

World Squash Singles Rules

List of all the changes in the new 2025 version

Cover page	Updating title
2024	WORLD SQUASH SINGLES RULES 2024
2025	WORLD SQUASH SINGLES RULES 2025

Cover page	Updating date
2024	EFFECTIVE 1 ST JANUARY 2024 (Updated November 2023 at the WSF Annual General Meeting)
2025	EFFECTIVE 1 ST SEPTEMBER 2025 (Updated 14 June 2025 at the WSF Extraordinary General Meeting)

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2024	12. DISTRACTION 13. FALLEN OBJECT 14. ILLNESS, INJURY AND BLEEDING 15. CONDUCT APPENDIX 3 - ALTERNATIVE SCORING SYSTEMS APPENDIX 4 - THE THREE-REFEREE SYSTEM APPENDIX 5 - VIDEO REVIEW APPENDIX 6 - PROTECTIVE EYEWEAR APPENDIX 7 - TECHNICAL SPECIFICATIONS APPENDIX 8 - COACHING LIMITATIONS
2025	12. CONDITIONS OF PLAY 13. ILLNESS, INJURY AND BLOOD INJURY 14. CONDUCT APPENDIX 3 - VIDEO REVIEW APPENDIX 4 - PROTECTIVE EYEWEAR APPENDIX 5 - TECHNICAL SPECIFICATIONS APPENDIX 6 - COACHING

Squash Singles Rules	Updating Appendix reference for words in italic
2024	The definition of words in italics may be found in Appendices 1 and 2.
2025	The definition of words in italics may be found in Appendix 1 .

Introduction	Updating Fair Play principle
2024	Fair play: Players must respect the rights of the opponent and play with honesty.
2025	Fair play: Players must respect the Officials and the opponent, and play with honesty.

Rule 1.1.	Updating cross reference
2024	1.1. Singles Squash is played in a court between two players, each holding a racket to strike the ball. The court, ball, and racket must meet WSF specifications (see Appendix 7).
2025	1.1. Singles Squash is played in a court between two players, each holding a racket to strike the ball. The court, ball, and racket must meet WSF specifications (see Appendix 5).

Rule 1.2.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	1.2. Each rally starts with a serve, and the players then return the ball alternately until the rally ends (see Rule 6: The Play).
2025	1.2. Each <i>rally</i> starts with a serve, and the players then return the ball alternately until the <i>rally</i> ends (see Rule 6: The Play).

Rules 2.2. and 2.3.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	2.1. The winner of a rally scores 1 point and serves to begin the next rally. 2.2. Each game is played to 11 points, except that if the score reaches 10-all, the game continues until one player leads by 2 points. 2.3. A match is normally the best of 5 games, but may be the best of 3 games.
2025	2.1. The winner of a <i>rally</i> scores 1 point and serves to begin the next <i>rally</i> . 2.2. Each <i>game</i> is played to 11 points, except that if the score reaches 10-all, the <i>game</i> continues until one player leads by 2 points. 2.3. A <i>match</i> is normally the best of 5 <i>games</i> , but may be the best of 3 <i>games</i> .

Rule 2.4.	Erasing rule
2024	2.4. Alternative scoring systems are described in Appendix 3.
2025	
Rationale	No longer applicable.

Rule 3.1.	Updating rule
2024	3.1. A match should normally be officiated by a Marker and a Referee, both of whom must keep a record of the score, which player is serving, and the correct box for service.
2025	3.1. A <i>match</i> should normally be officiated by a Referee, or by a Referee and a Marker. All Officials must keep a record of the score, which player is serving, and the correct <i>service box</i> .
Rationale	Gives precedence to the Referee acknowledging the reality that nowadays 99% of the matches are done by just one official.

Rule 3.2.	Updating rule
2024	3.2. If there is only one Official, that Official is both the Marker and the Referee. A player may <i>appeal</i> any call or lack of call made by that Official as Marker to that same Official as the Referee.
2025	3.2. If there is only one Official, that Official is both the Referee and the Marker, to whom a player may <i>appeal</i> any call or lack of call made by that Official as Marker to that same Official as the Referee.
Rationale	Gives precedence to the Referee acknowledging the reality that nowadays 99% of the matches are done by just one official.

Rule 3.3.	Updating rule
2024	3.3. The correct position for the Officials is seated at the centre of the back wall, as close to that wall as possible and just above the out-line.
2025	3.3. The Officials should be seated at the centre of the back wall, as close to that wall as possible and just above the out-line.
Rationale	Preferred wording.

Rule 3.4.	Erasing rule
2024	3.4. An alternative Officiating System called the 3-Referee System is described in Appendix 4.
2025	
Rationale	No longer applicable.

Rules 3.5. to 3.7. now 3.4. to 3.6.	Updating rule numbers, updating the font to <i>italics</i> for defined words in the Appendix 1 and correcting a cross reference
2024	<p>3.5. When addressing players, Officials must use the family name, where possible.</p> <p>3.6. The Marker:</p> <p>3.6.1. must announce the match, introduce each game, and announce the result of each game and of the match (see Appendix 2);</p> <p>3.6.2. must call "<i>fault</i>", "<i>down</i>", "<i>out</i>", "<i>not up</i>" or "<i>stop</i>", as appropriate;</p> <p>3.6.3. must make no call, if unsure about a serve or return;</p> <p>3.6.4. must call the score without delay at the end of a rally, with the server's score first, preceded by "<i>hand out</i>" when there is a change of server;</p> <p>3.6.5. must repeat the Referee's decision after a player's request for a let, and then call the score;</p> <p>3.6.6. must wait for the Referee's decision after a player's <i>appeal</i> against a Marker's call or lack of a call, and then call the score;</p> <p>3.6.7. must call "<i>Game Ball</i>" when a player needs 1 point to win a game, or "<i>Match Ball</i>" when a player needs 1 point to win the match;</p> <p>3.6.8. must call "<i>10-all: a player must win by 2 points</i>" when the score reaches 10-all for the first time in each game.</p> <p>3.7. The Referee, whose decision is final:</p>

	<p>3.7.1. must postpone the match if the court is not satisfactory for play; or suspend play if the match is already in progress, and when the match resumes later, allow the score to stand;</p> <p>3.7.2. must allow a let if through no fault of either player a change of court conditions affects a rally;</p> <p>3.7.3. may award the match to a player whose opponent is not on court ready to play within the time stated in the competition rules;</p> <p>3.7.4. must rule on all matters, including all requests for a let and all <i>appeals</i> against a Marker's call or lack of a call;</p> <p>3.7.5. must rule immediately if disagreeing with the Marker's call or lack of a call, stopping play if necessary;</p> <p>3.7.6. must correct the score immediately if the Marker announces the score incorrectly, stopping play if necessary;</p> <p>3.7.7. must enforce all the Rules relating to time, announcing "15 seconds", "Half-time" and "Time", as appropriate;</p> <p>Note: It is the players' responsibility to be close enough to hear these announcements.</p> <p>3.7.8. must make the appropriate decision if the ball hits either player (see Rule 9: Ball Hitting A Player);</p> <p>3.7.9. may allow a let if unable to decide an <i>appeal</i> against a Marker's call or lack of call;</p> <p>3.7.10. must ask the player for clarification if uncertain about the reason for a request for a let or an <i>appeal</i>;</p> <p>3.7.11. may give an explanation for a decision;</p> <p>3.7.12. must announce all decisions in a voice loud enough to be heard by the players, the Marker and the spectators;</p> <p>3.7.13. must apply Rule 15 (Conduct) if a player's conduct is unacceptable;</p> <p>3.7.14. must suspend play if the behaviour of any person, other than a player, is disruptive or offensive, until the behaviour has ceased, or until the offending person has left the court area.</p>
2025	<p>3.4. When addressing players, Officials must use the family name, where possible.</p> <p>3.5. The Marker:</p> <p>3.5.1. must announce the <i>match</i>, introduce each <i>game</i>, and announce the result of each <i>game</i> and of the <i>match</i> (see Appendix 2);</p> <p>3.5.2. must call "fault", "down", "out", "not up" or "stop", as appropriate;</p> <p>3.5.3. must make no call, if unsure about a serve or return;</p> <p>3.5.4. must call the score without delay at the end of a <i>rally</i>, with the server's score first, preceded by "hand out" when there is a change of server;</p> <p>3.5.5. must repeat the Referee's decision after a player's request for a <i>let</i>, and then call the score;</p> <p>3.5.6. must wait for the Referee's decision after a player's <i>appeal</i> against a Marker's call or lack of a call, and then call the score;</p> <p>3.5.7. must call "Game Ball" when a player needs 1 point to win a <i>game</i>, or "Match Ball" when a player needs 1 point to win the <i>match</i>;</p>

