

Avon Squash
Code of Conduct
2019/2020



Head of Referee's Forward



In recent years on-court behavior has been consistently slipping; this is an issue around the country, not just in Avon. However, it has been apparent that the on-court behavior by a number of players in this county has fallen way below what is acceptable and highlighted an increasing trend of poor sportsmanship, racket abuse and bad language.

The message about improving behaviour is going out to every county in the country, but the Avon committee wants to force home the guidelines that we already have in place. Examples of unacceptable behavior has not been consistently dealt with appropriately in the past and we feel we are not doing those individuals a service by turning a blind eye. There are penalties for those individuals who let themselves down and this document aims to bring that information and direction to the fore, as we look to target poor conduct going forward. Those who referee matches should feel confident in enforcing these laws and can approach me at anytime should they require advice.

On that note, we also demand better support for our referees. There are many who give up their own time and do their utmost to officiate team matches each week. Needless to say, it can be a thankless task and the unwarranted abuse that some receive is completely unacceptable. I implore you to consider how you personally treat referees whilst on court and ask you to think about whether your actions are appropriate and in keeping within the spirit of the game.

Our code of conduct is re-printed below, as a gentle reminder to everyone. The key elements are pretty basic...play fair, act decently and be respectful.

Thank you for your support.

Phil Rea

referees@avonsquash.co.uk

Avon Squash Code of Conduct

Overview

A player will recognise that their behavior reflects on themselves, Avon Squash and the sport as a whole. Winning is a key element of any sport **BUT** not winning at any cost. Fair play and respect for all others in the game is fundamentally important.

The Avon committee are seeking to make squash more enjoyable for all who take part and to make our sport more attractive to people looking to join our community.

Attitude

All Avon Squash Members will:

- Operate within the rules and spirit of squash and racketball (See appendix for a rules overview).
- Make every effort to develop their own sporting abilities.
- Give maximum effort and strive for continued player development.
- Accept success and failure, victory and defeat equally.
- Show respect to players, other teams and officials.
- Be positive role models to aspiring players

Behaviour

In keeping with the ES code of conduct (see references below), all Avon Squash Members will:

- Conduct themselves at all times, when training and competing, in a correct and proper manner that does not bring Avon Squash, any commercial partner or themselves into disrepute.
- Treat opponents and fellow members with due respect at all times, irrespective of the result of the game.
- Always shake hands with your opponents and peers at the end of a training session or match.
- Do not use inappropriate language.
- Accept the decisions of a match official **without** protest.

Disciplinary

Disciplinary action will follow section 7 of the ES code of conduct. The following items are considered as disciplinary offenses:

- a) Swearing.
- b) Making offensive gestures.
- c) Disputing decisions made by a referee.

Avon Squash Code of Conduct

- d) Deliberate contact between players or between players and playing equipment.
- e) Making offensive comments, or comments which might be regarded as offensive about opponent, match officials, coaches or spectators on the basis of race, sex, sexual orientation, gender or disability.
- f) Abuse of facilities
- g) Abuse of equipment.

What can you do?

Referees and markers are expected to issue penalty points and/or games for these infringements. If appropriate a verbal warning should be given to the players concerned to avoid the chance of the situation getting further out of hand.

The county recommends the process as follows for dealing with issues as they happen.

- i) If the offense is harmless then pre-empt the escalation by talking to the player involved and maybe issuing a verbal warning.
- ii) For infringements, award a penalty point and state the infringement.
 -) For continued infringements award penalty games

Warning: The league expects infringements to be reported in the match summary on the BAD website.

When infringements take place, the marker can award penalty strokes or games. These will have to be reported back to the Avon committee in the match report where the scores are submitted.

Where there is contention, both sides may submit a statement to the committee, which will be reviewed the next time the committee meets.

In serious or repeat cases, the committee may ban players or dock points from the teams as appropriate. The extent of the penalty will be dependent on the extremity of the offence and at the discretion of the Avon committee.

In cases that impact the hosting club, a report on the matter may be forwarded to the club from the Avon committee.

At least one Referee and Marking course will be organised during the season and more will be arranged, subject to demand. However, players or referees wanting to seek clarity on any of the rules should approach the County's Head of Referees at: referees@avonsquash.co.uk.

