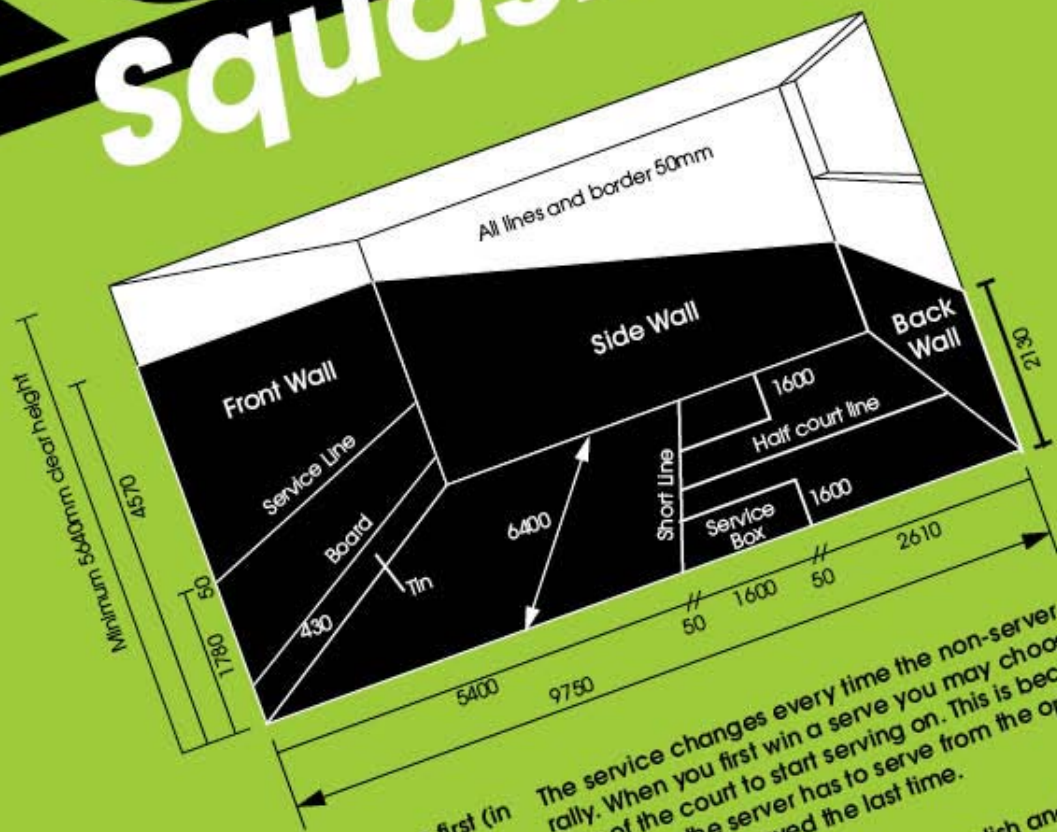


RULES of Squash



At the start of a match it is decided who will serve first (in an amateur match this is usually decided by spinning a racket).

The basic principle is that you must hit the ball onto the front wall so that it bounces back into the court and your opponent tries to play it back.

When serving a player must have at least one foot in the service box on his side of the court. On the front wall of the squash court there are three red lines. When serving the ball it must hit the wall between the middle and top lines. After the ball has hit the front wall it must continue on into the opposite half of the court. Then a rally is played by hitting the ball back and forth between the two players off the front wall between the top and bottom lines. If you win a rally it is your turn to serve until your opponent wins a rally.

If a player obstructs their opponent during a point, so as to prevent their opponent from being able to play the ball, then the point must be played again - this is called a 'let'. If a player is hit by the ball during a point then their opponent wins the point.

The service changes every time the non-server wins a rally. When you first win a serve you may choose which side of the court to start serving on. This is because after each rally the server has to serve from the opposite side from which he served the last time.

Scoring

- There are two scoring systems, English and American.
- In English scoring you only get a point if you win a rally and you served at the start of the rally. This means that if you win a rally but didn't serve you only get the service and not a point.
 - Using American scoring when you win a rally it doesn't matter if you served or not, you get a point anyway. Normally, if using English scoring a set goes to 9 points and using American scoring to 15.