	<p>3.5.8. must call “10-all: a player must win by 2 points” when the score reaches 10-all for the first time in each <i>game</i>.</p> <p>3.6. The Referee, whose decision is final:</p> <p>3.6.1. must postpone the <i>match</i> if the court is not satisfactory for play; or suspend play if the <i>match</i> is already in progress, and when the <i>match</i> resumes later, allow the score to stand;</p> <p>3.6.2. must allow a <i>let</i> if through no fault of either player a change of court conditions affects a rally;</p> <p>3.6.3. may award the <i>match</i> to a player whose opponent is not on court ready to play within the time stated in the competition rules;</p> <p>3.6.4. must rule on all matters, including all requests for a <i>let</i> and all <i>appeals</i> against a Marker’s call or lack of a call;</p> <p>3.6.5. must rule immediately if disagreeing with the Marker’s call or lack of a call, stopping play if necessary;</p> <p>3.6.6. must correct the score immediately if the Marker announces the score incorrectly, stopping play if necessary;</p> <p>3.6.7. must enforce all the Rules relating to time, announcing “15 seconds”, “Half-time” and “Time”, as appropriate; Note: It is the players’ responsibility to be close enough to hear these announcements.</p> <p>3.6.8. must make the appropriate decision if the ball hits either player (see Rule 9.: Ball Hitting A Player);</p> <p>3.6.9. may allow a <i>let</i> if unable to decide an <i>appeal</i> against a Marker’s call or lack of call;</p> <p>3.6.10. must ask the player for clarification if uncertain about the reason for a request for a <i>let</i> or an <i>appeal</i>;</p> <p>3.6.11. may give an explanation for a decision;</p> <p>3.6.12. must announce all decisions in a voice loud enough to be heard by the players, the Marker and the spectators;</p> <p>3.6.13. must apply Rule 14. (Conduct) if a player’s conduct is unacceptable;</p> <p>3.6.14. must suspend play if the behaviour of any person, other than a player, is disruptive or offensive, until the behaviour has ceased, or until the offending person has left the court area.</p>
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Rule 4.1.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	4.1. At the start of a match the players go on court together to warm up the ball for a maximum of 4 minutes. After 2 minutes the players must change sides, unless they have already done so.
2025	4.1. At the start of a <i>match</i> the players go on court together to warm up the ball for a maximum of 4 minutes. After 2 minutes the players must change sides, unless they have already done so.

Rule 4.2.	Updating a cross reference
2024	4.2. The players must have equal opportunities to strike the ball. A player retaining control of the ball for an unreasonable time is warming up unfairly and the Referee must apply Rule 15 (Conduct).
2025	4.2. The players must have equal opportunities to strike the ball. A player retaining control of the ball for an unreasonable time is warming up unfairly and the Referee must apply Rule 14. (Conduct).

Rules 5.2. to 5.11.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>5.2. At the beginning of each game and after each change of server, the server chooses from which service-box to serve. While retaining the serve, the server must serve from alternate boxes.</p> <p>5.3. If a rally ends in a let, the server must serve again from the same box.</p> <p>5.4. If the server moves to the wrong box to serve, or if either player is unsure of the correct box, the Marker must inform the players which is the correct box.</p> <p>5.5. If there is any dispute about the correct box, the Referee must rule. (...)</p> <p>5.7.2. at the time the server strikes the ball, one foot is in contact with the floor inside the service-box with no part of that foot touching any boundary of that box; and (...)</p> <p>5.8. A serve that does not comply with Rule 5.7 is a fault and the receiver wins the rally. Note: A serve that hits the service-line, or the short-line, or the half-court line, or any line bounding the top of the court, is a fault. (...)</p> <p>5.10. A let is allowed if the receiver is not ready to return the serve and does not <i>attempt</i> to do so. However, if that serve is a fault, the server loses the rally.</p> <p>5.11. If the server serves from the wrong service-box, which goes unnoticed by players and officials, the result of the rally stands. If the server wins the rally, then the server serves from the alternate box.</p>
2025	<p>5.2. At the beginning of each <i>game</i> and after each change of server, the server chooses from which <i>service box</i> to serve. While retaining the serve, the server must serve from alternate <i>boxes</i>.</p> <p>5.3. If a <i>rally</i> ends in a <i>let</i>, the server must serve again from the same <i>box</i>.</p> <p>5.4. If the server moves to the wrong <i>box</i> to serve, or if either player is unsure of the correct <i>box</i>, the Marker must inform the players which is the correct <i>box</i>.</p> <p>5.5. If there is any dispute about the correct <i>box</i>, the Referee must rule. (...)</p> <p>5.7.2. at the time the server strikes the ball, one foot is in contact with the floor inside the <i>service box</i> with no part of that foot touching any boundary of that <i>box</i>; and (...)</p> <p>5.8. A serve that does not comply with Rule 5.7. is a <i>fault</i> and the receiver wins the <i>rally</i>.</p>

	<p>Note: A serve that hits the service-line, or the short-line, or the half-court line, or any line bounding the top of the court, is a fault. (...) 5.10. A let is allowed if the receiver is not ready to return the serve and does not <i>attempt</i> to do so. However, if that serve is a fault, the server loses the rally. 5.11. If the server serves from the wrong service box, which goes unnoticed by players and officials, the result of the rally stands. If the server wins the rally, then the server serves from the alternate box.</p>
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Rules 6.2.2. and 6.2.3.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	6.2.2. without hitting either player, or their clothing or racket, hits the front wall, either directly or after hitting any other wall(s), above the tin and below the out-line, without having first bounced on the floor; and 6.2.3. rebounds from the front wall without touching the tin; and
2025	6.2.2. without hitting either player, or their clothing or racket, hits the front wall, either directly or after hitting any other wall(s), above the tin and below the out-line, without having first bounced on the floor; and 6.2.3. rebounds from the front wall without touching the tin ; and

Rule 7.1.	Updating rule
2024	7.1. A maximum of 90 seconds is permitted between the end of the warm-up and the start of play, and between each game.
2025	7.1. A maximum of 1 minute is permitted between the end of the warm-up and the start of play, and 2 minutes between each game .
Rationale	Create consistency with PSA.

Rule 7.3.	Updating rule and correcting a cross reference
2024	7.3. A maximum of 90 seconds is permitted to change damaged equipment. This includes glasses, protective eyewear or a dislodged contact lens. The player must complete the change as quickly as possible, or the Referee must apply Rule 15 (Conduct).
2025	7.3. A maximum of 2 minutes is permitted to change damaged equipment. This includes glasses, protective eyewear or a dislodged contact lens. The player must complete the change as quickly as possible, or the Referee must apply Rule 14. (Conduct) .
Rationale	Create consistency.

Rule 7.4.	Updating rule for consistency and correcting a cross reference
2024	7.4. Intervals in the case of injury or bleeding are specified in Rule 14 (Injury).
2025	7.4. Intervals in the case of injury or blood injury are specified in Rule 13. (Illness, Injury and Blood Injury) .

Rule 8.1.1.	Updating rule
2024	8.1.1. a <i>fair view</i> of the ball on its rebound from the front wall ; and
2025	8.1.1. a fair view of the ball; and
Rationale	No need to repeat wording from previous paragraph 8.1.

Rule 8.1.2.	Updating rule
2024	8.1.2. unobstructed direct access to the ball; and
2025	8.1.2. access to the ball; and
Rationale	"Access" encapsulates the concept without requiring additional modifiers, and removes confusion in that direct access does not describe how players move technically on court.

Rule 8.1.3.	Updating rule
2024	8.1.3. the space to make a reasonable swing at the ball; and
2025	8.1.3. the space for a reasonable swing at the ball; and
Rationale	Improved wording.

Rule 8.1.	Updating rule
2024	Interference occurs when the player does not provide the opponent who is making every effort to look for, go to, and play the ball with all of these requirements.
2025	Interference occurs when the player does not provide the opponent making every effort to play the ball with all of these requirements.
Rationale	Improved wording and sufficiently descriptive of requirements.

Rule 8.2. Note	Updating note and the font to <i>italics</i> for defined words in the Appendix 1
2024	<ul style="list-style-type: none"> Before accepting any form of request the Referee must be satisfied that the player is actually requesting a let.
2025	<ul style="list-style-type: none"> The referee must be satisfied the player is requesting a let.
Rationale	Improved and sufficient wording.

Rule 8.2. Note	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<ul style="list-style-type: none"> Normally, only the striker may request a let for interference. However, if the non-striker requests a let for lack of access before the ball has reached the front wall, that request may be considered, even though that player is not yet the striker.
2025	<ul style="list-style-type: none"> Normally, only the striker may request a let for interference. However, if the non-striker requests a let for lack of access before the ball has reached the front wall, that request may be considered, even though that player is not yet the striker.

Rule 8.5.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	8.5. If the striker strikes the ball and the opponent then requests a let, but then the ball goes <i>down</i> or <i>out</i> , the opponent wins the rally.
2025	8.5. If the <i>striker</i> strikes the ball and the opponent then requests a <i>let</i> , but then the ball goes down or out, the opponent wins the <i>rally</i> .

