

# Introduction

With any coaching or club programme the main aim is to provide activities which are of such variety that interest and enjoyment are sustained and which also contain an appropriate level of competition.

The purpose of this manual is to give coaches, parents, teachers, club volunteers and indeed anyone else who is involved with squash, a few ideas on various draws and leagues, all of which provide interest, enjoyment and competition. All of these can be used in a club or school environment.

Variations should be used to keep players' enjoyment levels high. The majority of examples given can be varied through changing the scoring, the timing of the event, or even using timed squash.

There are many other examples that you may already be using. It is helpful to share these among other coaches, so coaches can build a portfolio of ideas.

This resource is part of a series of manuals available through Squash New Zealand and this book is designed to complement the other manuals.

**Other manuals available through Squash New Zealand are:**

Introduction to Coaching

Squash Routines

Organising Juniors – Beginner Coach

Junior Skills Programme

Level One Manual

Club Coaching Guide

Teams Event Coaching Guide

Junior Coaching Guide

Level Two Manual

High Performance Guide for High Performance Coaches

For these and other information visit the Squash New Zealand website: [www.squashnz.co.nz](http://www.squashnz.co.nz)  
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# Contents

To make this manual easy to use the content has been presented in a user-friendly way, so that all ages and personnel are able to use it. The manual is presented as follows:

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# Why Have Organised Competition?

As people progress and learn a sport, they like to seek new challenges and play in competitions. Organised competition provides an opportunity for players of all levels to compete against likeminded others. Whether the goal is to become world champion or just to meet new friends, organised competition is an ideal way to keep people interested in squash.

In order to run successful competitions, careful planning and flexibility is needed. Always have a contingency plan for no-shows, or for extra players. The key organisational factor in arranging activities, whether they are games or competitions, is that all participants should be actively involved as players, judges, scorers, coaches, or in some other way. For squash this often means selecting games in which the participants can be divided into small groups.

The following pages present a range of ideas to help you with the organisation of your competitions.



# Knock Out Draw

This is the standard form for conducting individual competitions. It is an elimination tournament with consolation rounds (plates), for those who lose. Traditionally in New Zealand most tournaments run the following plates:

Plate (First Round Losers)

Special Plate (Second Round Losers)

Consolation Plate (Plate First Round Losers)

Players are seeded based on their ability to ensure the stronger players do not meet early in the tournament.

## Advantages

- All entrants can play up to a minimum of three games
- Maximum use of all available courts
- Few lopsided or uneven games towards the end if seeded properly

## Disadvantages

- First-round main draw losers can only finish in bottom half
- Accurate seeding is crucial

## Best use

In tournaments where elimination of entrants is desirable – used in most New Zealand tournaments.

## Variation

This can also be used as an elimination draw where only the winners continue to play. If there are not enough players to make up a full 16 draw, byes can be used. e.g. If there are only 14 players then seeds 1 and 2 will have a bye in the first round.



# 16 Championship Draw and Seeding Positions

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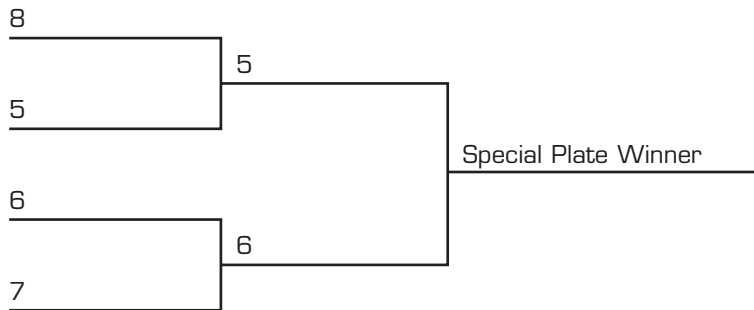


\* Numbers assume all matches are won by the higher seed.



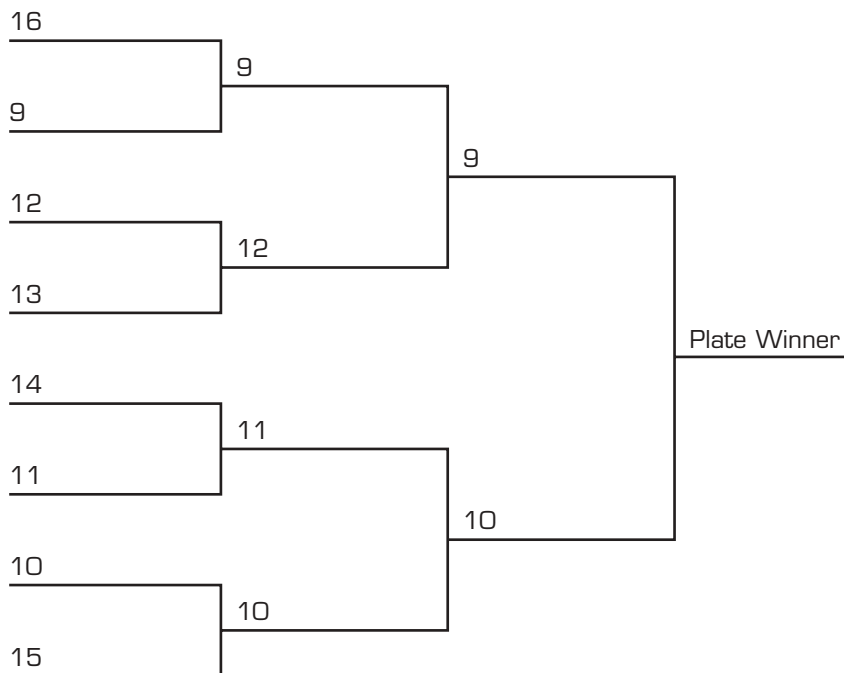
## Special Plate (Second Round Losers)