Avon Squash Code of Conduct

Further Reference

Avon Squash Rules

<https://www.badsquash.co.uk/about.php?con=about.rules>

ES Code of Conduct

<https://data.englandsquash.com/files?fileName=bbe8360c-62d6-4f54-a07a-74c945844e2c.pdf>

Appendix A: Rules of Squash and Squash 57 (Racketball)

Rules of squash

Here are the basic rules as on the ES website (2019). A more detailed extract can be picked up from <https://www.englandsquash.com/get-involved/play/master-the-basics>

Squash equipment

Squash is played between two players on a squash court each using a standard racket, and a ball approved by England Squash.

Scoring

Matches are the best of 3 or 5 games, at the option of the competition organiser. Each game is point a rally scoring to 11 (PAR11). If the score in a game is tied at 10-10, a player must win by 2 clear points.

How to win points

Points can be scored by either player. When a player fails to serve or to return the ball, in accordance with the rules, the opponent wins the point. When the Receiver wins a point, they become the Server and add one to their score.

Service

- a) The right to serve is decided by the spin of a racket or coin. Thereafter the Server continues to serve until they lose the point; the opponent then becomes the Server.
- b) At the beginning of each game and each rally, the Server has the choice of serving from either service box and shall thereafter alternate for as long as they score points and remains the Server.
- c) The ball must be served direct on to the front wall between the service line and the out line, so that on its return, unless volleyed, its first bounce lands within the back quarter of the court opposite to the Server's box.
- d) A service is a fault:
 - (i) If at the time of striking the ball the Server fails to have at least one foot in contact with the floor within the service box, and no part of that foot touching the line surrounding the service box (called a foot-fault).
 - () If after releasing the ball the Server fails to strike it before the ball falls to the floor, touches a wall, or touches anything the server wears.
 - (i) If the Server fails to strike the ball directly onto the front wall between the service and the out lines.
 - (ii) Unless volleyed by the Receiver, the first bounce of the ball on the floor is not in the quarter court opposite the serves box.
 - (iii) If the Server serves the ball out.

Play

After a good service has been delivered, the players return the ball alternately until one or the other fails to make a good return, or the ball otherwise ceases to be in play, in accordance with the rules.

NB: If any part of the ball touches the out line the ball is deemed out or if the ball hits the tin or the floor on its second bounce the ball is deemed down. Similarly, if the ball bounces on or before the short line from a service, the serve is deemed a fault.

A good return

A return is good if the ball, before it has bounced twice on the floor, is returned by the striker on to the front wall above the tin, without touching the floor or any part of the striker's body or clothing, provided the ball is not hit twice, down or out.

Lets

A let is an undecided stroke, and the service or rally in respect of which a Let is allowed, shall not count and the Server shall serve again from the same box.

(a) A let may be allowed:

(i) If the striker refrains from hitting the ball owing to a reasonable fear of injuring the opponent.

(ii) If the striker, on the way to playing the ball incurs sufficient interference to impede their access to the ball when the striker would have otherwise played a good shot.

(iii) If the Referee is asked to decide an appeal and is unable to do so.

(b) A Let shall be allowed:

(i) If the Receiver is not ready, and does not attempt to take the service.

(ii) If the ball breaks during play.

(iii) If an otherwise good return has been made, but the ball goes out on its first bounce.

iv) If the ball in play touches the receiver or anything carried or worn by the receiver whilst on the way to the side wall or back wall in anticipation that the ball would have reached the front wall and hence been a good return.

How strokes (points) can be won

A player wins a stroke:

a) If the server fails to make a good serve (See point 4 on the Service).

b) If the opponent fails to make a good return of the ball in play.

c) If the ball in play touches the opponent or anything carried or worn by the opponent whilst on the way to the front wall.

d) If a player drops the racket, calls out or in any other way distracts the opponent, and the Referee considers that such occurrence has caused the opponent to lose the stroke.

e) If the ball hits the ceiling or any object outside of the court.

Freedom to play the ball

After playing a ball, a player must make every effort to get out of the opponents way.