Rule 8.6.1. to 8.6.7.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>8.6.1. if there was neither interference nor reasonable fear of injury, no let is allowed;</p> <p>8.6.2. if there was interference but the striker would not have been able to make a <i>good return</i>, no let is allowed;</p> <p>8.6.3. if the striker continued play beyond the interference and then requested a let, no let is allowed;</p> <p>8.6.4. if there was interference, but it did not prevent the striker from seeing and getting to the ball to make a <i>good return</i>, this is minimal interference and no let is allowed;</p> <p>8.6.5. if the striker would have been able to make a <i>good return</i> but the opponent was not making every effort to avoid the interference, a stroke is awarded to the striker;</p> <p>8.6.6. if there was interference that the opponent was making every effort to avoid and the striker would have been able to make a <i>good return</i>, a let is allowed;</p> <p>8.6.7. if there was interference and the striker would have made a <i>winning return</i>, a stroke is awarded to the striker.</p>
2025	<p>8.6.1. if there was neither interference nor reasonable fear of injury, no let is allowed;</p> <p>8.6.2. if there was interference but the <i>striker</i> would not have been able to make a <i>good return</i>, no let is allowed;</p> <p>8.6.3. if the <i>striker</i> continued play beyond the interference and then requested a let, no let is allowed;</p> <p>8.6.4. if there was interference, but it did not prevent the <i>striker</i> from seeing and getting to the ball to make a <i>good return</i>, this is minimal interference and no let is allowed;</p> <p>8.6.5. if the <i>striker</i> would have been able to make a <i>good return</i> but the opponent was not making every effort to avoid the interference, a stroke is awarded to the <i>striker</i>;</p> <p>8.6.6. if there was interference that the opponent was making every effort to avoid and the <i>striker</i> would have been able to make a <i>good return</i>, a <i>let</i> is allowed;</p> <p>8.6.7. if there was interference and the <i>striker</i> would have made a <i>winning return</i>, a stroke is awarded to the <i>striker</i>.</p>

Rule 8.7.1.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	8.7.1. If the striker requests a let for lack of fair view of the ball on its return from the front wall, the provisions of 8.6 apply.
2025	8.7.1. If the <i>striker</i> requests a <i>let</i> for lack of fair view of the ball on its return from the front wall, the provisions of 8.6. apply.

Rule 8.8.	Updating rule and the font to <i>italics</i> for defined words in the Appendix 1
2024	8.8. Direct Access If the striker requests a let for lack of direct access to the ball, then:
2025	8.8. Access If the <i>striker</i> requests a <i>let</i> for lack of access to the ball, then:
Rationale	To be consistent with amended 8.1.2.

Rule 8.8.1.	Updating rule, note, correcting a cross reference and updating the font to <i>italics</i> for defined words in the Appendix 1
2024	8.8.1. if there was interference but the striker did not make every effort to get to and play the ball, no let is allowed; Note: Every effort to get to and play the ball should not include contact with the opponent. If any contact that could have been avoided is made, the Referee must apply Rule 15 (Conduct).
2025	8.8.1. if there was interference but the <i>striker</i> did not make every effort to play the ball, no let is allowed; Note: Every effort to play the ball should not include contact with the opponent. If avoidable contact occurs, the Referee must apply Rule 14. (Conduct).
Rationale	Improved and sufficient wording.

Rule 8.8.2.	Updating rule and the font to <i>italics</i> for defined words in the Appendix 1
2024	8.8.2. if the striker had direct access but instead took an indirect path to the ball and then requested a let for interference, no let is allowed, unless Rule 8.8.3 applies;
2025	8.8.2. If the <i>striker</i> had access but took a path to the ball that caused interference, and then requested a let, no let is allowed, unless Rule 8.8.3. applies;
Rationale	Improved wording.

Rule 8.8.3.	Updating rule and the font to <i>italics</i> for defined words in the Appendix 1
2024	8.8.3. if the striker was wrong-footed but showed the ability to recover and make a good return, and then encountered interference, a let is allowed, unless the striker would have made a <i>winning return</i> , in which case a stroke is awarded to the striker.
2025	8.8.3. if the <i>striker</i> was <i>wrong-footed</i> but could recover to make a <i>good return</i> , and then encountered interference, a <i>let</i> is allowed, unless the <i>striker</i> would have made a <i>winning return</i> , in which case a stroke is awarded to the <i>striker</i> .
Rationale	Improved wording.

Rule 8.9.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	If the striker requests a let for interference to the swing, then:
2025	If the <i>striker</i> requests a <i>let</i> for interference to the swing, then:

Rule 8.9.1.	Updating rule and the font to <i>italics</i> for defined words in the Appendix 1
2024	8.9.1. if the swing was affected by slight contact with the opponent who was making every effort to avoid the interference a let is allowed, unless the striker would have made a <i>winning return</i> , in which case a stroke is awarded to the striker;
2025	8.9.1. if the swing was or could have been affected by the position of the opponent making every effort to avoid the interference, a <i>let</i> is allowed, unless the <i>striker</i> would have made a <i>winning return</i> , in which case a stroke is awarded to the <i>striker</i> ;
Rationale	Improved wording which also covers the situation where a player holds their shot.

Rule 8.9.2.	Updating rule and the font to <i>italics</i> for defined words in the Appendix 1
2024	8.9.2. if the swing was prevented by contact with the opponent, a stroke is awarded to the striker, even if the opponent was making every effort to avoid the interference;
2025	8.9.2. if the swing was prevented by the position of the opponent, a stroke is awarded to the <i>striker</i> , even if the opponent was making every effort to avoid the interference.
Rationale	Improved wording which also covers the situation where a player holds their shot.

Rule 8.9.3.	Erasing rule
2024	8.9.3. where there has been no contact and the swing has been held by the striker for fear of hitting the opponent, the provisions of 8.6 apply.
2025	
Rationale	No longer required due to above changes on 8.9.1. and 8.9.2.

Rules 8.10.1. to 8.10.2.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	8.10.1. If the striker caused the interference by using an excessive swing, no let is allowed. 8.10.2. If there was interference but the striker exaggerated the swing in attempting to earn a stroke, a let is allowed.
2025	8.10.1. If the <i>striker</i> caused the interference by using an excessive swing, no let is allowed. 8.10.2. If there was interference but the <i>striker</i> exaggerated the swing in attempting to earn a stroke, a <i>let</i> is allowed.

Rules 8.11.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>8.11. Freedom to strike the ball to any part of the front wall</p> <p>If the striker refrains from striking the ball because of front-wall interference, and requests a let, then:</p> <p>8.11.1. if there was interference and the ball would have hit the non-striker on a direct path to the front wall, a stroke is awarded to the striker, unless the striker had <i>turned</i> or was making a <i>further attempt</i>, in which case a let is allowed;</p> <p>8.11.2. if the ball would first have hit the non-striker and then a side wall before reaching the front wall, a let is allowed, unless the return would have been a <i>winning return</i>, in which case a stroke is awarded to the striker; or</p> <p>8.11.3. if the ball would first have hit a side wall and then the non-striker before reaching the front wall, a let is allowed unless the return would have been a <i>winning return</i>, in which case a stroke is awarded to the striker;</p>
2025	<p>8.11. Freedom to strike the ball to any part of the front wall</p> <p>If the <i>striker</i> refrains from striking the ball because of front-wall interference, and requests a let, then:</p> <p>8.11.1. if there was interference and the ball would have hit the non-striker on a direct path to the front wall, a stroke is awarded to the <i>striker</i>, unless the <i>striker</i> had turned or was making a <i>further attempt</i>, in which case a <i>let</i> is allowed;</p> <p>8.11.2. if the ball would first have hit the non-striker and then a side wall before reaching the front wall, a <i>let</i> is allowed, unless the return would have been a <i>winning return</i>, in which case a stroke is awarded to the <i>striker</i>; or</p> <p>8.11.3. if the ball would first have hit a side wall and then the non-striker before reaching the front wall, a <i>let</i> is allowed unless the return would have been a <i>winning return</i>, in which case a stroke is awarded to the <i>striker</i>;</p>

Rules 8.12.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>8.12. Further Attempt</p> <p>If the striker requests a let for interference while making a <i>further attempt</i> to strike the ball, and could have made a <i>good return</i>, then:</p>
2025	<p>8.12. Further Attempt</p> <p>If the <i>striker</i> requests a let for interference while making a <i>further attempt</i> to strike the ball, and could have made a <i>good return</i>, then:</p>

Rule 8.13.	Updating rule and the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>Turning is the action of the player who strikes, or is in a position to strike, the ball to the right of the body after the ball has passed behind it to the left or vice versa, whether the player physically turns or not.</p> <p>If the striker encounters interference while <i>turning</i>, and could have made a <i>good return</i>, then:</p> <p>8.13.1. if the swing was prevented, even though the opponent was making every effort to avoid the interference, a stroke is awarded to the striker;</p> <p>(...)</p> <p>8.13.3. if the striker could have struck the ball without <i>turning</i>, but turned in order to create an opportunity to request a let, no let is allowed.</p> <p>8.13.4. When the striker turns, the Referee must always consider whether the action was dangerous and rule accordingly.</p>
2025	<p>Turning occurs when a player rotates in a way that causes them to lose sight of either the ball or the opponent, or when the ball passes behind their body from one side to the other.</p> <p>If the striker encounters interference while turning, and could have made a <i>good return</i>, then:</p> <p>8.13.1. if the swing was prevented, even though the opponent was making every effort to avoid the interference, a stroke is awarded to the striker;</p> <p>(...)</p> <p>8.13.3. if the striker could have struck the ball without turning, but turned in order to create an opportunity to request a let, no let is allowed.</p> <p>8.13.4. When the striker turns, the Referee must always consider whether the action was dangerous and rule accordingly.</p>
Rationale	Improved definition of turning for clarity, covering now all possible turning situations even when the ball has not passed behind the player.