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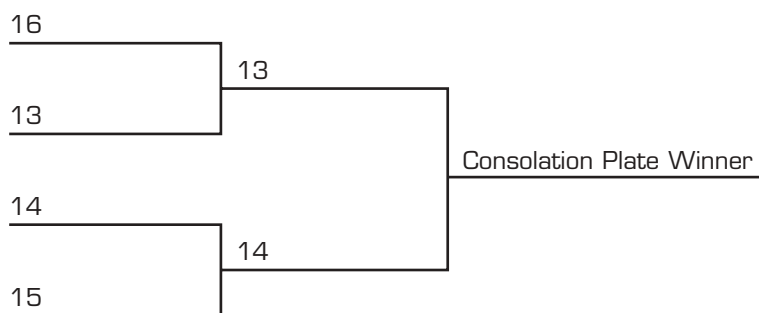
## Plate Draw (First Round Losers)

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## Consolation Plate (First Round Plate Losers)

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\* Numbers assume all matches are won by the higher seed.

# 12 Draw (an alternative version)

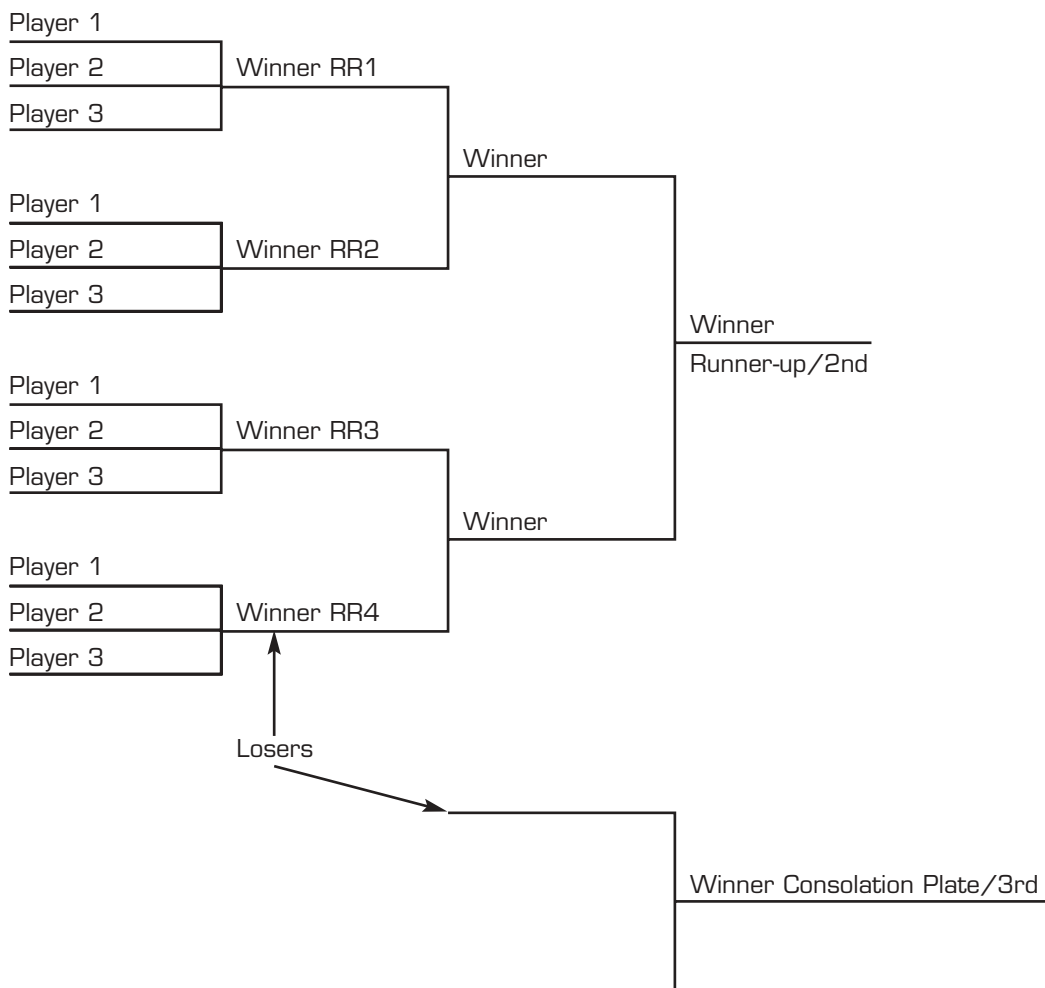
This type of tournament suits both the social player as well as the competitive player. If time is short it could be played to a time limit but it does offer all players at least four games of squash. This could be played over three days or one day.

## Rules

- The first round consists of 12 players seeded into groups of three who play a round robin (best of three games).
- The winners of each of those round robins (4 players) go through to the "play off".
- This can be either a draw or another round robin played best of five games.
- The non-qualifiers go into a plate making a draw of eight with games played best of three games.
- The losers of this plate go into a consolation plate.

