GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.

2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.

3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.

4. **Unsportsmanlike Penalties** will result in a disqualification regardless of the score. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.

5. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural participants should consider this rule their warning not to play in a dangerous or reckless manner.

6. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

THE GAME AND FIELD:

1. All games will be played at the Badger and Rosen SquashBusters Center. All facility policies must be adhered to at all times.

2. Players must wear **gum soled** squash shoes, goggles, and athletic attire. **NO EXCEPTIONS!**

3. The winner of the match is responsible for reporting the score. This needs to be done through the online form by the next business day at noon. Scores will be posted by 5 PM that day. Then, players have 24 hours to dispute the score.

4. **Game Length:** The match will consist of the best of five (5) games. Games are played to nine (9) points; however, if the game score reaches 8-8, the receiver has the choice of setting that game at 9 or 10. The winner does not need to win by two.

5. Only the server may score a point. If the receiver wins the point, he or she is awarded the serve.

6. **Service:** The first service of the initial will be decided by a spin of a racquet. The first service of each subsequent game will be awarded to the winner of the previous game. Each time there is a new server and at the beginning of each game, the server chooses from which side they wish to serve. Then, the server alternates side for each serve until the service is lost. If the service is no good, the service reverts to the opponent (there are no second serves) To serve legally:
   - The server must have one foot in the box without touching any lines.
   - The ball must strike the front wall above the service line and below the out line. It must then strike the floor in the opposite side back box, either before or after striking the side or back walls.
   - If the return of serve is volleyed prior to striking the ground, it is a legal serve.

7. **Rally:** After service, players alternate shots until one player fails to return his opponent's shot to the front wall. A legal return must be hit before the ball bounces twice and must not strike the ceiling, on or above the out lines, or the tin.
8. **Interruptions of Play:** If a player is struck by a live ball that has rebounded off the front wall, that player loses the rally. If a player is struck by a live ball prior to it hitting the front wall, various rules apply:
   • If a player strikes a ball that hits the opponent, and the ball had no chance of reaching the front wall without first hitting a side wall, that player loses the rally.
   • If a player strikes a ball that hits the opponent, and the ball would have reached the front wall directly, that player wins the rally.
   • If a player strikes a ball that hits the opponent, and the ball would have reached the front wall after hitting a side wall, a let is called, and the point is replayed.

9. **Guidelines of Fair Play (Lets):** Immediately after striking the ball, a player must get out of the opponent’s way and must:
   • Give the opponent a fair view of the ball.
   • Give the opponent enough room to execute the shot desired.
   • Allow an opponent to play the ball to any part of the front wall.
   • Refrain from creating a visual or audible distraction.
   Failure to comply with the above will usually result in a let, and the point will be replayed.

10. **Let Points:** Serious violations of fair play (Rule #8), will result in a let point, and the offending player will lose the rally. These violations include:
   • A player who deprives the opponent of a clear opportunity to attempt a winning shot.
   • A player who fails to make an effort to avoid any "Guidelines of Fair Play," as listed above.
   • A player who causes repeated lets.

11. All rules not explicitly stated here will be governed by the U.S. Squash Singles Rules.