

GAME

(a) The object of the game is to win by scoring points. Each side or team, consisting of two players, shall earn points either by winning a rally or by being awarded them. Each point won by or awarded to a side shall add one to its score. Each point taken away from a side shall subtract one from its score.

(b) The side which first scores fifteen points wins the game except that:

(1) At "thirteen all" the side which has first reached the score of thirteen must announce one of the following before the next serve:

(i) Set to five points making the game eighteen points

(ii) Set to three points making the game sixteen points

(iii) No set making the game remain fifteen points

(2) At "fourteen all" provided the score has not been "thirteen all", the side which has first reached the score of fourteen must announce one of the following before the next serve:

(i) Set to three points making the game seventeen points

(ii) No set making the game remain fifteen points

MATCH

(a) The side which first wins three games wins the match, except that a side may be awarded the match at any time upon the retirement, default or disqualification of the opposing side.

SERVICE

(a) At the start of a match the choice to serve or receive shall be decided by the spin of a racquet. The two partners of a side shall serve in succession, the first retaining his serve until his side has lost a point. On the loss of a subsequent point the side shall be declared "out" and the serve revert to the opponents. On the first serve of every game, however, the "in" side shall be declared "out" after it has lost one point only. The order of serving within a side shall not be changed during the progress of a game. At the end of a game the side which has won the game shall have the choice of serving or receiving to commence the next game.

(b) The server must stand with at least part of one foot touching the floor within the service box when the ball is struck and serve the ball onto the front wall above the service line and below the top line before it touches any other part of the court, so that on its rebound (return) it first strikes the floor within, but not touching, the lines of the opposite service court, either before or after touching any other wall or walls within the court. This player must be in control of and holding on to the racquet at the moment of contact. A ball so served is a good service, otherwise it is a Fault. If the referee calls a foot-fault and the server believes the service was proper, the server may appeal the referee's call.

(c) If the first service is a Fault, the server shall serve again from the same side. If the server makes two consecutive Faults, he loses the point. A service Fault may not be played, but the receiver may volley any service which has struck the front wall.

(d) At the beginning of each game and each time a side becomes "in" the ball shall be served from whichever service box the first server for the side elects, and thereafter alternately until the side is "out" or until the end of the game.

(e) A ball is in play from the moment at which it is struck with the racquet until:

(1) the point is decided;

(2) a Fault is made; or a Let occurs

(f) If, in the act of serving a player strikes at but misses the ball, a fault shall result.

RETURN OF SERVICE AND SUBSEQUENT PLAY

(a) A return is deemed to be made at the instant the ball touches the racquet of the player making the return. To make a good return of a service or of a subsequent return the ball must be struck on the volley or before it has touched the floor twice, and reach the front wall on the fly above the tell-tale and below the top line, and it may touch any wall or walls within the court before or after reaching the front wall. On any return the ball may be struck only once. It may not be "carried" or "double-hit."

(b) At the beginning of each game each side shall designate one of its players to receive service in the right hand service court and the other to receive service in the left hand service court and throughout the course of such game the service must be received by the players so designated.

(c) If the designated receiver fails to make a good return of a good service, the serving side wins the point. If the designated receiver makes a good return of service the sides shall alternate making returns until one side fails to make a good return. The side failing to make a good return loses the point.

(d) Until the ball has been touched or has hit the floor twice, it may be struck at any number of times by either player on a side.

(e) If at any time after a service the ball hits outside the playing surfaces of the court (the ceiling and/or lights, or on or above a line marking the perimeters of the playing surfaces of the court), the side so hitting the ball loses the point.

RIGHT TO PLAY THE BALL

(a) Immediately after he or his partner has struck the ball, each player must get out of his opponents' way and must:

(1) Give his opponents a fair view of the ball;

(2) Give his opponents a fair opportunity to get to and strike at the ball in and from any position on the court elected by an opponent. A player will be deemed to have failed to give his opponents a fair opportunity to get to and strike the ball when he has used an excessive follow through so that an opponent has to wait for an excessive swing;

(3) Allow either opponent to play the ball to any part of the front wall or back wall and to that part of each side wall in front of the red floor service line. The Referee shall deny a "Let" to the striker when in the opinion of the Referee the striker could have played the ball SAFELY, but instead requested a "Let" to get out of an unfavourable position; and

(4) Refrain from creating a visual or audible distraction.

POINT

(a) A Point shall be awarded to a side:

(1) When an opponent deprives a player of a clear opportunity to attempt a winning shot; or

(2) When an opponent fails to make the effort within the scope of his normal ability to avoid the violation thereby depriving a player of an opportunity to attempt a shot; or

(3) When an opponent has caused repeated Lets, no one of which individually constitutes a Point.

(b) The Referee shall not award a Point unless a Point or a Let is requested by a player.

LET

(a) A Let mandates the playing over of a point.

(b) On the replay of the point the server

(1) is entitled to two serves even if a Fault occurred in the original point,

(2) must serve from the correct box even if he served from the incorrect box on the original point, and

(3) provided he is a new server, may serve from a service box other than the one selected on the original point.

(c) In addition to the Lets described elsewhere, the following are Lets if the player on the side whose turn it is to strike the ball could otherwise have made a good return:

(2) When such player refrains from striking at the ball because of a reasonable fear of injuring an opponent.

(3) When such player before or during the act of striking or striking at the ball is touched by either of his opponents, their racquets or anything either of them wears or carries.

(4) When on the first bounce from the floor the ball hits on or above the seven foot line on the back wall; and

(5) If a player thinks the ball has broken while play is in progress, he must nevertheless complete the point and then immediately request a Let, giving the ball promptly to the Referee for inspection. The Referee shall allow a Let only upon such prompt request if the ball in fact proves to be broken.

(d) A player may request a Let or a Point. A request by a player for a Let shall automatically include a request for a Point. Upon such request, the Referee shall allow a Let, Point or No Let.

(e) No Let shall be allowed on any stroke a player makes unless he requests such before or during the act of striking or striking at the ball or immediately after doing so in the event of an obstructed swing.

BALL IN PLAY TOUCHING PLAYER

(a) If a ball in play after hitting the front wall, but before being returned again, shall touch any player, or anything he wears or carries (other than the racquet of the player who makes the return) the side of the player so touched loses the point.

(b) If a ball in play touches the player who last returned it or his partner or anything either of them wears or carries before it hits the front wall, the side of the player so touched loses the point.

(c) If a ball in play, after being struck by a player on a return, hits either of the player's opponents or anything either of them wears or carries before reaching the front wall:

(1) The side of the player who made the return shall lose the point if the return would not have been good.

(2) The point shall be a Let if the return would have hit the front wall fairly except for such interference.

(d) If a player strikes at and misses the ball, he and his partner may make further attempts to return it. If, after being missed, the ball touches either of their opponents or anything they wear or carry:

(1) If the player or his partner would otherwise have made a good return, the point shall be a Let.

(2) If the player or his partner could

CONTINUITY OF PLAY

(a) Play shall be continuous from the first service of each game until the game is concluded. Play shall never be suspended solely to allow a player to recover his strength or wind.

(b) Between any two successive games play may be suspended by either player for a period not to exceed two minutes.

GUIDELINE - INTERFERENCE ON TURNING

A player who turns on the ball (or comes around) must make every effort to play the ball. The changes in this Rule are designed to eliminate the abuse of the safety "Let" provision, often invoked by a player to recover from a defensive position, while continuing to provide safety for all players on court. In doing so the following provisions apply:

(1) The turning player should warn his opponents as early as possible that he is turning by declaring his intent to turn ("turning", "coming around" or some other clear verbal warning). Failure to do so will result in a warning initially; however failure subsequently to announce a "turn" or to announce the "turn" late could result in a "Point" to the opponents.

(2) If the turning player fails to declare his intention to turn and then hits either opponent with the ball a "Point" will be awarded to the opponents.

(3) If the turning player fails to declare his intention to turn and then requests a Let due to his opponent's positions on the court, No Let will be granted.

(4) However if the turning player fails to call turning or calls late but plays the ball safely, then the Referee should allow play to continue and after the point has concluded, warn the turning player that future failure to declare a turn could, at the referees discretion, result in the awarding of a point to the opponents due to unsafe or dangerous play.

(5) On hearing the clear verbal warning, the turning player's opponents must make every effort to clear to give the turning player the full front wall and the side walls in the front third of the court, as well as provide freedom to the striker to play the ball.

(6) After clearly stating his intention to turn, the turning player, where possible, should play the ball to the front wall or to the sidewalls in the front third of the court. If the turning player does not play the ball he will not be granted a "Let" if he is considered to be unreasonably trying to get out of an unfavourable position, especially when the opponents have cleared properly.

(7) If after declaring his intention to turn, the turning player's ball hits an opponent who has cleared to allow the turning player to play the ball safely to the front wall or the front third of the side wall, the turning player will lose the "Point". Also to ensure the safety of the players on the court in enforcing the Turning Rule, if the turning player plays a shot which is considered reckless or dangerous (not safe) the striker will be penalized and a "Point" will be awarded to the opponents.

The exceptions are as follows:

(A) Where the striker, while planning to play his normal shot, is forced to turn to play the ball due to the ball "squirt-ing" off the back or side wall, forcing the striker to turn unexpectedly; in this case a "Let" will be allowed, provided the striker could have played the ball.

(B) When the opponents do not make every effort to clear, after turning has been declared, then the striker need not play the ball and a "Let" will be allowed and the Referee should warn the opponents that future failure to clear will result in a "Point" to the striker.