

# Referee/marker course (short version)

This short course is designed for Local League players who may have played in their team for years but run a personal best when asked to mark a game. The aim is that you'll come away today with a sound knowledge of what's an obvious stroke, let or no-let, and the confidence to give a good decision on the less obvious ones. Also, you'll know how to write the marking sheet and the correct referee/marker calls to make. If anybody wishes to discuss any of the other rules or situations, we can do that as well. Feel free to interrupt at any time if anything's not clear or if you have a comment or question.

## 1. The marking sheet

You can really write the marking sheet any way you like, as long as you can tell, at any time, what the score is, who's serving, and from which side. There are different methods, but here's the one I think is simplest and best.

(Hand everybody a few blank marking sheets and demonstrate the method on a large whiteboard/blackboard/similar.)

## 2. Referee/marker calls

The Rules are written for the traditional 2-officials "referee and marker" system, where the marker does nearly everything but his boss, the referee, makes all the decisions and overrules the marker if necessary. But don't concern yourself about the distinction between what the referee does and what the marker does, because you'll be doing both. You make the calls in your role as marker and make a decision or answer an appeal in your role as referee.

(Hand everybody the list of referee/marker calls and go over them.)

## 3. Lets, strokes and no-lets

This is really the only complicated area in the Rules, but not as complicated as most people – and many referees – seem to think. It all makes sense ! It's mainly covered in the latest (2015) version under Rule 8 Interference.

Basically, the player whose shot it is ("the striker") has duties and rights and so has the player whose shot is next ("the non-striker"). If both players do what they're supposed to do, there won't be any lets. But if either player fails in one of their duties, they'll be denying the other player one of their rights. This is "interference" and there's a decision to be made.

The **striker** has to make every effort to get to the ball and to play it. He then has to get out of the way, so that the opponent can see the ball and move in a straight line to it.

The **non-striker** has to be out of the way, so that the opponent can take a reasonable backswing and a reasonable follow-through, and hit the ball directly to any part of the front wall.

As a rough guide, if interference is accidental it tends to be a let. If it's deliberate, it tends to be a stroke or a no-let.

When a player says "Let, please" or similar, the play stops *immediately*. You should try to "freeze-frame" the action in your mind and think "What would have happened next?". You then consider "Where's the ball?", "Where's the player?" and "Where's the opponent?" and make your decision.

Let's go through Rule 8 Interference. At 2 pages it looks a bit daunting, but if you take it bit by bit you'll see it all makes sense.

(Hand everybody a copy of Rule 8 Interference and go over all the parts.)

Please contact David Ferguson if you are an East of Scotland Squash Assoc player and would like to get on the list for the above course.

David Ferguson contact details: [waverleydave@virginmedia.com](mailto:waverleydave@virginmedia.com) 07963 744 717

If you want to progress beyond this, please proceed to the next section.

#### [4. Becoming a qualified referee](#)

If anybody would like to become a referee, just apply any time to Scottish Squash. Grade 3 is the basic "competent referee" level and involves a 2-hour course, then an assessment while refereeing a match, then a written test, where you're given 25 questions and try to pick the right answers out of 3 choices.

<http://www.scottishsquash.org/referees/referee-qualification/>

David Ferguson  
September 2015