-in, and Side-out)

**HAND-IN** Condition when a change of server occurs. The player who becomes or is server.

**HAND-OUT** Condition when a change of server occurs. The player who has relinquished serve.

**HEADBAND** Usually a strip of cloth worn around the head to prevent sweat from dripping into the eyes. Considered to be a piece of equipment within the rules.

**IN CONTROL OF** When striking the ball, the player must be in control of his racquet for the entire swing, including the follow through, otherwise the ball is deemed not good. See dropped equipment.

**INCOMING STRIKER** The player who is preparing to play or is in the process of playing the ball including a reasonable follow through. See also out going striker.

**INCOMING STRIKER'S PARTNER** The partner of the incoming striker.

**INCORRECT BOX** The wrong box to deliver a serve.

**INJURY** Illness, cramp, or physical injury. Injury may be self-inflicted or through interaction with an opponent. The cause of such a collision, racquet contact, or ball impact may be deemed accidental, deliberate, or through dangerous play.

**INJURY TIME** A granted delay in the match as a result of an injury of 5 minutes.

**INTERFERENCE** Any action by the opposing side that infringes on access to the ball, play the ball, or see the ball. A distraction by the opposing side.

**INTERVAL** (See Suspended play or Delay). A time-period prescribed by the Rules for a delay in play.

**JUDGE** Two judges are part of the four match officials. Judges assist the Referee when calls by the Referee are appealed by the players.

Judges should only give decisions when asked to do so by the Referee.

Normally the Referee would go first to the Judge with the best view.

**LATE CALL** Failure to make an early call by a player turning, giving the opponents little time to clear

**LEFT COURT RECEIVER** The designated player to receive serves to the left quarter court (service court).

**LEFT SERVICE BOX** (See "Box").

**LET** An undecided rally. If the Referee allows a Let, neither side wins a point for that rally and the server shall serve again from the same box or correct box.

A Referee's decision. An appeal by a player.

**LINE JUDGE** (See Judge)

**LOVE** A score term to indicate zero.

**MARKER** (See Scorer).

**MATCH** The complete contest between two teams, commencing with the warm-up and concluding at the end of the final rally. Usually a best of 5 game contest.

**MATCH BALL** The state of the score when one point is required to win the match. (The correct call is Match ball", not Possible match ball and not Game and match ball).

**MISSES** Attempts to strike the ball but not making contact.

**NEW SERVER** (See Choice, Hand in and Side in).

**NO LET** The Referee's decision to not grant a Let or Point. No replay of rally.

**NORMAL ABILITY** Referee's judgment of the physical strength, speed and skills of a player at that time.

**NOT UP** The expression used to indicate that a player did not strike the ball in accordance with the Rules. Not up applies when either the player did not strike the ball correctly, or the ball bounced more than once on the floor before the striker hits it, or the ball touched the striker or anything worn or carried other than the racquet, or the server made one or more attempts to strike the ball but failed to do so.

**OBSTRUCTED SWING** A swing or attempt that is disrupted by contact or anticipated contact by an opposing player.

**OBSTRUCTION** (See "Interference").

**OFFENDING PLAYER** A player who has committed some offense.

**OFFENDING SIDE** A side who has committed some offense.

**OFFICIALS** The scorer, line judges, and the referee.

**OPPOSING SIDE** The other team.

**OUT** The term used to indicate that either the ball has struck the out line, or a wall above the out line, or the ceiling, or any fitting attached to the ceiling and/or the wall. A ball going through a roof structure or light fixture but not touching it is not out.

**OUTGOING STRIKER** The player who has just completed his reasonable follow through.

**OUTGOING STRIKER'S PARTNER** The partner of the outgoing striker.

**OUT LINE** The lines marking the top boundaries of the court on the front wall, both side walls, and the back wall. The portion of the out line on the front wall is also called the 20 foot line (top line) and the portion on the back wall the 7 foot line.

Note: When a court is constructed without such a line, i.e. the walls comprise only the area used for play, or without part of such a line (e.g. a glass back wall) and the ball in play strikes part of the horizontal top surface of such a wall and deflects back into court, the ball is out. The Referee shall make the decision in the normal manner, subject to the player's appeal.

**OVERRULED** When a Referee's call is not upheld, and the Line judges' call stands.

**PHILADELPHIA (ALSO KNOW AS A PHILLY BOAST)** A shot directed to a high spot in the front corner with the intention the ball will go diagonally towards a back corner.

