

RAM SCORING SYSTEM™



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Ram scoring rules:

1. Each game consists of a timed three-minute regulation period, followed by one final point for an un-timed overtime period.
2. Matches are the best of five games (i.e. the first player to win three games thereby wins the match), with a two-minute break between games.
3. There must be a timekeeper and a referee for each match.
4. During the three-minute regulation period:
 - 4.1 The clock only runs while a point is being played, And the clock stops when the point ends and doesn't restart until the server serves to begin the next point.
 - 4.2 When a point ends in a let, the "Time Revert rule" applies, whereby the time expended during the rally is put back on the clock.
 - 4.3 No official point can last more than one minute. If a point lasts more than one minute, the Time Revert rule is implemented, with clock resetting to when the point first started and the point being replayed.
 - 4.4 In the event of a player asking for a let ball on the 3:00 mins mark, the score stays the same and one final point shall be played.
5. When the three minutes expire and the overtime begins:
 - 5.1 The player who is ahead in score still needs to win one more final point to win the game.
 - 5.2 in the event of a tie in the score, a sudden death point will be played.
 - 5.3 for example, if Player A is ahead 8-5 after the three minutes have expired, Player A still has to win a ninth point to win the game. If Player B wins the next three points to tie the score at 8-all, a "Sudden Death" rule is in effect, whereby whichever player wins the 8-all point thereby wins the game 9-8.

All other PSA (Professional Squash Association) and WSF (World Squash Federation) rules apply.

RAM Scoring System TM
www.ramscoring.com



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