## 12 Draw (main draw only)

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# 6 Draw (an alternative version)

This is another draw, which can be used instead of a round robin for a group of six players. It is based on seeding the six players and playing-off as follows:

<b>Round 1</b>	<u># 1 seed</u> # 6 seed	<u># 2 seed</u> # 5 seed	<u># 3 seed</u> # 4 seed
<b>Round 2</b>	<u>Winner 1 v 6</u> Winner 3 v 4	<u>Loser 1 v 6</u> Loser 3 v 4	<i>Byes: Seeds 2 &amp; 5</i>
<b>Round 3</b>	<u>Winner 2 v 5</u> Winner 3 v 4	<u>Loser 2 v 5</u> Loser 3 v 4	<i>Byes: Seeds 1 &amp; 6</i>
<b>Round 4</b>	<u>Winner 1 v 6</u> Winner 2 v 5	<u>Loser 1 v 6</u> Loser 2 v 5	<i>Byes: Seeds 3 &amp; 4</i>



# Round Robin

This is a tournament form where all entrants play each other. Players are divided into small groups (four, five or six per pool is usually convenient). The final ranking is determined by the cumulative outcome of all matches.

**The following rules can be used:**

- The winner of each match receives one competition point.
- In the event of two players finishing with equal competition points, the winner shall be the winner of the tie between the two players.
- In the event of more than two players finishing with equal competition points, the winner shall be found on count back:
  - Highest positive differential on games won and lost
  - Highest positive differential on points won and lost.

Whilst seeding is unimportant to the final result it is more interesting if the final games match up the top two seeds, i.e. Seed #1 plays the lowest seed through to the highest seed.

## Advantages

- All players play each other so true result achieved
- Seeding is unimportant
- No one is eliminated

## Disadvantages

- Requires more games and takes longer
- Games may be uneven

## Best use

In tournaments with four to six entrants. Also good for teams events

## 5 Person Round Robin

	Joelle	Tamsyn	Louise	Shelley	Jacqui	TOTAL	
Joelle		1	0	1	3	5	4th
Tamsyn	3		3	3	1	10	2nd
Louise	3	0		0	1	4	5th
Shelley	3	2	3		3	11	1st
Jacqui	2	3	3	0		8	3rd



# Pool Event Draw

The same as round robin individual/teams but the entrants are split into two pools. The winners of each pool play each other to determine the overall winner. The runner-up from each group then play each other, the third place finishers play-off and so on.

Seedings for an eight draw are as follows: Pool A 1, 4, 5, 8  
Pool B 2, 3, 6, 7

Should there be 16 teams, put them into four pools of four. Play-offs would then consist of semi-finals and finals.

Seedings for a 16 draw are as follows: Pool A 1, 8, 9, 16  
Pool B 2, 7, 10, 15  
Pool C 3, 6, 11, 14  
Pool D 4, 5, 12, 13

## Best use

Any teams event, particularly fun tournaments, held within a short timeframe. Also used for district and national graded teams events.

*This method is particularly useful when promoting tournaments such as business house, charity, club promotion, fundraising or just fun. You can use time limits to play an event in one afternoon/one night/one day/one weekend, basing it all on the number of courts available.*

## Example - 8 team draw

Pool A	Team 1	Team 4	Team 5	Team 8	Total
Team 1		3	3	3	9
Team 4	2		3	3	8
Team 5	1	1		3	5
Team 8	0	0	1		4

Pool B	Team 1	Team 4	Team 5	Team 8	Total
Team 2		3	3	1	7
Team 3	2		1	0	3
Team 6	2	3		3	8
Team 7	3	3	1		7

## Finals

1st Pool A v 1st Pool B = Team 1 v Team 6

2nd Pool A v 2nd Pool B = Team 4 v Team 7

3rd Pool A v 3rd Pool B = Team 5 v Team 2

4th Pool A v 4th Pool B = Team 8 v Team 3



# Club Leagues

Club leagues are an easy way to involve club members in competitions. Leagues allow club members to meet each other, and also to play other players of the same ability. They can take many different forms, the most common is a round robin run over several weeks where the players have to organise their own games with others in their pool before a certain date.

## Advantages

- Can be conducted over any length of time
- Number of games per entry can be unlimited
- Requires little supervision
- No one is eliminated
- Numbers in the league can vary depending on interest

## Disadvantages

- Number of games depends upon entrant's initiative in challenging

## Example

	Name	1	2	3
1	C. O'Brien (ph 276 5432)		3	3
2	G. Wilson (ph 525 6789)	0		2
3	C. Grayson (ph 373 5432)	1	3	

This shows that when Wilson played player one (O'Brien), O'Brien won 3-0. O'Brien also beat Grayson 3-1 and Grayson beat Wilson 3-2.

## Rules

- It is preferred that each month you play at least three matches. That way everyone is getting the benefit of belonging to the leagues.
- If you do not play any games within the month, you will be deleted from the leagues, unless you add your name to the additions list.
- Each league runs for 5-6 weeks depending on number of entries. You should ring the other people in your league to arrange a game.



Campbell Grayson



Glen Wilson



# Ladder Challenge

This is probably the most common extended tournament. As the name implies, this tournament format looks like a ladder, with an entry placed on each rung. The objective is to try to work your way up the ladder by winning games against those higher than you. There are many ways to construct a layout for this tournament. The most common form can be run as follows:

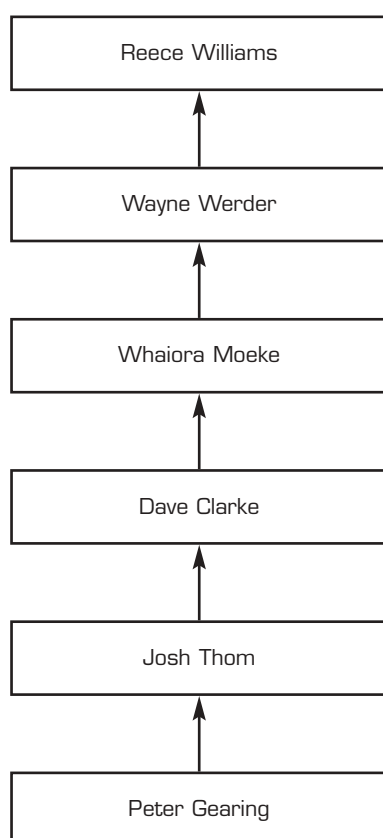
- Challenges can be made no higher than three positions above.
- Challenger must organise the court and booking.
- The winner must send results to the ladder organiser.