**PHYSICAL ABUSE** (See Unsportsmanlike conduct). Unsportsmanlike conduct such as running through a player, pushing into a player, or punching.

**PLAYER'S RIGHTS** The striker no longer has any rights once he has completed a reasonable follow through

**PLAYING SURFACES** All the surfaces which the ball may fairly touch which includes the front, back, left and right side walls, and the floor.

**POINT** A unit of the scoring system. The scorer adds one point to a team's score when that team wins a rally or is awarded a point. See also rally.

**PROPER** (See "Fairly"). Done according to the rules.

**QUARTER COURT** (See also Service court). One of two equal parts of the court bounded by the short line, a portion of the side wall, the back wall and the half court line.

**RACQUET** The piece of equipment used to strike the ball. The racquet must meet the specified requirements.

**RACQUET ABUSE** Throwing a racquet in anger or smacking a racquet on a surface, or breaking a racquet deliberately. A type of unsportsmanlike behaviour.

**RALLY** A service only, or a service and any number of returns of the ball, ending when a player cannot make a good return, a player appeals, an official makes a call or the Referee stops play.

**REASONABLE BACKSWING** A player's action to move the racquet away from the body to prepare for a swing towards the ball. A backswing is reasonable if it is not excessive. An excessive backswing is one in which the player's racquet arm is extended towards a straight arm position and/or the racquet is extended with the shaft approximately horizontal. A backswing is excessive if it appears the player is trying to intimidate or initiate contact with an opponent. The Referee shall decide whether a backswing is reasonable or excessive.

**REASONABLE FOLLOW-THROUGH** A player's action continuing the movement of the racquet after it has contacted the ball. A follow-through is reasonable if it is not excessive. An excessive follow-through is one in which the player's racquet arm is extended towards a straight arm position with the racquet also extended with the shaft horizontal, particularly when the extended position is maintained for other than a moment. An excessive follow-through is also one in which the arm extended towards a straight position takes a wider arc than the continued line of flight of the ball. The Referee shall decide whether a follow-through is reasonable or excessive.

**REASONABLE SWING** This consists of a reasonable backswing, strike at the ball and reasonable follow-through.

**RECEIVE** The return of a serve.

**REFEREE** One of the four officials. In the absence of any other court official, the Referee takes on all responsibilities. In charge of all aspects of the match except those matters, which might rest with tournament officials, ie Tournament Referee.

**REPEATED LET** Requested Lets which occur for similar conditions.

**REPLAY** When a previous rally is ignored and the rally is played again. A rally is replayed when a Let is granted.

**RETIREMENT** When a player or side withdraws and concedes a match in progress.

**RETURN** Any shot other than the serve.

**RETURN OF SERVICE** The responding shot to the serve played by the designated player.

**REVERSE CORNER** Usually a cross court shot directed to the furthest front corner. The ball may hit the front wall and then the side wall or the side wall and then the front wall.

**RIGHT COURT RECEIVER** The designated player to receive serves directed to the right quarter court (right service court).

**RIGHT SERVICE BOX** (See "Box").

**SAFETY LET** A Let requested or Let granted that is for the reason that a player's safety was in doubt, had the shot been taken.

**SCORER** An official who keeps a written record of the score and related matters. Announces score, Referee's decisions, and other matters of the match to players and gallery. Similar to a Marker in singles.

**SERVE** (See Service). The shot, which begins each rally.

**SERVER** (See Hand in). The player whose turn it is to serve.

**SERVICE** The Referee's direction for play to begin. A player's action to put the ball into play at the commencement of a rally. The beginning shot of each rally.

**SERVICE BOX** (See Box).

**SERVICE COURT** (See also Quarter court). The floor area bounded by side wall, back wall, short line, and the half court line. The intended target of a serve.

**SERVICE LINE** A line on the front wall between the tin and the out line, extending the full width of the court. A good serve must be between the service line and the front wall out line. Sometimes confused with the short line, which is a floor marking.

**SERVICE MOTION** The entire motion of serving including the foot work leading up to the service swing.

**SEVEN FOOT LINE** The portion of the out line on the back wall.

**SHAPING** The preparation of the racquet and body positioning prior to making an attempt. Also includes the instances when the player gives the appearance of preparing for one shot but chooses to play another shot. i.e switches from shaping to play a forehand to a backhand  
Once there is forward movement of the racquet towards the ball the shaping becomes an attempt.

