

# Princeton University Intramural Sports Squash Rules



## **I. EQUIPMENT/UNIFORM**

- a. All players must present their Princeton University ID in order to enter Dillon Gym.
- b. Non-marking soled shoes must be worn. Players using other shoes will be barred from future use of the courts.
- c. Equipment will be available at the front desk for check-out with your University ID.

## **II. GENERAL RULES**

- a. Players
  - i. Warm up time is limited to 5 minutes.
  - ii. Varsity Athletes are not allowed to participate in their own sport for the entire academic year.
  - iii. Players will be required to play a minimum of at least 2 matches per week.
  - iv. Players must contact their opponents within the ladder bracket and organize a common time to participate. Players should reserve their court on the squash court sheets located at the entrance of the squash courts in Dillon Gym.
- b. Service
  - i. A server is determined by spin of racquet.
  - ii. At the beginning of a game, and each time there is a new server, the ball shall be served from either server box, and then alternated until the serve is lost.
  - iii. Ball served from the wrong box - no penalty; receiver may demand correct service if he does not play ball.
  - iv. Server must keep one foot in the service box (not touching lines) until the ball leaves the racquet. Ball must first hit the front wall above service line and below ceiling, then bounce first in the opposite court (not touching lines) either before or after touching any wall or walls in courts otherwise a default.

- c. Return of service and play
  - i. A ball must be hit on volley or first bounce and reach the front wall on fly above the tell-tale... may touch any walls before or after reaching the front wall.
  - ii. Service called a fault may not be played.
  - iii. Until a ball has been touched or hit the floor twice, it may be struck any number of times.
  - iv. If, on the first bounce from the floor the ball hits on or above the red line on the back wall, the point shall be played over.
  - v. If at any time the ball hits outside the playing surface of the court (ceiling, lights, and crossbeam) it is a point against the player hitting the ball.
  
- d. Fair ball touching player
  - i. If, after hitting front wall and before played, ball hits either player, the player touched loses the point.
  
- e. Struck ball hitting players
  - i. If ball hits opponent before reaching front wall:
    - 1. Striker wins point if ball would have reached front wall without hitting other walls.
    - 2. It shall be a let if ball would have reached front wall after hitting other wall.
    - 3. Striker loses point if return would not have been good.
  
  - \*\*\*In case of doubt, it shall be a let
  
  - ii. **Let:** A let is stopping of play and playing over of point, and shall be called when:
    - 1. A striker is hindered by opponent from reaching or striking the ball.
    - 2. Owing to the position of opponent, a player is unable to avoid being hit by the ball.
    - 3. Player refrains from hitting ball for fear of injuring his opponent.

Note: No let unless striker could have made a good return

### III. CONTINUITY OF PLAY

- a. Play shall be continuous except between the thirds and fourth games, as which time either player may suspend play for not more than 5 minutes.
- b. Each team must submit their scores online at [www.imleagues.com](http://www.imleagues.com) at the conclusion of their match.