Rules are very flexible and should suit the needs of the players involved.

## Best use

This format is good for new players who do not know anyone and also junior programmes.

## Example



# King of the Court

This is a common but very effective way to organise a group into a competitive situation. It can be used during a training camp, at a club night or in a junior programme.

The idea is to play short, usually timed games on all available courts. The winner of each round heads in the direction of the king. The loser heads the other way. By the last round the best two players should have worked their way to the king court, and the winner of the final round is the king.

## An example - one hour

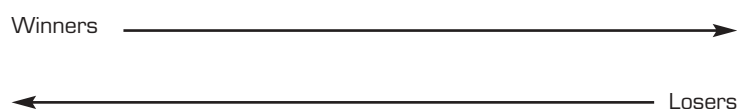
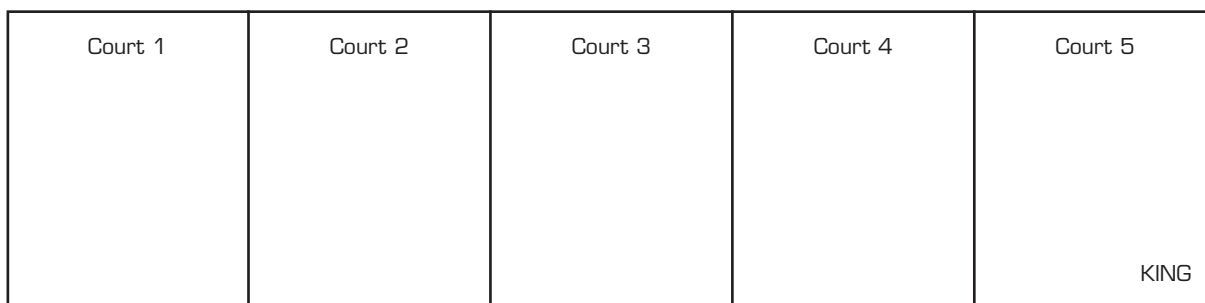
- Eight-minute games.
- Six rounds.
- Seed players so that the lower players start at the top (king) court.

The competition will be completed in one hour. If there are more than 10 players you can have players waiting before court one (these players can be involved with marking and refereeing).

## Variation

To vary this you could have a group of players on each court playing  $\frac{3}{4}$  court. For each rally a person wins, they receive a point. At the end of eight minutes the person with the most points goes up a court and the person with the least amount of points moves down a court.

## An example with 5 courts



# Swiss Draw

A Swiss draw is a good draw for people who are not graded or who have never played squash before.

The draw can be done for up to 32 players, or more if played over a long period of time. If you have fewer players then byes can be included, e.g. For only 14 players cross out every game that includes players 15 and 16 and the players who are playing 15 and 16 will automatically go through to the next round.

## Rules

- Seed players from top to bottom.
- List players against one another and play any form of squash.
- Whoever wins the match moves to the lower number of the two numbers (identified to the left of their name in the position column).
- Whoever loses the match takes the highest number.
- Continue through the draw until the final round.
- Final rankings can be completed after the final round has been played.

## Variation

Games for this type of draw could be either timed (10 minutes per game) or best of five, depending on time available.

**See example of Swiss draw on page 15.**

After the first round you can see where the players should move to. e.g.

Bob beat Joe 3/0.      Bob moves to the No.1 position and Joe moves to the No.16 position.

Ann beat Ben 3/1.      Ann moves to the No.2 position and Ben moves to the No.15 position.

Jim beat Sue 3/2.      Jim moves to the No.3 position and Sue moves to the No.14 position.

Tom beat Kate 3/0.      Tom moves to the No.4 position and Kate moves to the No.13 position.

... and so on.



# Swiss Draw

Round 1			Round 2			Round 3			Round 4 (Final Round)			Final Ranking			
Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Position	Name
1	<b>Joe</b>		1	<b>Bob</b>		1			1			1		1	
crt/time	10:00		crt/time			crt/time			crt/time			crt/time			
16	<b>Bob</b>	W3/0	8	<b>Scott</b>		4			2			2		2	
Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Position	Name
2	<b>Ann</b>	W3/1	2	<b>Ann</b>		2			3			3		3	
crt/time	10:00		crt/time			crt/time			crt/time			crt/time			
15	<b>Ben</b>		7	<b>Trev</b>		3			4			4		4	
Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Position	Name
3	<b>Sue</b>		3	<b>Jim</b>		5			5			5		5	
crt/time	10:15		crt/time			crt/time			crt/time			crt/time			
14	<b>Jim</b>	W3/2	6	<b>Jill</b>		8			6			6		6	
Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Position	Name
4	<b>Tom</b>	W3/0	4	<b>Tom</b>		6			7			7		7	
crt/time	10:15		crt/time			crt/time			crt/time			crt/time			
13	<b>Kate</b>		5	<b>Fleur</b>		7			8			8		8	
Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Position	Name
5	<b>Fleur</b>	W3/0	9	<b>Don</b>		9			9			9		9	
crt/time	10:30		crt/time			crt/time			crt/time			crt/time			
12	<b>Wayne</b>		16	<b>Joe</b>		12			10			10		10	
Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Position	Name
6	<b>Sam</b>		10	<b>Sid</b>		10			11			11		11	
crt/time	10:30		crt/time			crt/time			crt/time			crt/time			
11	<b>Jill</b>	W3/1	15	<b>Ben</b>		11			12			12		12	
Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Position	Name
7	<b>Trev</b>	W3/2	11	<b>Sam</b>		13			13			13		13	
crt/time	10:45		crt/time			crt/time			crt/time			crt/time			
10	<b>Sid</b>		14	<b>Sue</b>		16			14			14		14	
Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Score	Position	Name	Position	Name
8	<b>Don</b>		12	<b>Wayne</b>		14			15			15		15	
crt/time	10:45		crt/time			crt/time			crt/time			crt/time			
9	<b>Scott</b>	W3/0	13	<b>Kate</b>		15			16			16		16	

The winner of each match takes the lower number to the next round – the loser takes the highest number.