Avon Squash Code of Conduct

That is:

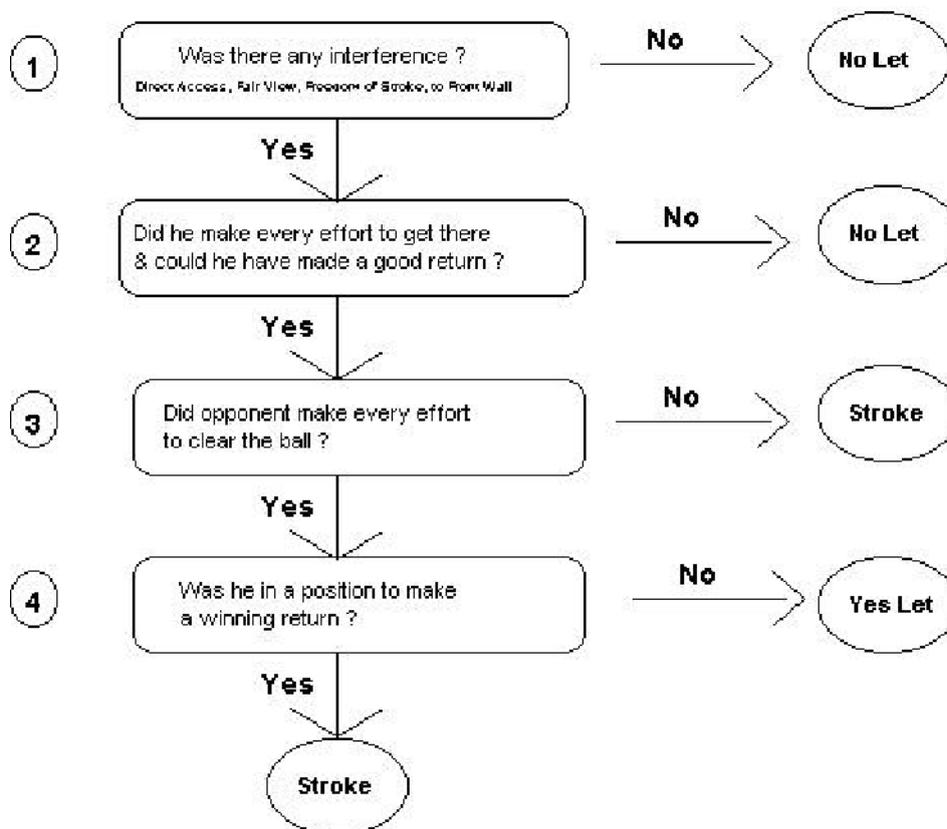
(i) A player must make every effort to give the opponent a fair view of the ball, so that it may be sighted adequately for the purpose of playing it.

(ii) A player must make every effort not to interfere with, or crowd, the opponent in the latter's attempt to get to, or play, the ball.

() A player must make every effort to allow the opponent, as far as the latter's position permits, freedom to play the ball directly to the front wall, or to either side wall.

Warm-up

Immediately preceding the start of play, a period not exceeding four minutes (2 minutes each side) shall be allowed on court for the purpose of warming-up.



INTERFERENCE

			Decision	Rule
Did interference occur?	NO	➤	NO LET	12.7.1
YES ▼				
Was the interference minimal?	YES	➤	NO LET	12.7.1
NO ▼				
Could the obstructed player have got to the ball and made a good return and was that player making every effort to do so?	NO	➤	NO LET	12.7.2
YES ▼				
Did the obstructed player move past the point of interference and play on?	YES	➤	NO LET	12.7.3
NO ▼				
Did the obstructed player create the interference in moving to the ball?	YES	➤	NO LET	12.7.4
NO ▼				
Did the opponent make every effort to avoid interference?	NO	➤	STROKE to player	12.8.1
YES ▼				
Did the interference prevent the player's reasonable swing?	YES	➤	STROKE to player	12.8.2
NO ▼				
Could the obstructed player have made a winning return?	YES	➤	STROKE to player	12.8.3
NO ▼				
Would the obstructed player have struck the opponent with the ball going directly to the front wall or if going to a side wall would it have been a winning return?	YES	➤	STROKE to player	12.8.4
	NO	➤	YES LET	12.9

Rules of Squash 57 (Racketball)

Master the basic rules of Squash 57 below. Looking for the full rules? Download the [rules for singles and doubles](#) (PDF).

