



I. Policy and Procedures

- A. For all Policy and Procedures, please refer to Columbia University's Intramural Handbook which can be found on perec.columbia.edu under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University's imleagues.com website. All Intramural participants are responsible for knowing all of the Intramural Policy and Procedures.
- B. Leagues offered:
 - 1. **Men's Singles**
 - 2. **Women's Singles**
 - 3. **Open-Recreational Singles**
- C. All players must present a valid Columbia University identification (CUID) or Dodge Fitness Center identification (DFCID) to Intramural Staff in order to play.
- D. All games are played at the Dodge Physical Fitness Center. Teams must arrive ready to play no more than **5 minutes** after the scheduled game time or a forfeit will be declared.

II. Team Size

- A. One player constitutes a full team – this is a singles tournament.

III. Equipment

- A. Players must wear closed-toed, athletic type shoes at all times.
- B. Players must wear athletic clothing such as shorts or sweatpants. Jeans or dress pants are not permitted.
- C. No hats, jewelry, or watches may be worn during a game. Exceptions may be made for mandatory religious paraphernalia, at the discretion of the Columbia Intramurals Department.
- D. Each participant is required to supply a racquet and a squash ball.
- E. All participants are required to wear eye protection (eye guards).

IV. Time Factors & Scoring

- A. A match shall consist of the best of three (3) games to eleven (11) points, must win by two.
- B. Rally scoring system will be used. Either player may score a point.
- C. The server, on a winning stroke, scores a point and retains the service. The receiver, on a winning stroke, scores a point and becomes the server.

V. Service

- A. Play commences with a service. The first to serve is determined by the spin of a racquet.
- B. At the beginning of a game, and each time there is a new server, the ball shall be served from either service box, and then alternated until the serve is lost.
- C. The server must keep one foot in the service box until the ball leaves the racquet. The ball must first hit the front wall above the service line and below the ceiling, then bounce first in the opposite court (not touching the lines) either before or after touching any wall or walls in courts, otherwise a default.
- D. A fault serve may not be played.
- E. At the beginning of the second game and each subsequent game, the winner of the previous game serves first.

VI. Gameplay

- A. A ball must be hit on volley or first bounce and reach the front wall on the fly above the tell-tale. It may touch any walls before or after reaching the front wall.
- B. Until a ball has been touched or hit the floor twice, it may be struck any number of times.
- C. If on the first bounce from the floor the ball hits on or above the red line on the back wall, the point shall be played over.
- D. The ceiling is considered out.

****All additional rules will follow the rules of the World Squash Federation.****

Only the captain or designated captain can approach officials or activity supervisors during or after the game.

**Columbia University Intramurals
334 Dodge Fitness Center
perec.columbia.edu
(212) 854-4002**