# Squash Max Draw

Like a Swiss draw, this is a good draw for people who are not graded or have never played squash before. The draw can be set in advance so players know exactly when they are playing. It's also an ideal way for new members to get to know other members and a way of introducing non-members to your club.

## Advantages

- It can be conducted over any length of time
- Number of games per entry can be unlimited
- Requires little supervision
- No one is eliminated

## Disadvantages

- Occasionally some players will play each other twice, depending on other matches

## Rules

- Players list their name and phone number on a page and will be allocated a number.
- Any number of players can play but it must be an even number.
- A best of five game of squash is played, although this can be varied.
- If a player loses they go down a square. If a player wins they go up a square.
- a suggested cost for eight weeks of squash is \$25 for members and \$30 for non-members.

## Example

Time	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
5.30	1 v 2	2 v 4						
5.30	3 v 4	1 v 5						
5.30	5 v 6	3 v 8						
5.30	7 v 8	6 v 9						
6:00	9 v 10	7 v						
6:00	11 v 12	10 v						
6:00	13 v 14							
6:00	15 v 16							

## Example – Week 1

No.2 beat No.1 so No.2 stays level and No.1 goes down to the next square.

No.4 beat No.3 so No.4 goes up a square and No.3 goes down a square.

No.5 beat No.6 so No.5 goes up a square and No.6 goes down a square.

No.8 beat No.7 so No.8 goes up a square and No.7 goes down a square.

No.9 beat No.10 so No.9 goes up a square and No.10 goes down a square.

# Handicap Systems (1)

A handicap system is ideal for people who have varying grades (e.g. B2 – F grade). The criteria for a handicap system is that it is fair, easy to apply and does not contain complex mathematics. To fulfil these requirements the following scale can be used:

C1 (and above)	0
C2	2
D1	4
D2	7
E1	11
E2	16
F grade	22
J grade and below	30

## Rules

- Women playing men get an extra 10 points.
- Starting score is the difference between players' handicaps (lower ranked player has that advantage).
- Maximum starting average is 29-0.
- Scoring is every rally wins a point and is first to 31 points (you don't have to win by two).

Another handicap system can be viewed on page 18.



# Handicap Systems (2)

**Handicap Table #1 (same gender)**

vs	B	C	D	E	F/Nov
B	0/0	0/3	-2/3	-2/5	-2/7
C	3/0	0/0	0/3	-2/3	-2/5
D	3/-2	3/0	0/0	0/3	-2/3
E	5/-2	3/-2	3/0	0/0	0/3
F/Nov	7/-2	5/-2	3/-2	3/0	0/0

**Handicap Table #2 (mixed gender)**

vs	B Male	C Male	D Male	E Male	F/Nov Male
B Female	3/-2	3/0	0/0	0/3	0/5
C Female	5/-2	3/-2	3/0	0/0	0/3
D Female	5/-4	5/-2	3/-2	3/0	0/0
E Female	7/-4	5/-4	5/-2	3/-2	3/0
F/Nov Female	7/-6	7/-4	5/-4	5/-2	3/-2

**Rules** (note corresponding colour codes in tables #1 and #2):

Rule 1 – Lowest letter graded person ALWAYS starts new game.

Rule 2 – As well as Rule 1 applying, the higher graded player receives an automatic handout after winning three consecutive points.

## Rules

Note 1 – All games are played best of five games.

Note 2 – Handicap system ignores number grades (i.e. C1 and C2 players of the same gender rate equally as C graders).

Note 3 – Where a female plays a male (table #2), the female equivalent grade is 2 below that of a males grade (e.g. C grade female = E grade male equivalent).

Note 4 – Where both players are clearly novice players, games shall be played without handicaps (regardless of gender).

## Examples

D Grade Male vs B Grade Male = all games start at 3/-2 (Table #1) and D Grade Male always starts the new game.

E Grade Female vs C Grade Female = all games start at 3/-2 (Table #1) and E Grade Female always starts new game.

D Grade Female vs E Grade Male = all games start at 3/0 (Table #2) and D Grade Female always starts the new game (see note 3).

B Grade Male vs B Grade Male = no handicap, play as per normal (Table #1).

B Grade Female vs D Grade Male = no handicap, play as per normal (Table #2).

# Business House Leagues – Teams

These leagues are great for new players or as a way of increasing membership. The emphasis is based on fun and participation. They can be run in any number of ways. Below is an example.

## **Business House League for 8 teams**

- Four people per team play each week. Two reserves can be named.
- At least one player must be a non-member.
- Teams can be mixed and beginners.
- A suggested cost per team is \$120.
- Tournament will be a seven week round robin followed by prize giving. A play-off can be included if you wish.
- American scoring will be used with the first person to reach 15 winning the game.
- Games are best to five but there will be a time frame of 25 minutes per game (2 x 12 minutes with one minute rest).
- The following handicap system can be used – loser of first set receives a handicap of +5 at the start of the second set. If they lose the second set they receive a handicap of +10. If they win the second set they go back to no handicap. If they lose the second or subsequent set they stay on +10.
- Points are awarded as follows – three points to the team for a win, one point for a draw, two bonus points are awarded to any team who has three or more individual wins.
- The final position is done based on the team with the highest number of points. If you wish to have a finals night then 1 v 2, 3 v 4, 5 v 6, 7 v 8.