Rule 9.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>9.1. If the ball, on its way to the front wall, hits the non-striker or the non-striker's racket or clothing, play must stop; then:</p> <p>9.1.1. if the return would not have been good, the non-striker wins the rally;</p> <p>9.1.2. if the return was going directly to the front wall, and if the striker was making a first <i>attempt</i> without having <i>turned</i>, a stroke is awarded to the striker;</p> <p>9.1.3. if the ball had hit or would have hit any other wall before the front wall and the striker had not <i>turned</i>, a let is allowed, unless the return would have been a <i>winning return</i>, in which case a stroke is awarded to the striker;</p> <p>9.1.4. if the striker had not <i>turned</i> but was making a <i>further attempt</i>, a let is allowed;</p> <p>9.1.5. if the striker had <i>turned</i>, a stroke is awarded to the non-striker, unless the non-striker made a deliberate movement to intercept the ball, in which case, a stroke is awarded to the striker.</p> <p>9.2. If the ball, on its return from the front wall, hits a player before bouncing twice on the floor, play must stop; then:</p> <p>9.2.1. if the ball hits the non-striker or the non-striker's racket, before the striker has made an attempt to strike the ball and no interference has occurred, the striker wins the rally, unless the striker's position has caused the non-striker to be hit, in which case a let is allowed;</p>

	<p>9.2.2. if the ball hits the non-striker, or the non-striker's racket, after the striker has made one or more attempts to strike the ball, a let is allowed, providing the striker could have made a <i>good return</i>. Otherwise, the non-striker wins the rally;</p> <p>9.2.3. if the ball hits the striker and there is no interference, the non-striker wins the rally. If interference has occurred, Rule 8 (Interference) applies.</p> <p>9.3. If the striker hits the non-striker with the ball, the Referee must consider if the action was deliberate or dangerous and rule accordingly.</p>
2025	<p>9.1. If the ball, on its way to the front wall, hits the non-striker or the non-striker's racket or clothing, play must stop; then:</p> <p>9.1.1. if the return would not have been good, the non-striker wins the <i>rally</i>;</p> <p>9.1.2. if the return was going directly to the front wall, and if the <i>striker</i> was making a first <i>attempt</i> without having turned, a stroke is awarded to the <i>striker</i>;</p> <p>9.1.3. if the ball had hit or would have hit any other wall before the front wall and the <i>striker</i> had not turned, a <i>let</i> is allowed, unless the return would have been a <i>winning return</i>, in which case a stroke is awarded to the <i>striker</i>;</p> <p>9.1.4. if the <i>striker</i> had not turned but was making a <i>further attempt</i>, a <i>let</i> is allowed;</p> <p>9.1.5. if the <i>striker</i> had turned, a stroke is awarded to the non-striker, unless the non-striker made a deliberate movement to intercept the ball, in which case, a stroke is awarded to the <i>striker</i>.</p> <p>9.2. If the ball, on its return from the front wall, hits a player before bouncing twice on the floor, play must stop; then:</p> <p>9.2.1. if the ball hits the non-striker or the non-striker's racket, before the <i>striker</i> has made an attempt to strike the ball and no interference has occurred, the <i>striker</i> wins the <i>rally</i>, unless the striker's position has caused the non-striker to be hit, in which case a <i>let</i> is allowed;</p> <p>9.2.2. if the ball hits the non-striker, or the non-striker's racket, after the <i>striker</i> has made one or more attempts to strike the ball, a <i>let</i> is allowed, providing the <i>striker</i> could have made a <i>good return</i>. Otherwise, the non-striker wins the <i>rally</i>;</p> <p>9.2.3. if the ball hits the <i>striker</i> and there is no interference, the non-striker wins the <i>rally</i>. If interference has occurred, Rule 8 (Interference) applies.</p> <p>9.3. If the <i>striker</i> hits the non-striker with the ball, the Referee must consider if the action was deliberate or dangerous and rule accordingly.</p>

Rules 10.1. to 10.6.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>10.1. Either player may stop play during the rally and appeal against any lack of call by the Marker by saying "Appeal, please."</p> <p>10.2. The loser of a rally may appeal against any call or lack of a call by the Marker by saying "Appeal, please."</p> <p>10.3. If the Referee is uncertain which return is being appealed, the Referee must ask for clarification. If there is more than one appeal, the Referee must consider each one.</p> <p>10.4. After the ball has been served, neither player may appeal anything that occurred before that serve, with the exception of a broken ball.</p>

	<p>10.5. At the end of a game any appeal regarding the last rally must be immediate.</p> <p>10.6. In response to an appeal against a Marker's call or lack of call the Referee must:</p> <p>10.6.1. if the Marker's call or lack of call was correct, allow the result of the rally to stand; or</p> <p>10.6.2. if the Marker's call was incorrect, allow a let, unless the Marker's call interrupted a <i>winning return</i> by either player, in which case award the rally to that player; or</p> <p>10.6.3. if the Marker made no call on a serve or return that was not good, award the rally to the other player; or</p> <p>10.6.4. if the Referee was uncertain whether the serve was good, allow a let; or</p> <p>10.6.5. if the Referee was uncertain whether the return was good, allow a let, unless the Marker's call interrupted a <i>winning return</i> by the other player, in which case award the rally to that player.</p>
2025	<p>10.1. Either player may stop play during the <i>rally</i> and <i>appeal</i> against any lack of call by the Marker by saying "Appeal, please."</p> <p>10.2. The loser of a <i>rally</i> may <i>appeal</i> against any call or lack of a call by the Marker by saying "Appeal, please."</p> <p>10.3. If the Referee is uncertain which return is being appealed, the Referee must ask for clarification. If there is more than one <i>appeal</i>, the Referee must consider each one.</p> <p>10.4. After the ball has been served, neither player may <i>appeal</i> anything that occurred before that serve, with the exception of a broken ball.</p> <p>10.5. At the end of a <i>game</i> any <i>appeal</i> regarding the last <i>rally</i> must be immediate.</p> <p>10.6. In response to an <i>appeal</i> against a Marker's call or lack of call the Referee must:</p> <p>10.6.1. if the Marker's call or lack of call was correct, allow the result of the <i>rally</i> to stand; or</p> <p>10.6.2. if the Marker's call was incorrect, allow a <i>let</i>, unless the Marker's call interrupted a <i>winning return</i> by either player, in which case award the <i>rally</i> to that player; or</p> <p>10.6.3. if the Marker made no call on a serve or return that was not good, award the <i>rally</i> to the other player; or</p> <p>10.6.4. if the Referee was uncertain whether the serve was good, allow a <i>let</i>; or</p> <p>10.6.5. if the Referee was uncertain whether the return was good, allow a <i>let</i>, unless the Marker's call interrupted a <i>winning return</i> by the other player, in which case award the <i>rally</i> to that player.</p>

Rules 11.1. to 11.4.	Updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>11.1. If the ball breaks during a rally, a let is allowed for that rally.</p> <p>11.2. If a player stops play to <i>appeal</i> that the ball is broken, and it is found that the ball is not broken, that player loses the rally.</p> <p>11.3. If the receiver, before <i>attempting</i> to return serve, <i>appeals</i> that the ball is broken, and the ball is found to be broken, the Referee, if uncertain when it broke, must allow a let for the previous rally.</p> <p>11.4. A player who wishes to <i>appeal</i> at the end of a game that the ball is broken must do so immediately and before leaving the court.</p> <p>(...)</p> <p>11.6. If a ball has been replaced, or if the players resume the match after a delay, the players may warm up the ball. Play resumes when both players agree or at the discretion of the Referee, whichever is sooner.</p> <p>(...)</p> <p>11.8. If the ball becomes wedged in any part of the court, a let is allowed.</p> <p>11.9. A let may be allowed if the ball touches any article in the court.</p> <p>11.10. No let is allowed for any unusual bounce.</p>
2025	<p>11.1. If the ball breaks during a <i>rally</i>, a <i>let</i> is allowed for that <i>rally</i>.</p> <p>11.2. If a player stops play to <i>appeal</i> that the ball is broken, and it is found that the ball is not broken, that player loses the <i>rally</i>.</p> <p>11.3. If the receiver, before <i>attempting</i> to return serve, <i>appeals</i> that the ball is broken, and the ball is found to be broken, the Referee, if uncertain when it broke, must allow a <i>let</i> for the previous <i>rally</i>.</p> <p>11.4. A player who wishes to <i>appeal</i> at the end of a <i>game</i> that the ball is broken must do so immediately and before leaving the court.</p> <p>(...)</p> <p>11.6. If a ball has been replaced, or if the players resume the <i>match</i> after a delay, the players may warm up the ball. Play resumes when both players agree or at the discretion of the Referee, whichever is sooner.</p> <p>(...)</p> <p>11.8. If the ball becomes wedged in any part of the court, a <i>let</i> is allowed.</p> <p>11.9. A <i>let</i> may be allowed if the ball touches any article in the court.</p> <p>11.10. No <i>let</i> is allowed for any unusual bounce.</p>

Rules 12. & 13. now 12.1. and 12.2. + 12.3.	Rule 12 grouping rules 12 & 13 plus a new sub-rule
2024	<p>12. DISTRACTION</p> <p>13. FALLEN OBJECT</p>
2025	<p>12. CONDITIONS OF PLAY</p> <p>12.1. Distraction</p> <p>12.2. Fallen Object</p> <p>12.3. Court Conditions</p>
Rationale	A new general Rule with sub-rules has been created to cover situations where playing and court conditions are affected in order to create a consistency of application.

