

ENGLAND SQUASH

Entry Level Marker / Referee Workshops

Candidate Handouts

2023-2024

England Squash

www.englandsquash.com/get-involved/referee

- *Why referee?*
- *How to become a referee*
- *Rules and Regulations*
- *Referee Resources*

World Squash Officiating

www.worldsquashofficiating.com/resources

- *Player and Referee e-Learning*
- *Video Library*
- *Rules*
- *Resources*

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TWO Essential Principles

- **Safety** first ,not to endanger opponent
- **Fair Play** respect opponent and honesty

THREE Things to Remember

- **Common Sense**
- **Consistency** know and understand why decisions are made
- **Control** you will make bad decisions, so :
 - Stay firm
 - Give short explanations
 - Don't get involved

Role and Duties of the Referee

FUNCTION

- Check players' clothing, conditions of court, ball, microphone etc
- Check position of officials for best view
- Timekeeper (and calls the times)
- Issue match ball only when both players are on court, ensure warm-up is fair
- Ensure each rally reaches a fair conclusion
- Answer appeals giving short explanations only where necessary
- Check marker's calls – and keep your own score in full with times
- Give decision to the players, NOT as a mumble to the marker

REQUIREMENTS

- Good eyesight, clear voice, correct and consistent calls with authority
- Watch with second hand, spare ball, spare pen
- Sound knowledge of rules; good judgement of space, speed and time
- Knowledge of the 'Referee's Code of Conduct'

CALLS

STOP	Dangerous play When marker's call is wrong or absent If object is dropped on court (Should allow play to continue unless certain but note a doubtful shot and expect player(s) to appeal at end of rally)
HALF-TIME	Midpoint of the warm-up (2 minutes)
TIME	At end of warm-up or interval between games
15 SECONDS	Warns players to return to court
YES LET	In response to players' appeals for lets
STROKE TO...	To advise that a player is being awarded a stroke
LET	To advise that a rally is to be replayed when the wording 'YES LET' is inappropriate
CONDUCT...	Warning, Stroke, Game, or Match as appropriate to advise a player of an offence under Rule 15, Conduct on Court
BALL POINTS	Players can appeal about condition of ball Ball to remain on court between games but may be struck by either player Players should be satisfied with ball before leaving court between games Ball should be returned to referee and checked at end of match
DROPPED OBJECT	If a player is responsible for dropping anything on court (without involvement of opponent) other than a racket, a stroke should be awarded as a penalty. The ball is not hit correctly if the racket is not in the striker's hand.

Role and Duties of the Marker

FUNCTION

- Calls and records score (pre match - check microphone)

REQUIREMENTS

- Good eyesight, clear voice, prompt and correct calls
- Method for recording score
- Sound knowledge of the rules

CALLS

MATCH INTRODUCTION	(scoring system if appropriate), sponsor, event, round, server, receiver, best of five games, love all.
FAULT	all service faults (previously down, out, fault, footfault, not up)
OUT	all lines are out, wall above the line, ceiling, through any fitting e.g. over beam or lights suspended at both ends
DOWN	ball hits tin, board or floor
NOT UP	double bounce; also all other incorrect returns
HAND OUT	when server loses rally; then repeat score with new server's score first
GAME BALL	when next rally would win game; called each time it applies
MATCH BALL	when next rally would win match; called each time it applies
SET ONE	at 8-all the receiver chooses; game ends at 9-8; called only once
SET TWO	at 8-all the receiver chooses; game ends at 10-8 or 10-9; called only once
STOP	all to stop play when necessary and referee has not done so

REPEAT referee's decisions: YES LET, NO LET, STROKE TO...

ORDER of CALLS

Referee's decisions followed by score followed by conditions applying to score

i.e. YES LET, 10-2, GAME BALL
Traditional scoring: 8 - ALL, SET TWO or 8 - ALL, SET ONE, GAME (or MATCH) BALL
(Unnecessary to repeat SET ONE or TWO after initial call)

Note The marker must allow play to continue unless he/she is certain a serve or return is not good

SERVICE

The ball must:

- Be hit correctly
- With server standing with at least part of one foot touching the floor inside, and not touching the lines of the service box at the moment of racket contact with the ball
- Hit the front wall before it touches any other part of the court
- Hit the front wall between the Service Line and the Out (Front Wall) Line
- Bounce, if not volleyed, in the opposite back quarter.

**EXAMPLES OF RECOGNISED METHODS OF MARKING THE SCORE
POINT A RALLY (PARS) TO 11 POINTS**

Example 1

Example 2

Example 3

Example 4

A		B		A		B		A		B		A		B	
1L		OR		R0		R0		R0		R0		R1	S		
2R	S	CW		L1	X	L1		L1		L1		L2	XX		
3L	Y							R2		R2	S	R3			
4R						R1			R1	R1		R3			
5L					XXX	L2	XX		L2	L2	XX	L4			N
			S			R3			R3	R3		R5	S		
		1R	Y			L4	N		L4	L4	N	R6			Broken ball
		2L						R3		R5		L7			
		3R		R2	S			L4			S	L8			
		4L	N	L3						R5		R9			
6R				R4				R5				L10	S	R10	
7L								L6				R11			N
8R	S					R5		R7				L12			
9L	YYY					L6		L8							
		5R			XX	R7		R9							
10R						L8	X	L10							
11									X		Broken ball				
				R5											
				L6											
				R7						CS					
						R9									
					N	L10				S					
						11									
								R11							
								L12							
11		5		7		11		12		10		12		10	

Key to symbols:
 X / Y = Yes Let
 S / @ = Stroke
 N / NL = No Let
 CW = Conduct Warning
 CS = Conduct Stroke

It is advisable, if not necessary, to mark your decisions. If however possible, mark them according to who asked for it. That enables you to observe potential match management issues more clearly and to manage them with more efficiency. Also mark all possible details on the scoresheet for the purpose of the press (example 3: observe the 5 game-balls saved by B after change of ball).

Standard Match Announcements

(Example of a five game match)

The Allam British Open Championships 2023
Men's Final (1st round / 2nd round / Quarter Final / Semi Final)

Joel Makin of England to serve
Ali Farag of Egypt to receive
Best of Five Games, love-all

Start of 1st Game

Love All

End of 1st Game

16/14, Game to Makin

Makin leads one game to love

Start of 2nd Game

Makin leads one game to love

Love All

End of 2nd Game

11/9, Game to Farag

One game all

Start of 3rd Game

One game all

Farag to serve

Love All

End of 3rd Game

11/9, Game to Makin

Makin leads two games to one

Start of 4th Game

Makin leads two games to one

Makin to serve

Love All

End of 4th Game

14/12, Game to Farag

Two games all

Start of 5th Game

Two games all

Farag to serve

Love all

End of 5th Game

11-9, match to Makin 3 games to 2,

16/14, 9/11, 11/9, 12/14, 11/9

Correct terminology during Match

Stroke **TO** Makin – NOT – Stroke Makin

Stroke to Makin – NOT- Stroke or Point away

Surnames only at all times

Team Competitions - Team name to be used

Team Competitions - Code of conduct only! - use surname of player involved

Out – Not out of Court

Not Up – is the double bounce / scoop on the floor / side wall

Down is when the ball hits the tin or anything below it

Yes Let –Not play a let (correctly used sometimes when situation is unclear)

Ten all – player must win by two points (only called the first time it occurs in a match)

Players concede the point – just call the score – not Stroke to Makin

Players hit ball back to themselves – Call score – Not Stroke to Makin (official call is Not Up)

Conduct Warning : To advise that a Conduct Warning is being issued, e.g.:“Conduct Warning Makin for delaying play.”

Conduct Stroke : To advise that a Conduct Stroke is being awarded, e.g.:“Conduct Makin, Stroke to Farag for delay of game.”

MATCH TIMINGS

- Nominally 10 minutes allowed after match starting time or liable to disqualification
- 4 minutes to warm up with opponent (Half Time at mid point)
- 90 seconds interval after warm-up, between all games and for defective equipment (referee's agreement must be obtained before changing equipment.)
- 15 seconds warning call before end of all intervals (players' responsibility to hear)
- Players late for call of 'Time' liable to penalty

PSA timings aligned with TV requirements.