**SHORT LINE** A line on the floor extending the full width of the court. The front boundary of the service courts.

**SHOT** The striking of the ball and the ball's flight thereafter.

**SIDE** Also referred to as team. Two players make up a side. See also side wall.

**SIDE-IN** Changing of serve to the opposing side. The side that has service.

**SIDE-OUT** Changing of serve to the opposing side. The side that has relinquished service.

**SIDE WALL** Left and right side walls are part of the playing surfaces. The side walls are bounded on the top by a stepped out line.

**SPECIFIED** The description given to balls, racquets and courts that meet existing association specifications.

**SQUIRT** When the ball squirts out of the back corner causing the player to turn unexpectedly.

**STOP** Referee's call to halt play.

**STRIKER** The player whose turn it is to hit the ball after it has rebounded from the front wall, or who is in the process of hitting the ball, or who - up to the point of the return reaching the front wall - has just hit the ball.

**STRIKING AT** (See also Attempt, Stroke and Swing). The motion of a player attempting to hit the ball.

**SUSPEND PLAY** (See also Injury time). To interrupt play for instances such as a broken ball or injury.

**SUSTAIN** (See Upheld). When a Referee's decision is upheld with the support of at least one line judge.

**SWEARING** (See Unsportsmanlike conduct" and Verbal abuse).

**SWING** (See Attempt).

**TEAM** (See Side).

**TELL-TALE** (See Tin or Board).

**TIE** When the game score is the same for the two sides. Also when each side has won the same number of games.

**TIME** Referee's call to end a warm-up or resume play.

**TIN** (See Board or Tell-tale). The lower band across the front wall. Also refers to the covering on the board or tin, which should be constructed of a material that makes a distinctive sound when struck by the ball.

**TOUCHING PLAYER** The situation when the ball touches a player or anything a player wears or carries. The racquet of the striker is the only thing other than the playing surfaces the ball may touch, otherwise the play stops.

**TOURNAMENT REFEREE** The person given overall responsibility for all scoring and refereeing matters throughout the tournament, including the appointment and replacement of officials to matches.

**TURNING** The action of the striker when the ball is followed around and the striker physically turns, to play the ball to the front wall or to the side walls in the front third of the court. This usually occurs in the back corners of the court.

**TURNS** (See Turning, Around, and Coming around).

**TWENTY FOOT LINE** The portion of the out line on the front wall.

**TWO SERVES** The rules of doubles squash permit two serves.

**UNBECOMING CONDUCT** (See Unsportsmanlike conduct).

**UNBECOMING LANGUAGE** (See Verbal abuse and Unsportsmanlike conduct).

**UNSIGHTED** Where an official's sight line is blocked from seeing pertinent activity such as a double bounce.

**UNSPORTSMANLIKE CONDUCT** Any verbal, physical, or otherwise behaviour which is unbecoming of squash etiquette.

**UPHELD** (See Sustained). When a Referee's call is confirmed by a Judge and his original ruling stands

**VERBAL ABUSE** A player's language directed to other players, officials, or gallery that is unbecoming of squash etiquette.

**VIBRATION DAMPENER** A device, often a small rubber ball or clip, attached to a racquet to lessen the vibration of the strings. The device can be knocked loose during play. See dropped equipment.

**VISUAL DISTRACTION** A distraction by the players such as waving or falling down. Or an outside source such as flickering lights. It is a Referee's decision to deem such an event as accidental, intentional, or sufficient to disrupt play.

**VOLLEY** A shot that is taken before the ball has struck the floor.

**WARM-UP** The time allowed, immediately preceding the start of play, for the players to prepare themselves on the match court and to warm the ball to playing condition. A pre-game warm-up is permitted that may be up to 5 minutes per team. Sides normally warm up independently.

**WARNING** Notification given by the Referee to a player or side that a similar infraction may result in a penalty such a loss of point, game, or match.

**WINNING SHOT** (See Winning situation).

**WINNING SITUATION** Where a player is in position, or would be able to be in position in the absence of interference, to hit a shot that is deemed to be a winner. The player's ability to hit the winner is not to be taken into account, only the situation for the winner.