Rule 12. now 12.1.	Changing rule number, correcting a couple of cross references and updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>12. DISTRACTION</p> <p>12.1. Either player may request a let because of distraction, but must do so immediately.</p> <p>12.2. If the distraction was caused by one of the players, then:</p> <p>12.2.1. if accidental, a let is allowed, unless a player's <i>winning return</i> was interrupted, in which case the rally is awarded to that player;</p> <p>12.2.2. if deliberate, the Referee must apply Rule 15 (Conduct).</p> <p>12.3. If the distraction was not caused by one of the players, a let is allowed, unless a player's <i>winning return</i> was interrupted, in which case the rally is awarded to that player.</p> <p>12.4. At some events crowd reactions during play may occur. To encourage spectator enjoyment, Rule 12.3 may be suspended, and if sudden crowd noise occurs, players will be expected to continue play and Referees will not ask spectators to be quiet. However, a player who stops play and requests a let because of a loud or isolated noise from off the court may be allowed a let for distraction.</p>
2025	<p>12.1. Distraction</p> <p>12.1.1. Either player may request a let because of distraction, but must do so immediately.</p> <p>12.1.2. If the distraction was caused by one of the players, then:</p> <p>12.1.2.1. if accidental, a <i>let</i> is allowed, unless a player's <i>winning return</i> was interrupted, in which case the <i>rally</i> is awarded to that player;</p> <p>12.1.2.2. if deliberate, the Referee must apply Rule 14. (Conduct).</p> <p>12.1.3. If the distraction was not caused by one of the players, a <i>let</i> is allowed, unless a player's <i>winning return</i> was interrupted, in which case the <i>rally</i> is awarded to that player.</p> <p>12.1.4. At some events crowd reactions during play may occur. To encourage spectator enjoyment, Rule 12.1.3. may be suspended, and if sudden crowd noise occurs, players will be expected to continue play and the Referee will not ask spectators to be quiet. However, a player who stops play and requests a <i>let</i> because of a loud or isolated noise from off the court may be allowed a <i>let</i> for distraction.</p>

Rule 13. now 12.2.	Changing rule number, correcting a cross reference and updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>13. FALLEN OBJECT</p> <p>13.1. A player who drops a racket may pick it up and play on, unless the ball touches the racket, or distraction occurs, or the Referee applies a Conduct Penalty.</p> <p>13.2. A striker who drops the racket because of interference may request a let.</p> <p>13.3. A non-striker who drops the racket because of contact during the striker's effort to reach the ball may request a let, and Rule 12 (Distraction) applies.</p> <p>13.4. If any object, other than a player's racket, falls to the floor during a rally, play must stop; then:</p>

	<p>13.4.1. if the object fell from a player without any contact with the opponent, the opponent wins the rally;</p> <p>13.4.2. if the object fell from a player because of contact with the opponent, a <i>let</i> is allowed, unless the striker has struck a <i>winning return</i>, or requests a <i>let</i> for interference, in which case Rule 8 (Interference) is applied;</p> <p>13.4.3. if the object falls from a source other than a player, a <i>let</i> is allowed, unless the striker's <i>winning return</i> was interrupted, in which case the rally is awarded to the striker;</p> <p>13.4.4. if the object was not seen until the rally ended and had no effect on the outcome of the rally, the result of the rally stands.</p>
2025	<p>12.2. Fallen Object</p> <p>12.2.1. A player who drops a racket may pick it up and play on, unless the ball touches the racket, or distraction occurs, or the Referee applies a Conduct Penalty.</p> <p>12.2.2. A <i>striker</i> who drops the racket because of interference may request a <i>let</i>.</p> <p>12.2.3. A non-striker who drops the racket because of contact during the striker's effort to reach the ball may request a <i>let</i>, and Rule 12.1. (Distraction) applies.</p> <p>12.2.4. If any object, other than a player's racket, falls to the floor during a <i>rally</i>, play must stop; then:</p> <p>12.2.4.1. if the object fell from a player without any contact with the opponent, the opponent wins the <i>rally</i>;</p> <p>12.2.4.2. if the object fell from a player because of contact with the opponent, a <i>let</i> is allowed, unless the <i>striker</i> has struck a <i>winning return</i>, or requests a <i>let</i> for interference, in which case Rule 8. (Interference) is applied;</p> <p>12.2.4.3. if the object falls from a source other than a player, a <i>let</i> is allowed, unless the striker's <i>winning return</i> was interrupted, in which case the <i>rally</i> is awarded to the <i>striker</i>;</p> <p>12.2.4.4. if the object was not seen until the <i>rally</i> ended and had no effect on the outcome of the <i>rally</i>, the result of the <i>rally</i> stands.</p>

Rule 12.3.	Adding a new rule
2024	
2025	<p>12.3. Court Conditions</p> <p>When court conditions change during play, the following Rules apply:</p> <p>12.3.1. If conditions change through no fault of either player, play must stop, and a <i>let</i> is allowed. When play resumes, the score at the time of the interruption stands.</p> <p>12.3.2. If an object falls on the court, Rule 12.2. applies.</p> <p>12.3.3. If a player vomits on the court, Rule 13.1.2. applies.</p> <p>12.3.4. If a player is injured, Rule 13.2. applies.</p> <p>12.3.5. If there is blood on the court, Rule 13.3.1.5. applies.</p> <p>12.3.6. If the court becomes wet because of sweat from the players during normal play, either player may request the court be wiped at the end of a <i>rally</i>.</p>

	<p>12.3.7. If a player, while attempting to play the ball, has left a wet area on the court due to slipping, lunging, diving, or any part of their body touching the floor, then:</p> <p>12.3.7.1. the player who caused the wet area must continue play or concede the <i>rally</i>;</p> <p>12.3.7.2. the opponent may request a <i>let</i> before hitting the ball;</p> <p>12.3.7.3. if play continues, neither player may request a <i>let</i> for safety reasons;</p> <p>12.3.7.4. if the Referee believes the wet area was caused deliberately to gain an advantage, the Referee must apply Rule 14. (Conduct).</p> <p>12.3.8. The referee:</p> <p>12.3.8.1. must decide if conditions are safe for play to continue;</p> <p>12.3.8.2. may allow a <i>let</i> without a request having been made, stopping play if necessary for safety reasons.</p>
Rationale	New provisions included to cover all scenarios where the court floor is affected or becomes wet through a player diving, falling or placing a wet hand or knee on the floor.

Rule 14. now 13.	Changing rule number
2024	14. ILLNESS, INJURY AND BLEEDING
2025	13. ILLNESS, INJURY AND BLOOD INJURY

Rule 13. Note	Adding note
2024	
2025	Note: For an injury and a blood injury, the time allowed for recovery starts when the Referee has determined the condition is genuine and has decided on its category. Recovery time is permitted only when the injury occurs, and if permitted at the end of a <i>game</i> includes the interval between games.
Rationale	To provide guidance and ensure consistency of application.

Rule 14.1. now Rule 13.1.	Updating rule, changing rule numbers and updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>14.1. Illness</p> <p>14.1.1. A player who suffers an illness that involves neither an injury nor bleeding, such as a cramp, nausea, and breathlessness, as well as asthma, must either continue play immediately or concede the game in progress and take the game interval, if available, to recover. The player must then resume play or concede the match.</p> <p>14.1.2. If a player's vomiting or other action causes the court to become unplayable, the match is awarded to the opponent.</p>
2025	<p>13.1. Illness</p> <p>13.1.1. A player who suffers an illness or physical impediment that does not involves an injury or blood injury (such as a cramp, nausea, a blister, or breathlessness, as well as asthma), must either continue play immediately or concede the game in progress and take the game interval, if available, to recover. The player must then resume play or concede the match.</p> <p>13.1.2. If a player's vomiting or other action causes the court to become unplayable, the match is awarded to the opponent.</p>
Rationale	To include for further possible physical impediments such as a blister.

Rules 14.2. and 14.3. now 13.2.	Updating rule, changing rule numbers and updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>14.2. Injury</p> <p>The Referee:</p> <p>14.2.1. if not satisfied that the injury is genuine, must advise the player to decide whether to resume play immediately, or to concede the game in progress and take the game interval, if available, and then resume play or concede the match;</p> <p>14.2.2. if satisfied that the injury is genuine, must advise both players of the category of the injury and of the time permitted for recovery. Recovery time is only permitted at the time the injury takes place and where it is permitted at the end of a game shall include the interval between games;</p> <p>Note: The score at the conclusion of the rally in which the injury occurred, stands.</p> <p>14.2.3. if satisfied that this is a recurrence of an injury sustained earlier in the match, must advise the player to decide whether to resume play immediately or concede the game in progress and take the game interval, if available, and then resume play or concede the match.</p> <p>Note: A player who concedes a game/match retains any points/games already scored.</p> <p>14.3. Categories of injury:</p> <p>14.3.1. Self-inflicted: where the injury is the result of the player's own action. This includes a muscle tear or sprain, or a bruise resulting from a collision with a wall or falling over.</p> <p>The player is permitted 3 minutes to recover and, if not then ready to resume play, must concede that game and take the game interval, if</p>