Squash 57 equipment

Squash 57 is played between two players on a squash court using a standard racket each, and a ball approved by England Squash.

Scoring

Matches are the best of 3 or 5 games, at the option of the competition organiser. Each game is point a rally scoring to 11 (PAR 11). If the score in a game is tied at 10-10, a player must win by 2 clear points.

How to win points

Points can be scored by either player. When a player fails to serve or to make a good return, in accordance with the rules, the opponent wins the point. When the Receiver wins a point, they become the Server and add one to their score.

Service

(a) The right to serve is decided by the spin of a racket or coin. Thereafter the Server continues to serve until they lose the point; the opponent then becomes the Server.

(b) At the beginning of each game and each hand, the Server has the choice of serving from either service box and shall thereafter alternate for as long as they score points and remains the Server.

(c) The ball, before being struck, shall be dropped or thrown on to the floor, without touching the wall; it must be served direct on to the front wall between the tin and the out of court line, so that on its return, unless volleyed, it falls to the floor within the back quarter of the court opposite to the Server's box.

(d) A service is a fault:

(i) If at the time of striking the ball the Server fails to have at least one foot in contact with the floor within the service box, and no part of that foot touching the line surrounding the service box (called a foot-fault).

(ii) If the ball touches the back wall before touching the floor. It may touch the side wall before touching the floor. A ball which strikes the back wall and floor simultaneously is a good service.

(iii) If the ball first touches the floor on or outside the short or half court lines delimiting the back quarter of the court required in Rule 4©.

(iv) If it is not bounced on the floor before serving

Play

After a good service has been delivered, the players return the ball alternately until one or the other fails to make a good return, or the ball otherwise ceases to be in play, in accordance with the rules.

Avon Squash Code of Conduct

NB: If any part of the ball touches the out of court lines or the tin, the ball is deemed out. Similarly, if the ball bounces on the short line from a service, the serve is deemed a fault.

A Good Return

A return is good if the ball, before it has bounced twice upon the floor, is returned by the striker on to the front wall above the tin, without touching the floor or any part of the striker's body or clothing, provided the ball is not hit twice or out.

Lets

A Let is an undecided stroke, and the service or rally in respect of which a Let is allowed, shall not count and the Server shall serve again from the same box. A Let shall not cancel a previous first fault which was not taken by the Receiver.

(a) A let may be allowed:

- (i) If, owing to the position of the striker, the opponent is unable to avoid being touched by the ball before the return is made.
- (ii) If the ball in play touches any article lying in the court.
- (iii) If the striker refrains from hitting the ball owing to a reasonable fear of injuring opponent.
- (iv) If the striker, in the act of playing the ball, touches the opponent.
- (v) If the Referee is asked to decide an appeal and is unable to do so.
- (vi) If a player drops the racket, calls out or in any other way distracts the opponent, and the Referee considers that such occurrence has caused the opponent to lose the stroke.

(b) A Let shall be allowed:

- (i) If the Receiver is not ready, and does not attempt to take the service.
- (ii) If the ball breaks during play.
- (iii) If an otherwise good return has been made, but the ball goes out of court on its first bounce.

How strokes (points) can be won

A player wins a stroke:

- a) If the Server serves a double fault
- b) If the opponent fails to make a good return of the ball in play
- c) If the ball in play touches the opponent or anything carried or worn by the opponent whilst on the way to the front wall

Freedom to play the ball

After playing a ball, a player must make every effort to get out of the opponents way.

That is:

- (i) A player must make every effort to give the opponent a fair view of the ball, so that it may be sighted adequately for the purpose of playing it.
- (ii) A player must make every effort not to interfere with, or crowd, the opponent in the latter's attempt to get to, or play, the ball.
- (iii) A player must make every effort to allow the opponent, as far as the latter's position permits, freedom to play the ball directly to the front wall, or to either side wall to within approximately one metre of the front wall.

