



Fairwest Squash League Your responsibilities as a referee...

6 essentials for responsible officiating

- 1) The referee and marker should be seated in a central position behind the court. If needed the referee and marker should ask any spectators to move before the match to make room for them.
- 2) You should be paying **100% attention at all times**. Your phone should be away and you should not be socializing with your partner or anyone else in the audience while the match is in progress.
- 3) When announcing the score or a decision **use a loud and clear voice** so that both players and spectators can hear you.
- 4) When you are sure of a call, **don't be afraid and do not hesitate to shout the word "STOP" to halt the players** so that you can inform them of a "fault" (missed serve or foot fault), "down" (tin), "not up" (double bounce), or "out" (out of court) ball.
- 5) **Make quick, confident calls** and stick to your decisions without influence from the players, parents, or spectators.
- 6) If you are **unsure** about whether an appeal is a "let", "stroke", or "no let" **then your call should be a "let"**. After the match you should consult a coach or knowledgeable teammate, describe the situation, and get their advice on what the correct call should have been. Learning from the situation will hopefully give you the confidence to make the correct decision when a similar situation occurs in the future.

Roles and Duties of the Marker and Referee

Marker

1. **Announces** and keeps track of the **score**.
2. **Makes the calls** of "fault" (missed serve or foot fault), "down" (tin), "not up" (double bounce), and "out" (out of court).

Referee

1. Makes the call on all appeals for interference (**let, stroke, or no let**).
2. **Corrects the marker** if he or she makes an incorrect call of "fault", "down", "not up", or "out". A let is played if this occurs. Also stops play and corrects the marker if he or she fails to make one of the calls listed above.
3. Is responsible for **keeping track of time** and notifying players about how much time they have left. Instances where time is kept: **1. Warm-up: 5 minutes total, 2.5 minutes per side** **2. In between games: 90 seconds** **3. Injury time: (flip over this sheet for more info on injuries)**
4. Issues **conduct** warnings, strokes, games, and matches where appropriate
5. The referee, not the marker, **has the final say** on all calls.

Let–Stroke–No Let Decisions

Ask yourself if the player was allowed all of the three freedoms:

- 1) **Direct line to the ball**. If not then the call is a "let" as long as freedoms 2 and 3 are available to the player.
- 2) **Space for a reasonable swing**. If not then the call is a "stroke".
- 3) **Full access to the front wall**. If not then the call is a "stroke".

DOUBLE SIDED

Other Calls

Safety Let: This occurs when a player asks for a let because they feel that they are in danger of injuring their opponent. Even if they were allowed their three freedoms, a “safety let” is given for their concern.

No Let: This is given if a player appeals, all of the three freedoms were available to them, and they were obviously not appealing for concern over their opponent’s safety. This call is also given if one of the freedoms of the appealing player was denied, however, it is obvious that in spite of the interference the appealing player would not have been able to reach the ball and make a good return. Finally, a no let can be given if the appealing player has not made every effort to play the ball before their appeal.

Safety Let for Turning: This occurs when a player lets the ball go past them, turns towards the center of the court to shape for the ball, and then appeals to the referee on the grounds that they now do not have full access to the front wall when hitting their shot. The call in this case is a “let”.

Injury and Bleeding Rules

Self-Inflicted Injuries (i.e. pulled muscle, player tripped over themselves): **3 minutes** break after which the player must forfeit the game and is then given an additional 90 seconds. If unable to continue after 90 seconds then they forfeit the match.

Contributed Injuries (i.e. an accidental collision between the players): **15 minutes break** and then an addition 15 minutes at the referee’s discretion. If the injured player is unable to continue then the match is awarded to the injured player.

Opponent Inflicted (Deliberate or dangerous action by the opponent): If the injured player requires any recovery time then the **match is awarded to the injured player**. Hitting your opponent with an excessive swing is often the most common example of dangerous action.

Pre-existing Conditions such as Nausea, asthma, cramping, or sickness **do not warrant any injury break**. Players can always forfeit the game and take a 90 second break.

Bleeding: An open wound that is bleeding must be addressed immediately and the player is allowed a reasonable amount of time to stop the blood. A bleeding player, however, is only given this freedom one time per wound. If a previously treated wound reopens again during the match, then the player must forfeit the game and is allowed a 90 second break. If unable to stop the bleeding after 90 seconds then the bleeding player forfeits the match. Any wound caused by the deliberate or dangerous action of an opponent results in the match being awarded to the bleeding player.