	<p>available, for further recovery. The player must then resume play or concede the match.</p> <p>14.3.2. Contributed: where the injury is the result of accidental action by both players.</p> <p>The injured player is permitted 15 minutes to recover. This may be extended by a further 15 minutes at the discretion of the Referee. The player must then resume play or concede the match.</p> <p>14.3.3. Opponent-inflicted: where the injury is caused solely by the opponent.</p> <p>14.3.3.1. Where the injury is accidentally caused by the opponent, the Referee must apply Rule 15 (Conduct). The injured player is permitted 15 minutes to recover. If the player is then unable to resume play, the Referee must award the match to the injured player.</p> <p>14.3.3.2. Where the injury is caused by the opponent's deliberate or dangerous play or action, if the injured player requires any time for recovery, the Referee must award the match to the injured player. If the injured player is able to continue without delay, the Referee must apply Rule 15 (Conduct).</p>
2025	<p>13.2. Injury</p> <p>The Referee:</p> <p>13.2.1. if not satisfied that the injury is genuine, must advise the player to decide whether to resume play immediately, or to concede the game in progress and take the game interval, if available, and then resume play or concede the match;</p> <p>13.2.2. if satisfied that the injury is genuine, must advise both players of the category of the injury and of the time permitted for recovery;</p> <p>Note: The score at the conclusion of the rally in which the injury occurred, stands.</p> <p>13.2.3. if satisfied that this is a recurrence of an injury sustained earlier in the match, must advise the player to decide whether to resume play immediately or concede the game in progress and take the game interval, if available, and then resume play or concede the match.</p> <p>Note: A player who concedes a game/match retains any points/games already scored.</p> <p>13.2.4. Categories of injury:</p> <p>13.2.4.1. Self-inflicted: Where the injury is the result of the player's own action. This includes a muscle tear or sprain, or a bruise resulting from a collision with a wall or falling over.</p> <p>The player is permitted up to 3 minutes to recover and, if not then ready to resume play, must concede that game and take the game interval, if available, for further recovery. The player must then resume play or concede the match.</p> <p>13.2.4.2. Contributed: Where the injury is the result of accidental action by both players.</p> <p>The injured player is permitted up to 15 minutes to recover. The player must then resume play or concede the match.</p> <p>13.2.4.3. Opponent-inflicted: Where the injury is caused solely by the opponent.</p>

	<p>13.2.4.3.1. Where the injury is accidentally caused by the opponent, the Referee may apply Rule 14. (Conduct). The injured player is permitted up to 15 minutes to recover. If the player is then unable to resume play, the Referee must award the match to the injured player.</p> <p>13.2.4.3.2. Where the injury is caused by the opponent's deliberate or dangerous play or action, if the injured player requires any time for recovery, the Referee must award the match to the injured player. If the injured player is able to continue without delay, the Referee must apply Rule 14. (Conduct).</p>
Rationale	On contributed, to remove the additional 15 minutes which is not deemed necessary.

Rule 14.4. now Rule 13.3.	Updating and changing rule number and updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>14.4. Blood Injury</p> <p>A <i>Blood Injury</i> occurs when a player bleeds, and the blood flow is sufficient that blood may be transferred from a player to their opponent or the court.</p> <p>A scrape, graze or nick with no blood flow is not a <i>Blood Injury</i> and play must continue. Visible blood through a bandage, dressing or covering is not a <i>Blood Injury</i>.</p> <p>Once a <i>Blood Injury</i> occurs, the injured player must leave the court and the Referee must ensure that the injured player returns to the court in the shortest time possible, according to the following rules:</p> <p>14.4.1. Self-inflicted: where the <i>Blood Injury</i> is caused by a player's own action or condition, such as a fall, lunge, dive, crowding, nosebleed or similar, the player is permitted 5 minutes to stem the flow of blood and cover the bleeding. The permitted time starts when the injured player's treatment begins. If the injured player is not ready to resume play after 5 minutes, the player must concede the game and take the game interval, if available, for further recovery.</p> <p>If the same <i>Blood Injury</i> reoccurs, no further recovery time is permitted, and the injured player must concede the game and take the game interval, if available, for further recovery.</p> <p>If the same <i>Blood Injury</i> reoccurs and is caused by both players' actions (see 14.4.2.: Contributed) the injured player shall have further reasonable time to address the <i>Blood Injury</i>.</p> <p>If the injured player cannot resume play within the permitted time, the Referee must award the match to the opponent.</p> <p>14.4.2. Contributed: where the <i>Blood Injury</i> is caused by both players' actions, the injured player has reasonable time to stem the flow of blood and cover the bleeding. Reasonable time is determined by the Referee, who may be assisted by on-site medical personnel, if available. If the same <i>Blood Injury</i> reoccurs, through no fault of either player or by both players' actions, the injured player shall have further reasonable time to address the <i>Blood Injury</i>.</p>

	<p>If the same <i>Blood Injury</i> reoccurs, solely due to an action by the injured player, the player shall have no further time to address the <i>Blood Injury</i> and must concede the game and take the game interval, if available, for further recovery.</p> <p>If the injured player cannot resume play within the reasonable time or extended periods allowed, the Referee must award the match to the opponent.</p> <p>14.4.3. Opponent-inflicted: where the <i>Blood Injury</i> is caused solely by the opponent;</p> <p>14.4.3.1. Where the <i>Blood Injury</i> is caused solely by the opponent's accidental action, the injured player has reasonable time to stem the flow of blood and cover the bleeding. Reasonable time is determined by the Referee, who may be assisted by on-site medical personnel, if available. If the injured player cannot resume play in the reasonable time allowed, the Referee must award the match to the injured player.</p> <p>If the same <i>Blood Injury</i> reoccurs, through no fault of either player or by both players' actions, the injured player shall have further reasonable time to address the <i>Blood Injury</i>. If the blood flow cannot be stopped in a reasonable time the Referee must award the match to the injured player.</p> <p>If the same <i>Blood Injury</i> reoccurs, solely due to an action by the injured player, the player shall have no further time to address the <i>Blood Injury</i> and must concede the game and take the game interval, if available, for further recovery. If the injured player cannot then resume play, the Referee must award the match to the opponent.</p> <p>14.4.3.2. Where the <i>Blood Injury</i> is caused by the opponent's deliberate or dangerous play or action, the Referee must apply Rule 15 (Conduct) and award the match to the injured player.</p> <p>14.4.4. Where there is a stoppage in play, the court must be cleaned, and bloodstained clothing replaced.</p>
2025	<p>13.3. Blood Injury</p> <p>A blood injury occurs when a player bleeds and the flow is enough to transfer blood to their opponent or the court.</p> <p>A scrape, graze or nick with no blood flow is not a blood injury and play must continue. Visible blood through a bandage, dressing or covering is not a blood injury.</p> <p>Note: It is the player's responsibility to cover any existing wounds before going on court.</p> <p>Once a blood injury occurs, the injured player must leave the court, and the Referee must ensure that the injured player returns to the court in the shortest time possible.</p> <p>13.3.1 Categories of blood injury:</p> <p>13.3.1.1. Pre-existing wounds: If an uncovered or inadequately covered pre-existing wound has caused the blood injury, the injured player must concede the <i>game</i> in progress and take the game interval, if available, for treatment. The player must then resume play or concede the <i>match</i>.</p> <p>13.3.1.2. Self-inflicted: Where the blood injury is caused by a player's own action or condition (such as a fall, lunge, dive,</p>

	<p>crowding, nosebleed or similar), the player is permitted up to 5 minutes to stop the blood flow and cover any wound. If the injured player is not ready to resume play after 5 minutes, the player must concede the game and take the game interval, if available, for further recovery.</p> <p>If the same blood injury reoccurs, no further recovery time is permitted, and the injured player must concede the game and take the game interval, if available, for further recovery.</p> <p>If the same blood injury reoccurs and is caused by both players' actions (see 13.3.1.3.: Contributed) the injured player shall have further reasonable time to address the blood injury.</p> <p>If the injured player cannot resume play within the permitted time, the Referee must award the match to the opponent.</p> <p>13.3.1.3. Contributed: Where the blood injury is caused by both players' actions, the injured player has reasonable time to stop the blood flow and cover any wound. Reasonable time is determined by the Referee, who may be assisted by on-site medical personnel, if available.</p> <p>If the same blood injury reoccurs through no fault of either player or by both players' actions, the injured player shall have further reasonable time to address the blood injury.</p> <p>If the same blood injury reoccurs solely due to an action by the injured player, the player shall have no further time to address the blood injury and must concede the game and take the game interval, if available, for further recovery.</p> <p>If the injured player cannot resume play within the reasonable time allowed, the Referee must award the match to the opponent.</p> <p>13.3.1.4. Opponent-inflicted: Where the blood injury is caused solely by the opponent.</p> <p>13.3.1.4.1. Where the blood injury is caused solely by the opponent's accidental action, the Referee may apply Rule 14. (Conduct), and the injured player has reasonable time to stop the blood flow and cover any wound. Reasonable time is determined by the Referee, who may be assisted by on-site medical personnel, if available. If the injured player cannot resume play in the reasonable time allowed, the Referee must award the match to the injured player.</p> <p>If the same blood injury reoccurs through no fault of either player or by both players' actions, the injured player shall have further reasonable time to address the blood injury. If the blood flow cannot be stopped in a reasonable time the Referee must award the match to the injured player.</p> <p>If the same blood injury reoccurs solely due to an action by the injured player, the player shall have no further time to address the blood injury and must concede the game and take the game interval, if available, for further recovery. If the injured player cannot then resume play, the Referee must award the match to the opponent.</p>
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	<p>13.3.1.4.2. Where the blood injury is caused by the opponent's deliberate or dangerous play or action, the Referee must apply Rule 14. (Conduct) and award the match to the injured player.</p> <p>13.3.1.5. Where there is a stoppage in play, the court must be cleaned and bloodstained clothing replaced.</p>
Rationale	To prevent avoidable delays in play, provisions dealing with pre-existing blood injury have been introduced.

