

# KEY RULES OF SQUASH 57

## SINGLES

### COURT

The version of squash called 57 is played on a normal squash court.

### KEY EQUIPMENT DIFFERENCES, 57 TO SQUASH

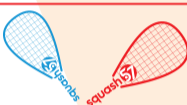
Rackets: the 57 racket is about 20% shorter than a squash racket

Balls: the 57 ball is larger than a squash ball, 57mm in diameter as opposed to 40mm, and bouncier. The blue 57 ball is bouncier than the black 57 ball



### THE GAME, HOW PLAYED

Played by two players using 57 rackets and a 57 ball



### SCORE

A match is usually best of 5 games, though best of 3 can be played too. Each game uses point-a-rally scoring up to 11 or 15 points. When the game score is tied, at 10-10 or 14-14 respectively, a player/team must win by two clear points

### POINTS, HOW SCORED

The winner of each rally scores a point

A ball that hits a line is 'out', unlike in tennis when a ball hitting a line is 'in'

### SERVER

The server, or doubles team to serve, is decided on the 'spin of the racket'



### GOOD RETURN

A return is good if the serve is returned by volley or after the ball has bounced once onto the front wall without going out of play or hitting the tin. The good return does not need to hit the front wall directly, it could hit side and/or back walls before hitting the front wall

### LET

A Let is an undecided rally which is re-played. Each player must make every effort to get out of their opponent's way. If a player is inadvertently prevented from playing the ball it is a LET unless if the hinderance is the result of a 'poor' shot with the ball rebounding back at/through the striker

### HITTING OPPONENT WITH THE BALL

If an otherwise good return, before reaching the front wall, hits the opponent then:

- If the ball would have struck the front wall directly then the striker wins the rally
- If the return would not have been good, the striker loses the rally
- Otherwise it's a let and the point is replayed

If the ball hits the opponent after hitting the front wall then the player who has been hit loses the point

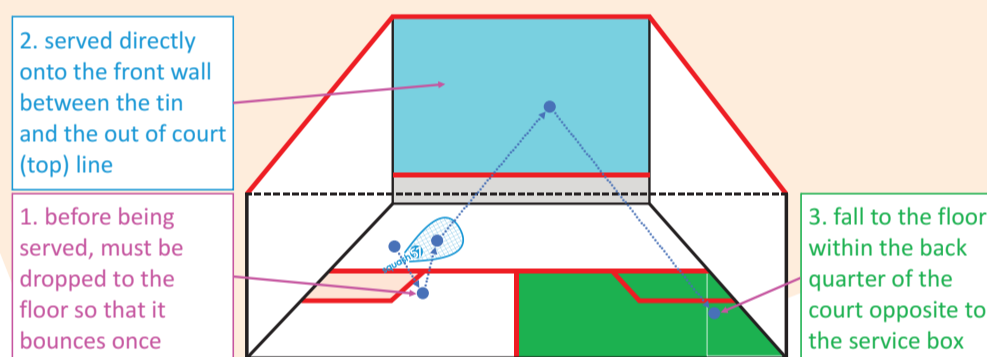
### SERVICE

#### • The server

- has the choice of serving first from either service box and then alternates for as long as the server is winning consecutive points
- continues serving until losing a point, after which the server, or server's team in the case of doubles, becomes the receiver
- when striking the serve must have at least 1 foot inside the service box [Note: unlike squash, the serve is not required to hit the front wall above the service line]

#### • The ball

1. before being served, must be dropped so that it bounces once
2. must be served directly onto the front wall between the tin and the out of court (top) line. Failure to directly hit the front wall results in the server losing the point immediately
3. on its return from the front wall the ball must, unless volleyed by the receiver, fall to the floor within the back quarter of the court opposite to the service box before hitting the back wall. If the served ball hits the back wall and the floor in the appropriate back quarter at the same time, ie a 'nick', then the serve is good



#### • Faults

- First service: if the serve hits the back wall before hitting the floor or hits the floor outside of the appropriate back quarter and the receiver tries to play the ball then the service becomes good and the rally continues. If the receiver does not try to play the ball/fault then the server has a 2<sup>nd</sup> serve. [Note: unlike squash, there is a 2<sup>nd</sup> serve in 57]
- Second Serve: if a fault then this is now immediately a 'double fault'
- In summary a service is a fault if:
  - The ball is not dropped/thrown to the floor before serving
  - The server foot faults
  - The served ball does not land on the floor in the appropriate quarter
  - The served ball hits the back wall before the floor

### RETURN OF SERVICE & SUBSEQUENT PLAY

After a good service has been delivered, the players strike the ball alternately until one fails to make a good return

## DOUBLES

### THE GAME, HOW PLAYED

Played by 2 teams of 2 players

### SERVER

Each team nominates its server for the first game. That player serves for the whole of game one and game three in a five-game match. The other player serves for game two and game four (if played). In the final game (3<sup>rd</sup> or 5<sup>th</sup>) when the first side's score reaches 5 if playing up to 11, or "7" if playing up to 15, the server changes for both teams

### RETURN OF SERVICE & SUBSEQUENT PLAY

At the beginning of each game, each team decides which one of its players to receive service in the right-hand service court and which in the left-hand service court for the whole of that game. When the ball is being served, only the Receiver may stand in the service court opposite the server. The order of striking shall be: Server, Receiver, the Server's partner, the Receiver's partner and so on

### LET

If a player is hindered by their own partner, there is no let and the rally is lost