## **Variation**

Depending on the size of your club or the area you live in, the rules could be varied to suit your requirements, e.g. team numbers could be decreased and players could play two games per night.



**Example**

No.	Team	Captain	R1	R2	R3	R4	R5	R6	R7	Total Points	Position	Final Opponent
1	Sam's Squashies	Sam Jones										
2	Charlie's Angels	Charlie Smith										
3	Tucker's Treats	Bob Tucker										
4	Real McCoy	Geoff Day										
5	The Goodies	Julie Good										
6	Trev's Tigers	Trevor Sayes										
7	The Westies	John West										
8	Chicks	Fay Shaw										

**Round 1 – 23 Feb**

1 v 8

2 v 7

3 v 6

4 v 5

*Playing order: 1 2 3 4*

**Round 2 – 1 March**

2 v 8

1 v 7

3 v 5

4 v 6

*Playing order: 3 1 4 2*

**Round 3 – 8 March**

1 v 6

2 v 5

3 v 4

7 v 8

*Playing order: 1 4 2 3*

**Round 4 – 15 March**

1 v 5

4 v 2

3 v 7

8 v 6

*Playing order: 4 2 3 1*

**Round 5 – 22 March**

1 v 4

2 v 3

5 v 8

6 v 7

*Playing order: 2 1 4 3*

**Round 6 – 29 March**

8 v 3

7 v 4

1 v 2

5 v 6

*Playing order: 3 1 4 2*

**Round 7 – 5 April**

1 v 3

4 v 8

5 v 7

2 v 6

*Playing order: 2 3 1 4*

**Round 8 – 19 April**

Finals Night

*Playing order 4 3 2 1*

# One Day Team Tournament

This one day tournament is promoted as fun, fun, fun!

Some dressing-up can be included, for which prizes can be awarded. Bar tabs could be provided for the winning teams and silly prizes could be given for coming last. A fee can be charged which could include drinks or dinner.

## Rules

- Multiply the number of courts you have by two and this will determine how many teams you should have, e.g. four courts = eight teams.
- Depending on the number of entries you have divide this number by the number of teams. All teams should be even and equal in ability (if possible), e.g. 64 entries divided into eight teams = eight players per team.
- The games run for 25 minutes non-stop with American scoring used (point a rally).
- Umpires need to mark off the score on the special "one day" score sheet. There is one score sheet per team.
- At the end of 25 minutes there is a five minute turnaround period to allow for the next pairing to take the court.
- Continue scoring on the team score sheet so the points start accumulating.
- Each team will only play one team so the team with the highest score will win.
- Everyone is encouraged not to call lets unless it's dangerous. No strokes will be given.

## Variation

Depending on numbers, this could be played over seven nights (e.g. seven Thursdays). Every team could play each other once and the scores are totalled at the end of the seven nights. The team with the highest number of points wins.



# One Day Tournament – Scoreboard

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180
181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200
201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220
221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240
241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260
261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280
281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300
301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320
321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340
341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360
361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380
381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400
401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420
421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440
441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460
461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480
481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500
501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520
521	522	523	524	525	526	527	528	529	530	531	532	533	534	535	536	537	538	539	540
541	542	543	544	545	546	547	548	549	550	551	552	553	554	555	556	557	558	559	560
561	562	563	564	565	566	567	568	569	570	571	572	573	574	575	576	577	578	579	580
581	582	583	584	585	586	587	588	589	590	591	592	593	594	595	596	597	598	599	600

Team Name \_\_\_\_\_ Points \_\_\_\_\_



# Fun Ideas for Junior Programmes

Another option for a group of juniors (say 20) is as follows:

- Stick a label with a number on it (1-20) on each child. This is based on their ability – 1 being the number for the best player and 20 for lowest graded player.
- Each player should play one game against every other player (if time permits). This should be played up to nine points American scoring (point-a-rally).
- The winner will receive nine points and the loser will receive the points he scores.
- At the end of 19 games each child should end up with 20 numbers on their label.
- Tally up the points and the winner is the child with the most points.

## Variation

- Games could be played American scoring (point-a-rally) for a time period.
- Each player could play nine players twice, instead of 19 players. This enables players with the same ability to play together.



# Doubles Squash – Rules

The game of doubles is a fun version of squash played between two sides of two players each. It can be played on a doubles court or on a “normal” squash court. All players must wear eye guards at all times while playing.

Detailed below is the abbreviated version of the World Squash Doubles Rules. This will help players understand the basics. For a more detailed version please visit the World Squash website – [www.worldsquash.org](http://www.worldsquash.org)

## The Scoring

- The side which wins each rally scores a point (called point-a-rally scoring or PARS). When the serving side wins a rally, they score a point and retain the service; when the receiving side wins a rally, they score a point and the service changes either to the server’s partner or to the receiving side if the partner has already served.
- Each game is to 15 points, unless the score reaches 14-all. At 14-all the receiving side (non-serving side) has to choose to play either to 15 points (known as “Set One”) or to 17 points (known as “Set Three”). (There is no requirement that a side needs to be two or three points ahead to win a game).
- A match is the best of three or five games.

## The Service

- Before the match begins each side must announce the order in which the partners will serve, which must remain the same throughout the match. Also, at the start of the match, the sides must announce from which side each partner will receive service for that game. The sides are allowed to change the receiving side of the partners at the start of each subsequent game and must announce any change to the opposing side (and the officials) prior to the start of the subsequent game.
- Play commences with a service. The side to serve first is decided by the spin of a racket. Thereafter, the server continues serving until losing a rally, when the server’s partner becomes the server and the server becomes “hand out”. Once the serving side loses another rally the serving side becomes “side out” and the service passes to the opposing side.
- The side who wins the preceding game serves first in the next game.
- At the beginning of each game and when the service changes from one side to the other, the serving side can serve from either service box. After winning a rally the server must then continue serving from the alternate box.

## Turning

- If the striker has either followed the ball round, or allowed it to pass around him or her – in either case striking the ball to the right of the body after the ball had passed to the left (or vice versa) – then the striker has “TURNED”.
- If the striker, while turning, stops play for fear of striking an opponent, then a let is played. This is the recommended course of action in situations where a player wants to turn but is unsure of the opponents’ positions.

## Further attempts

After a player of the striking side has attempted to play the ball and missed, either partner of the striking side may make a further attempt to return the ball.

- If a further attempt would have resulted in a good return, but the ball hits the opponent, a let is played.
- If the return would not have been good, the striking side loses the rally.

## Hitting an opponent with the ball

If a player strikes the ball, which, before reaching the front wall, hits an opponent, or an opponent's racket or clothing, play stops.

- If the return would have been good reaching the front wall direct or after hitting a side wall or the back wall on the way to the front wall, or when the player "turned" or the striking side made a "further attempt", a let is played.
- If the return would not have been good, the striker's side loses the rally.
- If the return would have been a winning return, the striker's side wins the rally.

## Interference

The player of the striking side whose turn it is to play the ball is entitled to freedom from interference by both opponents.

To avoid interference, the opponents must try to provide the striking side with unobstructed direct access to the ball, space to complete a swing at the ball and freedom to play the ball directly to any part of the front wall.

A player finding an opponent interfering with the play, can continue the rally despite the interference, or stop play. It is preferable to stop play if there is a possibility of colliding with the opponent, or of hitting him or her with racket or ball.

When play has stopped as a result of interference the general guidelines are:

- If the player could have returned the ball and the opponents made a reasonable effort to avoid the interference a let is played.
- If the player could not have returned the ball, the player's side is not entitled to a let (i.e. loses the rally).
- If the opponents do not make a reasonable effort to avoid the interference, or if the player would have hit a winning return, the player's side is entitled to a stroke (i.e. is awarded the rally).

Have fun but be careful!



# Prizes

It is recommended at the conclusion of any tournament or club programme that prizes and various rewards are given to participants. In the first instance prizes should be awarded to the better players for their performances in particular competitions that are run during the programme. Other prizes should be determined such that they are awarded to a selection of players covering a full range of abilities of the participants. Thus awards should be made for a wide variety of reasons. These may include:

- Most improved
- Person who tries the hardest
- Fair play
- Commitment

The nature of the prize itself is not particularly important, although it should not be judged by the participants to be trivial. Do not overdo this, however. Players do not expect that everyone should win a prize. Be absolutely sure that any player given an award has earned it and that all the other players in the group appreciate and know that the award has not been given 'cheaply'.



# From Fun to Competition

Your club needs to provide different opportunities for all your club members (new and old).

By providing fun and social competition it enables new members to make new contacts. This gives them the opportunity to increase the number of players in their circle and offers them a variety of people to play. For older members, providing social competition enables them to have fun in a sport they're interested in and with fellow friends.

For those members who want to further their squash your club will need to provide the competitive opportunities – e.g. club, regional or national tournaments, club challenges against other clubs and interclub (junior, senior and masters). A club coach who can provide quality coaching is also important.

Detailed over the page are the specific criteria set out by Squash New Zealand to host a national event in 2004. If you fulfil these criteria your club can apply to hold one of these events.

If you would like further information on these events or a WISPA or PSA event, please contact Squash New Zealand.



# National Events

## Specific Criteria as per 2004

Event	Date*	Individual/ Team	\$ Required	Entry Fee	Prize- giving	Accommo- dation	Media
NZ National Championships	Sept 3-7	I & T	\$10,000	Individual: \$35 Teams: \$35 person	Formal Dinner	Motels	Yes
North Island Championships	Aug 6-8	I	\$6,000	\$30	Type A	Motels	Yes
South Island Championships	July 23-25	I	\$6,000	\$30	Type A	Motels	Yes
PSA event	various	I	\$US3,000	No entry for PSA Locals \$30	Type A	Motel/Billet	Yes
WISPA event	various	I	\$US4,000	No entry for WISPA Locals \$30	Type A	Motel/Billet	Yes
NZ Doubles Championships	Nov 12-14	I	\$10,000	\$60 team	Type A	Motel	Yes
NZ Regional Doubles Champs	May 21-23	I	\$2,500	\$60 team	Type B	Motel	Yes
Cousins Shield/Mitchell Cup	June 2-6	T	Prizes	\$30 person	Type A	Motels	Yes
NZ Junior Open	April 1-3	I	Prizes	\$25	Type A	Motel/Billet	Yes
NZ National Junior Age Groups	Sept 23-29	I & T	Prizes	Individual: \$25 Teams: \$30 person	Type A	Motel/Billet	Yes
North Island Junior Champs	July 8-10	I	Prizes	\$25	Type A	Motel/Billet	Yes
South Island Junior Champs	July 3-5	I	Prizes	\$25	Type A	Motel/Billet	Yes
NZ Masters Nationals	Oct 21-24	I & T	Prizes	Individual: \$30 Teams: \$35 person	Type B	Motels	Yes
NZ Masters Club Teams Event	Oct 25-27	T	Prizes	\$35 person	Type B	Motels	Yes
National Graded Teams Champs	Sept 14-17	T	Prizes	\$35 person	Type B	Motels	Yes

\* Please note: Dates are provisional only.

# Tournament Checklist

<b>Tournament:</b>		<b>Date:</b>
<b>Tournament Director:</b>		<b>Phone:</b>
<b>Support Team Members:</b>		
<b>Name</b>	<b>Area of Responsibility</b>	<b>Contact Numbers</b>

	<b>Who</b>	<b>When</b>	<b>Where</b>
<b>Pre-tournament Briefings</b>			
Players			
Referees			
Tournament organisation team			
<b>Draws and Times</b>			
Entries received and compiled			
Draw completed			
Times allocated to matches			
Main matches scheduled for gallery court			
At least 4 hours between semi-finals and finals			
<b>Support</b>			
Bar and kitchen facilities available – staff allocated			
Social functions organised			
Transport – from airport, between clubs, motels			
Accommodation – motels/billets			
Other (massage, physio, tournament doctor)			
<b>Venue Control</b>			
Club open, players have access to practice courts			
Tournament draws visible in club			
Upcoming games on tournament board			
Club cleaned, courts swept, lighting checked			
<b>Promotion</b>			
Tournament posters distributed at least 6 weeks prior			
Tournament programme developed			
Pre-tournament press (including player profiles)			
Media plan developed (radio, TV, press)			
Sponsors: signage and displays			
<b>Prizegiving</b>			
Master of Ceremonies appointed			
Trophies available			
Guests invited (sponsors, SNZ reps, civic leaders)			
Invitations to sponsors			
Acknowledgement of district, club representatives			
Prize and prizemoney available			
<b>Evaluation</b>			
Players' evaluation			
Referees' evaluation			
Tournament director's evaluation			



# Notes on Running a Club Tournament

## General

This schedule has been prepared to assist clubs in the conduct of tournaments. Although these points are not mandatory for conduct of tournaments, it is hoped that all clubs will follow the points made:

## Posters

(a) The following information should be included on the tournament poster:

1. Name of event, host club and date.
2. All grades and/or competitions for which entries are invited.
3. Playing entry fee.
4. Type of ball to be used.
5. Minimum number of matches for each player.

(b) Entries should close two weeks prior to the event.

Posters should be sent out to other clubs at least six weeks before the tournament date.

## Entry Fee

The playing entry fee should be assessed on the following expenses:

1. Poster and postage of the poster.
2. Balls (one dozen per 30 players).
3. Score sheets, pencils, chalk.
4. Waterheating costs, lighting costs, and extra cleaning costs.
5. Cost of prizes.
6. Morning and afternoon teas (optional).
7. Any District Players' Fund contributions.

## Entry Forms

All entries must be forwarded to the host club on the Squash NZ Official Tournament Entry Forms which are available from all Club Secretaries or the Squash NZ website – [www.squashnz.co.nz](http://www.squashnz.co.nz)  
It is ideal that a cheque for the entry fee be attached to each individual form, although most common practice is that players pay before their first round match.

All entries must require name, contact telephone number, player code, grade, and date of birth (if junior tournament).

## Number of Entries

For a tournament where all players receive a minimum of three matches (each best of five games), a club should accept 25 entries per court.

## Matches

It is strongly recommended that ALL matches in a tournament be best of five games. It is also suggested that all players play a minimum of three matches. For ease of conduct all events should have the following plates:

1. Classic Plate: Third round losers from championship (optional, but should apply in a 32 draw).
2. Special Plate: Second game losers from championship.
3. Plate: First game losers from championship.
4. Consolation Plate: First game losers from plate.

## Balloting Out Guidelines

1. Late entries should not be accepted.
2. Where both a husband and wife have entered the principle should be established at balloting out both or neither from the tournament.
3. If it is obvious that several players are making up a carload from another district or from a distance, either ballot all out or accept them in total.
4. Look after players who are on your committee or associated in some way in running the tournament or social.
5. Check entry forms for those balloted out of previous district tournaments in the current season and ensure good cases are not balloted out again.
6. If balloting is still necessary then it should be done to ensure a manageable number of entries (approx 25 to 28 per court) or by the deletion entirely of one or more lower grades, i.e. if a 'C' grade tournament don't ballot out any 'C' graders. (NOTE: for normal weekend tournament it is best to keep to 16 players per event and seeding only four per event).
7. Place those to participate in ballot in hat, drawing out the required number of players for the event.
8. Notify those balloted out within three days of the closing of entries and send refund cheque with ballot notice.
9. Failure to complete computer code could result in balloting out.

## Hours of Play:

Visiting players should not be expected to play before Friday night 6pm, unless otherwise specifically agreed to with the player(s) concerned.

No match should be programmed to commence later than 10.00pm Friday night, or earlier than 8am each day.

## Allocation of Time:

Time for a tournament should be averaged throughout the day to even intervals with overall time being allowed as follows (all matches best of five):

- Friday: All grade matches 40 minutes.  
Saturday & Sunday All grade matches 40 minutes.



# Acknowledgements

Squash New Zealand would like to thank Fleur Townsend and Wayne Werder from Squash Auckland, who have been instrumental in the development of this manual. The following people have also contributed to the resource and Squash New Zealand would like to thank them for their support.

**The following people have contributed to the content:**

- Peter Gearing
- Rachel Monks
- Cheryl Te Kani-McQueen

**The following groups have helped with financing the resources:**

- Squash New Zealand
- Prince
- Oxford Charitable Trust

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