Rules 14.5. and 14.6. now 13.4. and 13.5..	Changing rule number
2024	<p>14.5. An injured player may resume play before the end of any permitted recovery-period. Both players must be given reasonable time to prepare to resume play.</p> <p>14.6. It is always the injured player's decision whether or not to resume play.</p>
2025	<p>13.4. An injured player may resume play before the end of any permitted recovery-period. Both players must be given reasonable time to prepare to resume play.</p> <p>13.5. It is always the injured player's decision whether or not to resume play.</p>

Rule 15. now 14.	Changing rule numbers, updating a rule, adding a new rule and updating the font to <i>italics</i> for defined words in the Appendix 1
2024	<p>15. CONDUCT</p> <p>15.1. Players must comply with any tournament regulations additional to these Rules.</p> <p>15.2. Players may not place any object within the court.</p> <p>15.3. Players may not leave the court during a game without the permission of the Referee.</p> <p>15.4. Players may not request a change of any Official.</p> <p>15.5. Players must not behave in a manner that is unfair, dangerous, abusive, offensive, or in any way detrimental to the sport.</p> <p>15.6. If a player's conduct is unacceptable, the Referee must penalise the player, stopping play if necessary.</p> <p>Unacceptable behaviour includes, but is not limited to:</p> <ul style="list-style-type: none"> 15.6.1. audible or visible obscenity; 15.6.2. verbal, physical or any other form of abuse; 15.6.3. unnecessary physical contact, which includes pushing off the opponent; 15.6.4. deliberate or dangerous play, including an excessive racket swing; 15.6.5. dissent to an Official; 15.6.6. abuse of equipment or court; 15.6.7. unfair warm-up; 15.6.8. delaying play, including being late back on court; 15.6.9. deliberate distraction; 15.6.10. receiving coaching during play. <p>15.7. A player guilty of an offence may be given a Conduct Warning or penalised with a Conduct Stroke, a Conduct Game, or a Conduct Match, depending on the severity of the offence.</p>

	<p>15.8. The Referee may impose more than one warning, stroke or game to a player for a subsequent similar offence, providing any such penalty may not be less severe than the previous penalty for the same offence.</p> <p>15.9. A warning or a penalty may be imposed by the Referee at any time, including during the warm-up and following the conclusion of the match.</p> <p>15.10. If the Referee:</p> <ul style="list-style-type: none"> 15.10.1. stops play to issue a Conduct Warning, a let is allowed; 15.10.2. stops play to award a Conduct Stroke, that Conduct Stroke becomes the result of the rally; 15.10.3. awards a Conduct Stroke after a rally has finished, the result of the rally stands, and the Conduct Stroke is added to the score with no change of service-box; 15.10.4. awards a Conduct Game, that game is the one in progress or the next one if a game is not in progress. In the latter case an additional interval of 90 seconds does not apply; 15.10.5. awards a Conduct Game or a Conduct Match, the offending player retains all points or games already won. <p>15.11. When a Conduct Penalty has been imposed, the Referee must complete any required documentation.</p>
2025	<p>14. CONDUCT</p> <p>14.1. Players must comply with any tournament regulations additional to these Rules.</p> <p>14.2. Players may not place any object within the court.</p> <p>14.3. Players may not leave the court during a game without the permission of the Referee.</p> <p>14.4. Players may not request a change of any Official.</p> <p>14.5. Players must not behave in a manner that is unfair, dangerous, abusive, offensive, or in any way detrimental to the sport.</p> <p>14.6. If a player's conduct is unacceptable, the Referee must penalise the player, stopping play if necessary.</p> <p>Unacceptable behaviour includes, but is not limited to:</p> <ul style="list-style-type: none"> 14.6.1. audible or visible obscenity; 14.6.2. verbal, physical or any other form of abuse; 14.6.3. unnecessary physical contact, which includes pushing off the opponent; 14.6.4. deliberate or dangerous play, including an excessive racket swing and turning; 14.6.5. dissent to an Official; 14.6.6. attempting to influence the Referee; 14.6.7. abuse of equipment or court; 14.6.8. unfair warm-up; 14.6.9. delaying play, including being late back on court; 14.6.10. deliberate distraction; 14.6.11. receiving coaching during play. <p>14.7. A player guilty of an offence may be given a Conduct Warning or penalised with a Conduct Stroke, a Conduct Game, or a Conduct Match, depending on the severity of the offence.</p> <p>14.8. The Referee may impose more than one warning, stroke or game to a player for a subsequent similar offence, providing any such penalty may not be less severe than the previous penalty for the same offence.</p>

	<p>14.9. A warning or a penalty may be imposed by the Referee at any time, including during the warm-up and following the conclusion of the <i>match</i>.</p> <p>14.10. If the Referee:</p> <p>14.10.1. stops play to issue a Conduct Warning, a <i>let</i> is allowed;</p> <p>14.10.2. stops play to award a Conduct Stroke, that Conduct Stroke becomes the result of the <i>rally</i>;</p> <p>14.10.3. awards a Conduct Stroke after a <i>rally</i> has finished, the result of the <i>rally</i> stands, and the Conduct Stroke is added to the score with no change of <i>service box</i>;</p> <p>14.10.4. awards a Conduct Game, that game is the one in progress or the next one if a game is not in progress. In the latter case an additional <i>game</i> interval does not apply;</p> <p>14.10.5. awards a Conduct Game or a Conduct Match, the offending player retains all points or games already won.</p> <p>14.11. When a Conduct Penalty has been imposed, the Referee must complete any required documentation.</p>
Rationale	<p>Turning is included as a further possibly dangerous action.</p> <p>The attempt to influence the referee is included to create consistency with PSA.</p>

Appendix 1	Adding note
2024	FURTHER ATTEMPT A subsequent attempt by the striker to serve or return a ball that is still in play, after having already made one or more attempts.
2025	<p>FURTHER ATTEMPT A subsequent attempt by the striker to serve or return a ball that is still in play, after having already made one or more attempts.</p> <p>Note: Shaping (preparing) to play the ball on one side and then bringing the racket across the body to strike the ball on the other side is not a further attempt.</p>
Rationale	Deals with the concept of shaping here as definition of Turning now removed where this was covered.

Appendix 1	Erasing definition
2024	FAIR VIEW Enough time to view the ball and prepare to strike it as it returns from the front wall.
2025	
Rationale	Already defined on Rule 8.7.

Appendix 1	Erasing definition
2024	<p>TURNING The action of the striker who strikes, or is in a position to strike, the ball to the right of the body after the ball has passed behind it to the left or vice versa, whether the striker physically turns or not.</p> <p>Note: Shaping (preparing) to play the ball on one side and then bringing the racket across the body to strike the ball on the other side is neither turning nor making a further attempt.</p>
2025	
Rationale	Dealt with sufficiently in the reworded Turning Rule 8.13.

Appendix 3	Erasing appendix
2024	<p>APPENDIX 3 - ALTERNATIVE SCORING SYSTEMS</p> <p>1.Point-a-rally scoring to 15 Rule 2 (Scoring) is replaced by (see italics): 2.1 The winner of a rally scores 1 point and serves to begin the next rally. 2.2 <i>Each game is played to 15 points, except that if the score reaches 14-all, the game continues until one player leads by 2 points.</i> 2.3 A match is normally the best of 5 games but may be the best of 3.</p> <p>2.Hand-in/hand-out scoring Rule 2 (Scoring) is replaced by (see italics): 2.1 <i>The server, on winning a rally, scores a point; the receiver, on winning a rally, becomes the server without a change of score.</i> 2.2 <i>Each game is played to 9 points, except that if the score reaches 8-all, the receiver chooses, before the next service, to continue that game either to 9 (known as "Set 1") or to 10 (known as "Set 2"). The receiver must clearly indicate this choice to the Marker, Referee and the opponent.</i> 2.3 A match is normally the best of 5 games but may be the best of 3.</p>
2025	
Rationale	No longer applicable.

Appendix 4	Erasing appendix
2024	<p>APPENDIX 4 - THE THREE-REFEREE SYSTEM</p> <ol style="list-style-type: none"> The Three-Referee System uses a Central Referee (CR) and two Side Referees (SRs) who must work together as a team. All should be the highest accredited Referees available. If the 3 Officials are not of a similar standard, then the Referee of the highest standard should normally act as the CR. The CR, who is also the Marker, controls the match and must consult with the SRs before the match and if necessary (and if possible) between games, to try and ensure consistency of rules application and interpretation. One of the SRs keeps score as a backup. In the event of a discrepancy the CR's score is final. The two SRs should be seated behind the back wall in line with the inside line of the service box on each side, one row in front of the CR. The SRs make decisions at the end of rallies – not during them – on the following matters only: <ol style="list-style-type: none"> When a player requests a let; or appeals against a call or lack of a call of down, not up, out, or fault by the CR. If any Referee is unsighted that Referee's decision is "Yes, Let." If the CR is unsure of the reason for an appeal, the CR must ask the player for clarification. If a SR is unsure of what is being appealed, the SR must ask the CR for clarification. Only the CR decides all other matters including time-periods, conduct, injury, distraction, broken ball, fallen object, and court conditions, none of which may be appealed. Every appeal must be decided by all 3 Referees, simultaneously and independently. A majority decision of the 3 Referees is final, unless a video Referee system is in operation.

