



# SQUASH CAMPUS SPORT



In this competition, the emphasis is on enjoyment, social atmosphere and skill development/maintenance. All games shall be played as per the [World Squash Federation \(WSF\)](#), except to the extent that they are negated or modified by these rules. All rules are open to the interpretation of the referee/supervisor and their decision is final.

## LOCATION

All matches will be played at the Nona Lee Sports Centre squash courts.

## TEAM REGISTRATION

Teams must be registered through the registration links available on the Campus Sport website.

Full payment of the registration fee must be paid upon completion of this form for a team to be guaranteed entry into the competition.

## PLAYER REGISTRATION

All participants must register online to their team before taking the court; they will then be named on the weekly score sheet.

## COMPETITION STRUCTURE

Matches will be contested as a singles competition. Each game will be the best of 5 sets, first to 11 and winning by 2.

## GAME COMMENCEMENT

Teams should arrive 10 minutes prior to the commencement of their match to allow for smooth transition of games.

Teams must be ready to start at the scheduled times. If the opposition does not show at the beginning of this period, then the clock shall commence running and they will be penalised 1 point per minute they are late.

At the beginning of the game, players will 'rock off' to decide who will serve first.

## LENGTH OF THE GAME

Matches will be allocated 40 minutes, allowing ample time to warm up and complete the match.

Should a match not finish within the allocated time, the score at that point will stand with points awarded accordingly.

## EQUIPMENT

Participants are encouraged to bring their own racquets, otherwise they are available for hire at the Nona Lee Sports Centre reception for \$5.

Squash balls and a scoresheet will be made available at the start of play each week. It is the players responsibility to ensure the scoresheet is completed at the end of play.

A MU Sport staff member will be available for assistance and rule clarification.

## FORFEITS

In the event of a forfeit, the winning team will be awarded a score of 3-0 and 4 competition points. There is no monetary penalty for a forfeit, but teams must let the competition coordinator know if they are unable to play any given week. A team will be ineligible for finals should they forfeit more than 2 times in a season.

# CAMPUS SPORT: SQUASH

## UNIFORM AND JEWELLERY

Players are advised to wear suitable sports clothing, and proper sports shoes must always be worn. Players cannot take the court in bare feet.

No jewellery shall be worn except for a medical bracelet, or small stud earrings which must be taped to the satisfaction of the referee. All fitness trackers and watches must be removed before the game.

## MISCONDUCT

All players must be respectful towards each other, as well as towards the umpires/staff. This is a social competition, any form of player misconduct will not be tolerated and may result in you being excluded from the competition.

## RULE CLARIFICATION

If players would like clarification on a rule or a call, that player may approach MU Sport staff at any of the breaks and ask for rule clarification. Players must conduct themselves in a professional manner when doing this and put their inquiry in the form of a question.

## POINTS

4 points will be awarded for a win, 0 points for a loss and 2 points for a draw. Teams who lose by forfeit will receive 0 points and their opposition will receive 4 points. The result for a forfeit shall be recorded as 3-0.

## SERVING

First serves can be made from either the left or right service box. Each serve following should then alternate each side. One foot must always be in the service box, without touching the line. If a rally ends in a let, the server must serve again from the same box.

The serve must directly hit the front wall above the service line and then bounce back into the opposite quarter-court.

The same player continues to serve until they lose the point, in which players then rotate serve where the new server can choose either side to serve from.

## SCORING

Players are to self-score. A score sheet will be available for the final scores to be noted. It is the players' responsibility to ensure the scoresheet is correctly filled out at the end of the game.

The ball must hit the back wall before the floor, it may bounce off or onto the side walls.

A shot is considered out if it hits on or above the blue line at the top of the wall, the tin or below the blue line at the bottom front of the wall or if the ball double bounces.

'Let' may be called if the opposing player obstructs you from getting to the ball but you had reasonable chance of retrieving it. A 'let' must be called immediately for play to stop and reset.

The winning team will be based on sets with a further count back of points where required.

## INJURY

A player may call for 'time' due to an injury or illness. The umpire may stop the game at any time.

First aid is available at the Sport Centre reception. It is the responsibility of the team captain together with MU Sport Reception Staff to administer first aid when required, not the umpires. All injuries must be reported to either the competition coordinator or to reception by the injured person/s or team captain and an incident report made where necessary.