ILLNESS, INJURY, BLEEDING

ILLNESS or DISABILITY

If no bleeding involved, players have choice of:

- resuming play immediately or
- conceding game in progress to take 90 second interval (can only be done once) or
- conceding match.

This includes tiredness, cramps, injuries not evident to referee, nausea, breathlessness including asthma, pre-existing ailments including injuries from earlier in match.

INJURY

PRE-EXISTING

No time allowed, player has to continue immediately. Can concede one game and take 90' interval.

Referee to be sure injury is real. Referee to decide (and tell players and audience) whether injury is:

SELF INFLICTED

3 minutes recovery time permitted (which may be extended by conceding current game and taking 90 seconds, this can only be done once)

– includes injury caused by player standing too close.

CONTRIBUTED

15 minutes plus 15 minutes at referee's discretion, if required. If player is unable to continue after 15+15 minutes, award match to the opponent.

OPPONENT INFLICTED

- **ACCIDENTALLY:** Apply Rule 15. Player allowed 15 minutes to recover, if unable to continue after allotted time, award the injured player the match.
- **DELIBERATE:** Apply Rule 15. If player is unable to continue immediately, award injured player the match.

BLEEDING

If the blood flow is sufficient that it can be transferred from a player to their opponent or the court, play must stop. If not, or the injury is a scrape, graze or nick with no blood flow, play must continue.

Where there is a stoppage in play, the court must be cleaned, and bloodstained clothing replaced.

Flowchart

Referee's decisions under Rule 14

ILLNESS, INJURY, DISABILITY or BLEEDING

Incident	Referee action	Recovery time	Decision	Rule
Illness	Require the player to play on, or concede the game, taking the 90-second interval between games, or concede the match.	None directly	Player decides	14.1
Injury	Confirm injury is genuine. Decide category of injury, announcing this to players.		Decide category	14.2
Not genuine	Play on or concede game, taking the 90-second interval between games, or concede the match.			
Either: Self-inflicted	Allow recovery time.	3 minutes	Allow time	14.3.1
	If additional time is required, concede game, taking the 90-second interval between games, or concede the match.	None		14.3.1
Or: Contributed (accidental action by both players)	Allow recovery time.	15 minutes	Allow time	14.3.2
	If additional time is required, extend by 15 minutes.	Referee discretion	Allow time	14.3.2
	If injured player is then unable to continue, match is awarded to opponent	None	Award match to opponent	14.3.2
Or: Opponent inflicted (Caused solely by the Opponent) Accidentally	Apply Rule 15. Player allowed 15 minutes to recover. If player unable to continue after allotted time, Award the injured player the match.	15 minutes	Rule 15 penalty, Allow time Award match	14.3.3.1
Opponent inflicted (Caused solely by the Opponent) Deliberate or Dangerous play or action by opponent	If player is able to continue WITHOUT delay Apply Rule 15(Conduct) If player is unable to continue without delay, Award the injured player the match.	None	Rule 15. Award Match	14.3.3.2
Bleeding (Self inflicted)	Stop play. Allow 5 minutes once treatment starts to treat and cover the bleeding. If the injured player is not ready to resume after 5 minutes, the player must concede the game, taking the game interval for further recovery. If the same blood injury re-occurs without having been caused by both players' actions, the injured player must concede the game, taking the game interval for further recovery. If the same blood injury re-occurs having been caused by both players, the injured player has further reasonable time to address the injury. If the injured player cannot resume within the reasonable time or the extended period, the match is awarded to the injured player's opponent	Referee discretion	Allow 5 Minutes	14.4.1
Bleeding - Contributes (Accidentally action by both players)	Allow reasonable time to treat and cover the bleeding. If the same blood injury re-occurs due the sole action of the injured player, the injured player must concede the game, taking the game interval for further recovery. If the same blood injury re-occurs without having been caused by both players' actions, the injured player has further reasonable time to address the injury.	Referee discretion	Allow reasonable Time	14.4.2

	If the injured player cannot resume within the reasonable time or extended period, the match is awarded to the injured player's opponent.			
Bleeding <i>(Accidentally caused by opponent)</i>	<p>Allow reasonable time to treat and cover the bleeding</p> <p>If the same blood injury re-occurs having been caused by both players, the injured player has further reasonable time to address the injury. If the injured player cannot resume within the reasonable time, the match is awarded to the injured player.</p> <p>If the same blood injury re-occurs due to the sole action of the injured player, the injured player must concede the game, taking the game interval for further recovery. If the injured player cannot resume within the reasonable time or extended period, the match is awarded to the injured player's opponent</p>	Referee discretion	Allow reasonable time	14.4.3.2
Bleeding <i>(Deliberate or Dangerous play or action by opponent)</i>	Stop play. Apply Conduct (Rule 15) and award the injured player the match	None	Award match	14.4.3.2

PLAYER HIT WITH THE BALL

Basic Concept: players should refrain from hitting opponents with the ball and, on stopping and asking for a let, should get the same decision as if they had gone through with the stroke.

1. Hitting Opponent

If ball would have gone *directly* to front wall and & have been good unless physically or mentally *TURNED* or *SECOND ATTEMPT*

STROKE

YES LET

EXCEPT

(a) if player actually hits opponent with ball after turning, *penalty* and

STROKE against striker

(b) if player deliberately prevents striker from playing the ball after turning,

STROKE to striker

If ball hits player while going towards another wall (would have been good)

YES LET

Unless a clear winning shot has been prevented

STROKE

2. Hitting Self

If player hits self with ball

NOT UP

Except if opponent contributes to player hitting self

YES LET

If player plays and misses (and could not have played at a second attempt) and ball goes on to hit opponent (original striker) then **STROKE** to original striker

INTERFERENCE RULE 8 - The 4 Freedoms

Players should have:

- A Fair view (after ball has struck the front wall) of the ball
- Freedom of direct access to the ball
- Freedom to swing racket normally
- Freedom to play shot of choice direct to the front wall

Note: *Swing must be safe and not excessive*

DECISION FLOWCHART

Referee's Line of Thinking

		Decision	Rule
Did interference occur?	NO ⇨	NO LET	8.6.1
YES ↓			
Was the interference minimal?	YES ⇨	NO LET	8.6.4
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	8.6.2 8.8.1
YES ↓			
Did the obstructed player move past the point of interference and play on?	YES ⇨	NO LET	8.6.3
NO ↓			
Did the obstructed player create the interference in moving to the ball?	YES ⇨	NO LET	8.8.2
NO ↓			
Did the opponent make every effort to avoid interference?	NO ⇨	STROKE	8.6.5
YES ↓			
Did the interference prevent the player's reasonable swing?	YES ⇨	STROKE	8.9.2
NO ↓			
Could the obstructed player have made a winning return?	YES ⇨	STROKE	8.6.7
	NO ⇨	YES LET	8.6.6

LET ALLOWED

- BALL BREAKS New ball warmed up by both players
- RECEIVER NOT READY Makes no attempt to hit ball
- BALL HITS OBJECT ON COURT Players may leave nothing on court
- BALL GOES OUT ON FIRST BOUNCE
- REASONABLE FEAR OF HITTING OPPONENT
- DISTRACTION OFF COURT
- REFEREE UNDECIDED

APPEALS FOR LET

- Must appeal to referee – LET PLEASE or APPEAL PLEASE
- Obstruction or distraction – appeal immediately
- Markers call or lack of call – appeal at the end of the rally
- Wrong Call – rally stopped; result of rally must be FAIR (i.e. if winner by either player prevented).

MANAGING CONFLICT

The refereeing environment can be challenging and potentially hostile. Dealing with conflict can be tough for a confident referee, let alone an inexperienced one. Good refereeing relies on dealing with conflict professionally and positively.

Conflict is likely to arise in a number of situations. These include:

- Disagreement from players over a penalty/infringement
- Perceived bias shown by the referee in the eyes of players/coaches
- Frustration shown by players as a result of their level of performance or the competition result
- Misunderstanding of instructions or decisions from a referee
- Sledging between players

MINIMISING CONFLICT

There are occasions when conflict in the sporting environment is inevitable, however developing strategies to minimise conflict from arising is vital.

The following tips may assist referees.