	<p>8. The decision of the 3 Referees must be announced by the CR without revealing the individual decisions.</p> <p>9. In the case of 3 different decisions (Yes Let, No Let, Stroke), the final decision will be “Yes, Let.”</p> <p>10. Players may speak only to the CR. Dialogue must be kept to a minimum.</p> <p>11. The Referees may give their decisions using (in order of preference):</p> <ol style="list-style-type: none"> 1. Electronic consoles; or 2. Referee Decision Cards; or 3. Hand signals. <p>12. If hand signals are used:</p> <p>Yes, Let = Thumb and forefinger in the shape of an ‘L’.</p> <p>Stroke = Clenched fist.</p> <p>No Let = Hand held out flat, palm downwards.</p> <p>Ball was Down / Not Up / Out / Fault = Thumb Down.</p> <p>Ball was Good = Thumb Up.</p>
2025	
Rationale	No longer applicable.

Appendix 5 now Appendix 3	Updating appendix and changing number
2024	<p>APPENDIX 5 - VIDEO REVIEW</p> <p>May be used where the technology is available.</p> <p>RULES/PROCEDURE</p> <ol style="list-style-type: none"> 1. A player may request a review of an Interference decision of Let, Stroke or No Let only, but may not appeal any Marker calls. Each player has one review per game; if the original decision is overruled, the player retains the review. 2. The player must clearly and immediately ask the Central Referee (CR) for a “Video Review, please.” 3. The CR then states: “Video review, please, (player’s name), on the Yes, Let/No Let/Stroke decision.” 4. The replays will be shown on the screens. 5. The decision of the Video Review Official, whose decision is final, will be displayed on the screens. 6. The CR then states either: “Yes, Let/No Let/Stroke decision upheld, (player’s name) has no review remaining”; or “Yes, Let/No Let/Stroke decision overruled, (player’s name) has 1 review remaining.” 7. When the score reaches 10-all, each player will have only 1 further review available. Unused reviews may not be carried over beyond the score of 10-all or into any following games. The CR announces: “10-all, a player must win by 2 points. Each player has 1 review available.” 8. If a video review is unavailable because of technical difficulties, this will not count as a review being used.
2025	<p>APPENDIX 3 - VIDEO REVIEW</p> <p>The video review system may be used where the technology is available. The system involves two officials: a “Match Referee” (MR) and a “Video Referee” (VR). The goal of the video review system is to give a player the chance of a second opinion and for the VR to make a final decision</p>

	<p>following the MR's original decision. For the game to remain as continuous as possible, the VR needs to come to a decision as quickly and efficiently as possible.</p> <p>RULES/PROCEDURE</p> <p>The MR will control the match as usual but will always be in direct communication with the VR via a headset or earpiece. The MR should confer with the VR when necessary to ensure the correct outcome of a rally.</p> <p>3.1. Player Review</p> <p>3.1.1. A player may request a review ("Player Review") on Stroke, Yes Let, and No Let decisions given by the MR. It can also be used to appeal to a pickup or double hit or carry call or the lack of a call by the MR.</p> <p>3.1.2. Best of 5 game matches: each player receives a total of 2 video reviews per match. If the match reaches a fifth game, each player will receive one additional video review, regardless of how many video reviews have been used in the previous four games. Unused reviews are not carried over into the fifth game.</p> <p>3.1.3. Best of 3 game matches: each player receives 1 video review per match. If the match reaches a third game, each player will receive one additional video review, regardless of how many video reviews have been used in the previous two games. Unused reviews are not carried over into the third game.</p> <p>3.1.4. The player must clearly and immediately ask the MR for a review.</p> <p>3.1.5. The MR then announces:</p> <p>3.1.5.1. When a player is requesting a player review on a decision:</p> <ul style="list-style-type: none"> • "Player review, <player's surname>, on the 'Stroke' decision"; or • "Player review, <player's surname>, on the 'Yes Let' decision"; or • "Player review, <player's surname>, on the 'No Let' decision". <p>3.1.5.2. When a player is requesting a player review on the pickup, double hit or carry call or lack of a call:</p> <ul style="list-style-type: none"> • Player review, <player's surname>, on the 'good' decision; or • Player review, <player's surname>, on the 'not good' decision. <p>3.1.6. The replays will be shown on the screens and the decision of the VR, whose decision is final, will be also displayed on the screens.</p> <p>Note that:</p> <p>3.1.6.1. If the original decision is overruled by the VR, the player keeps the review.</p> <p>3.1.6.2. If the original decision is upheld by the VR, the player loses the review.</p> <p>3.1.6.3. If the original decision is overruled by the VR but against the reviewing player, the player loses the review. For example, if a player appeals expecting to turn a Yes Let into a Stroke, but the video referee turns a Yes Let into a No Let, the player loses the review.</p> <p>3.1.7. The MR then announces:</p> <p>3.1.7.1. When the original decision is upheld by the VR:</p>
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	<ul style="list-style-type: none"> • “Stroke to <player A surname>, decision upheld, <player B surname> has no (or x) reviews remaining”; or • “Yes Let, decision upheld, <player’s surname> has no (or x) reviews remaining”; or • “No Let, decision upheld, <player’s surname> has no (or x) reviews remaining”; or • “The pickup was good, decision upheld, <player’s surname> has no (or x) reviews remaining”; or • “The pickup was not up, decision upheld, <player’s surname> has no (or x) reviews remaining”. <p>3.1.7.2. When the original decision is overruled by the VR:</p> <ul style="list-style-type: none"> • “Stroke to <player’s surname>, decision overruled, <player’s surname> has x reviews remaining”; or • “Yes Let, decision overruled, <player’s surname> has x reviews remaining”; or • “No Let, decision overruled, <player’s surname> has x reviews remaining”; or • “The pickup was good, decision overruled, <player’s surname> has x reviews remaining”; or • “The pickup was not good, decision overruled, <player’s surname> has x reviews remaining”. <p>3.1.8. If the video review is unavailable or a pickup or double hit or carry review comes back inconclusive, the player keeps the review. The MR then announces:</p> <ul style="list-style-type: none"> • “Video review is currently unavailable due to technical difficulties. The original decision stands”; or • “Inconclusive, Yes Let, <player’s surname> has x reviews remaining”. <p>3.2. Video Referee Decision</p> <p>3.2.1. The MR retains the right to refer to any decision, including pickup or double hit or carry calls to the VR if unsure of the correct decision on an appeal that has not yet given a decision. The MR may ask for a “Video Referee Decision” as many times as required, and this does not count as one of a player’s video reviews.</p> <p>3.2.2. The MR initiates a video referee decision by announcing:</p> <ul style="list-style-type: none"> • “Video Referee decision on <player’s surname> appeal”; or • “Video Referee please check <player’s surname> pickup in the front left”. <p>3.2.3. The VR makes the final decision which is announced by the MR:</p> <ul style="list-style-type: none"> • “Stroke to <player’s surname>”; or • “Yes Let”; or • “No Let”; or • “The pickup was good”; or • “The pickup was not up”. <p>3.3. Video Referee Overrule</p> <p>3.3.1. Players cannot request a review for lines calls or tin calls.</p> <p>3.3.2. If the VR observes video footage that is deemed conclusive, the VR can communicate this to the MR before the start of the next rally, enabling a fair outcome of the rally.</p> <p>3.3.3. In that case, the MR then announces:</p>
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	<ul style="list-style-type: none"> • “Video Referee has conclusive evidence that the ball was good, point to <player’s surname>”; or • “Video Referee has conclusive evidence that the ball was down, point to <player’s surname>”; or • “Video Referee has conclusive evidence that the ball was in, point to <player’s surname>”; or • “Video Referee has conclusive evidence that the ball was out, point to <player’s surname>”.
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Appendix 6 now Appendix 4	Updating appendix number
2024	APPENDIX 6 - PROTECTIVE EYEWEAR
2025	APPENDIX 4 - PROTECTIVE EYEWEAR

Appendix 7 now Appendix 5	Updating appendix number
2024	APPENDIX 7 - TECHNICAL SPECIFICATIONS
2025	APPENDIX 5 - TECHNICAL SPECIFICATIONS

Appendix 8 now Appendix 6	Updating appendix
2024	APPENDIX 8 - COACHING LIMITATIONS
2025	APPENDIX 6 - COACHING

Appendix 6	Updating a cross reference
2024	Player analysis technology as described below may be incorporated into the playing equipment as long as that equipment conforms to the specifications in Appendix 7. Any equipment affixed to the body of a player must conform to the Rules.
2025	Player analysis technology as described below may be incorporated into the playing equipment as long as that equipment conforms to the specifications in Appendix 5. Any equipment affixed to the body of a player must conform to the Rules.

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2024	Published January 2024 by:
2025	Published September 2025 by: