



# Intramural Sports Squash Rules



## Intramural Sports Participant Manual

- All participants are required to adhere to the policies of Intramural Sports. This information is located online at <http://intramurals.athletics.cornell.edu>.
- In the Intramural Sports Participant Manual, you will find important information regarding:

Team Information	Participant Information
• Registration	• Eligibility
• Divisions	• Participation
• Playoffs	• Participant Conduct
• Sportsmanship	• Safety
• Forfeits and Cancellations	• Alcohol and Drug Policy
• Protests	
• Champions	

## Courts

- Matches can be played on any available court.
- Equipment may be signed-out at the Teagle Hall Issue Room with a CU ID Card.

## Timing

- This tournament is a play-by-date in which you have a certain amount of time to contact your opponent, play the match and report your score to the Intramural Office at [intramurals@cornell.edu](mailto:intramurals@cornell.edu).
- Game time is forfeit time. Each player should receive 10 minutes at the beginning of each contest to warm up.

## General Playing Rules

- A match is the best of four of seven games played to 15 points.
- If a game is tied at 13, the person who reached 13 points declares a 2 point, a 3 point, or a 5 point game. The first person to reach 2, 3, or 5 wins.
- If a game is tied at 14 and has not been tied at 13, the person who reached 14 first declares a 1 or 3 point game. The first person to score 1 or 3 wins.

*All rules not specifically covered in this document will be enforced as USSRA Squash Rules.  
All rules are subject to change by the Intramural Sports professional staff.*