Tips for preventing conflict

- Prevention is always better than cure! If action is taken early in the game, conflict is less likely to occur
- Make players aware of your presence by reacting immediately to rule infringements (when appropriate)
- Remain objective, no matter what prior knowledge of players/teams a referee has.
- Be definite and firm with decisions and communication
- Look sharp and act sharp - this will gain respect as a referee
- Don't take criticisms personally. Remember that coaches and players are seeing the game from a different perspective to the referees
- At the beginning of the competition, provide structure and guidance, but also start a dialogue with the players. Acknowledge the players abilities and experience, and invite constructive viewpoints from some players
- Speak clearly and firmly in heated situations. This will indicate confidence in managing the situation
- Keep cool - if it starts to get a bit hot ...

Tips for resolving conflict

- **Remain calm:** Don't over-react. Stay relaxed and adopt a low-key posture/body language. Use objective, neutral language.
- **Be professional:** Speak clearly and stay composed in heated situations. This demonstrates confidence in managing the situation. Avoid argument or debate, and don't try to bluff through with unjustified decisions.
- **Address the problem - not the emotions:** Try to put aside the emotions of all parties. Emotions inevitably inflame the situation. By dealing with the facts and the available evidence, the referee is more likely to be seen as making a fair and appropriate decision.
- **Focus on the person:** People are not objects, and they don't like being treated as such. Acknowledge a participant with eye contact and use their name if possible. Recognise that they have something to say, and don't just dismiss them
- **Be fair:** Avoid team or individual bias at all costs. Demonstrating integrity is one of the greatest assets of an official
- **Be confident and open:** Don't be defensive or try to justify actions. Clarify decisions when appropriate, based on the facts and the evidence presented
- **Be firm:** Deal with unacceptable behaviour firmly and quickly. Set boundaries in a polite, professional and assertive manner

Remember that 90% of conflict occurs not because of what was said, but the tone in which it was said.

CODE OF CONDUCT

Referee may impose, as felt appropriate:

- Conduct Warning
- Conduct Stroke
- Conduct Game
- Conduct Match

Referee awards a Conduct Stroke TO opponent by using the appropriate wording:

“Conduct Smith for dangerous play, Stroke to Jones, 5-2”

Any level of penalty (dependant on severity of offence) can be imposed without prior warning but level of penalty for same or similar subsequent offences may NOT be reduced

Duties of Players

- Play within Rules and Spirit of the Game
- No belongings on court
- Not to leave court without permission
- No change to marker or referee
- No deliberate distraction
- How to appeal

GUIDELINES FOR THE APPLICATION OF RULE 15

(Conduct on Court)

Referees will apply the following Guidelines in the appropriate circumstances. While the Referee under Rule 17 retains discretion in deciding whether or not there has been an offence under that Rule, once the Referee has decided that an offence has occurred, the following actions must be taken:

Abuse of Equipment (racket or ball or other equipment):

Minor offence (e.g. throwing the racket onto the floor after losing a game, hitting the ball hard after the rally is over): **Conduct Warning**

Major offence (e.g. deliberately breaking the racket; smashing the racket against the wall; hitting the ball or throwing the racket out of the court): **Conduct Stroke**

Audible or Visible Obscenity:

Minor offence (e.g. muttered expletive; blaspheming): **Conduct Warning**

Major offence (e.g. audible obscenity): **Conduct Stroke**

Time-Wasting:

Minor offence (e.g. a few seconds late back on court; taking excessive time to serve): **Conduct Warning**

Major offence (e.g. very late back on court; prolonged discussion with Referee): **Conduct Stroke**

Dissent:

Minor offence (e.g. questioning a decision): **Conduct Warning**

Major offence (e.g. prolonged or repeated questioning of or disagreement with decisions): **Conduct Stroke**

Abuse of Official:

Minor offence (e.g. unflattering comments about official or decisions): **Conduct Warning**

Major offence (e.g. pejorative comments about official or decisions): **Conduct Stroke**

Severe offence (e.g. hitting ball at official or into spectators; throwing racket at official or into spectators): **Conduct Game or Match** (depending on the severity of the offence and the danger caused)

Excessive Physical Contact:

Minor offence (e.g. running into the opponent): **Conduct warning**

Major offence (e.g. physical abuse of the opponent): **Conduct Stroke**

Severe offence (e.g. deliberately injuring the opponent; dangerous play that injures the opponent): **Conduct Game or Match** (depending on the severity of the offence and the extent of the injury caused)

Unsporting Conduct:

Minor offence (e.g. making negative comments to the opponent): **Conduct Warning**

Major offence (e.g. repeated negative or pejorative comments to the opponent; any attempt at intimidation of the opponent): **Conduct Stroke**

Severe offence (e.g. extreme behaviour that brings the game into disrepute): **Conduct Game or Match** (depending on the severity of the offence)

Coaching:

First occurrence: **Conduct Warning**

Second occurrence: **Conduct Stroke** and expulsion of offending person

Repeated and Excessive Bad Conduct:

When, in the Referee's opinion, the player is guilty of repeated acts of unacceptable conduct on court following the imposition of the penalties outlined above, the Referee may impose for the next occurrence of the offence either the same penalty for the second offence or a more severe penalty than the one already imposed.

However, if a **Conduct Warning** has been given for both the first and the second offences, for the third offence of a similar nature a **Conduct Stroke** must be applied.

(Example: If a player has received a Conduct Warning for Dissent, on the next occurrence of this offence, either a Conduct Warning or a Conduct Stroke may be imposed. On the third occurrence, however, a **Conduct Stroke is mandatory.**)

REFEREES' CODE OF CONDUCT

Member Nations qualified referees will aspire to the highest standards of experience and conduct required by the sport at all levels. Failure to do so could result in disciplinary action being taken by, or on behalf of, xxx.

1. Rules

The rules of squash are framed to ensure the safety of the players, the right result of each rally and elimination of any actions likely to bring the game into disrepute. The duties of a referee are defined in the rules and it is implied that each official shall keep their knowledge and interpretation of these rules up to date. This shall be verified and monitored by assessment at appropriate intervals and records kept.

2. Physical condition

Referees must be in good physical condition, having normal or good corrected vision and hearing. **No alcohol or 'drugs'** are permitted while on duty or in the hours immediately preceding duty.

3. Preparedness

Referees should be:

- PUNCTUAL - be present normally 30 minutes before a scheduled start time, complete with writing and timing equipment
- PRESENTABLE - wearing an member nation sweater, official grey polo shirt or sponsor's polo shirt, black, grey or dark blue trousers / skirt, smart shoes (no trainers or sandals) for all member nation events, unless required to adopt other clothing by the sponsor/climate.
- PERSISTENT - liaising with the Tournament Desk continuously during and **to the end of each session** for which they have been appointed. Referees may not leave the tournament premises without the agreement of the Tournament Referee.
- POLITE – being courteous to players, officials and spectators at all times.

4. Impartiality

Referees should

- Not bet on events in which they are involved.
- Declare any conflict of interest due to relationship/friendship with specific players
- Advise the Tournament Referee of any past problems with specific players
- Carry out or submit to assessments without fear, favour or undue influence

5. General conduct

Referees should:

- Immediately inform the Tournament Referee if they are unable to attend an agreed session or are likely to be late.
- Report breaches of the Code of Conduct, Rule 17, by players or officials to the Tournament Referee.
- Refrain from public criticism of fellow officials, players, organizers, spectators, sponsors or events that may bring the game into disrepute.
- Confer with the Tournament Referee prior to commenting on sensitive issues to the media.
- Whether working or not at an event, Referees are expected to conduct themselves in an appropriate manner which would not be seen to bring their qualification as a referee into disrepute.
- No referee shall take on formal instruction such as coaching or instruction in the rules unless properly qualified to do so.
- As a matter of courtesy, referees are invited to inform member nation of any requests they receive to officiate other than from member nation or for member nation sanctioned events or within their own county.

6. Breaches of referees' code

It is the responsibility of all officials to notify member nation of any matters that substantially breach this code. Disciplinary matters will be dealt with by, or through, member nation.

REFEREEING FOR THE FIRST TIME - CHECKLIST

Refereeing for the first time can be a daunting experience, especially when you have been thrust into the role with little preparation or experience. However, there are a number of things that you can do to ensure that you are ready to take on the role, and do the best job that you can. The following checklist will help you:

Appearance:

- Look the part by wearing the uniform, or at the very least clothing in the appropriate colour for an official in your sport i.e. grey/ black /navy
- Ensure you have appropriate footwear, especially if your refereeing role involves standing for any length of time
- Have a neat general appearance

Attitude

- Try to appear confident (even if you're not!). Players are more likely to respond positively if you make calls in a strong clear voice,
- Sometimes when referees have been 'forced' to referee (e.g. some competitions have 'duty roster' systems) the referee approaches the task with an attitude of "I don't want to be here". Try to avoid this approach, as it puts a negative tone on the competition for everyone
- Be pleasant but firm in your approach to the players. Referees need to find a happy medium between being seen as a tyrant, and trying to be everyone's best buddy.
- Referees need to display integrity, honesty, and trustworthiness when performing their role
- Be professional and responsible when dealing with players, coaches, administrators and others involved with the sport

Timeliness

- Be punctual, arriving at the competition with enough time to prepare for the refereeing role
- Ensure that the relevant matches begin on time. Some competitions require Referees stay for a certain length of time afterwards. Referees should check with their relevant Tournament Referee for any specific requirements

Preparation

- If you haven't referee before at an event, try to gather as much information as possible on the requirements of your role. This may include reading through a relevant book or other information. Don't be afraid to ask for help from other referees
- Referees often need to check equipment, the playing surface and other environmental aspects before the start of play
- It's a good idea to introduce yourself to the other referees, the tournament referee and other relevant personnel prior to the competition

The 3 C's of Squash Refereeing

COMMUNICATION

- Avoid lengthy discussions

COMPOSURE

- Avoid confrontation when under stress (it may lead to bad decision)

CONTROL

- Stay firm
- Only short explanations
- Apply Code of Conduct when necessary
- Speak the same squash language as players
- Know and understand your decision

The rules state referees may give players an explanation:

- Keep it short and to the point
- Accept no further discussion, no backchat; ask the players to continue to play
- If unsure for the reason of an appeal, remember to ask the player for clarification.
- Gather more information from players/referees/marker

The spirit of the game must be remembered and encouraged

Referee's **MUST** manage the situation; to sit there and say nothing is **NOT** an option as this will cause problems later in the match.

Remember

WORDS - Structure

MUSIC - Volume, Pace and Tone

DANCE - Body Language

Explanation Examples

- He was clear
- You had room to play
- I'm not sure play a let please
- I need you to play that
- You have to show me you can get that ball
- You are too close to your opponent
- I understand and I am watching that
- It was a winning shot
- You were in their swing
- Your swing was only affected
- Their swing was prevented
- You failed to clear
- The ball was high – he had cleared
- There was enough interference
- It was minimal interference
- You created your own Interference
- You have taken an indirect route to the ball
- You were through to play -You need to hit the ball
- You played your opponent not the ball
- There was a line to the ball
- I need you to go to the ball
- Look for the ball not your opponent
- You are playing a shot you have not cleared
- You are stopping your opponent having direct access to the ball.
- Do not block your opponent out. If it continues it will be a stroke – do you understand?
- You are clearing into the path of your opponent
- You are looking for your opponent – please make more effort to get to and play the ball – not your opponent – next time it will be No Let
- You accepted the interference

Implementation Examples

- Yes Let – Your swing was only affected
- Yes Let – Safety – you had room to play
- Yes Let – Your opponent was attempting to avoid the interference and give you access
- Yes Let – You made a further attempt to play the ball
- Yes Let – You had room to play
- Yes Let – Player 1 and Player 2 - I need you both to provide a clear line, and to go to the ball not the opponent
- Stroke to (players name) –You were in their swing
- Stroke to (players name) –You failed to clear
- Stroke to (players name) –You cleared into your opponent's direct line
- Stroke to (players name) – You stepped into your opponent's line after your shot
- Stroke to (players name) – You blocked him out
- Stroke to (players name) – You are in the way of your opponent's direct access to the ball
- No Let – He was clear
- No Let – You need to go to the ball not your opponent
- No Let – You had room to play
- No Let – It was minimal Interference – I need you to play that ball
- No Let – You created your own interference

- No Let – There was a line to the ball
- No Let – You were through to play –You need to hit that ball
- No Let – Your opponent was clear - I need you to play that ball