

Corporate Cup Player Guide

How to Score

Team members not playing the match are required to score and referee (one from each team).

Using the scoresheets provided, a scorer crosses off the points as the player wins them. The scorer's role is to announce the score, advise players what side of the court to serve from, and to let players know if the ball is out (for a serve or during the rally).

Refereeing

The Referee's role is to oversee the match and answer any player queries. This can be;

- To clarify if a ball was in or out (for a serve or during the rally)
- If a player calls 'let' (because their opponent is in the way of them hitting a good shot), the referee decides if the opponent was:
 - a bit in the way play 'let' (replay the shot)
 - not in the way 'no let' (opponent gets the point)
 - definitely prevented the player playing a good shot 'stroke' (the player gets the point).

If the Referee is in doubt about any calls, it is best to play a 'let' and get players to replay the point.

For some quick videos please go to Squash Cast on YouTube which can be found at the following link

https://www.youtube.com/channel/UC1ZYqAUyYJHYDTDAyFsDP_Q?view_as=subscriber

Scoresheets

Once you have finished playing all matches, the scoresheets can be put back in the Corporate Cup box or under the door of the Squash SA office. Players may also like to take a photo of the scoresheets for their own personal reference.

Playing Order

Players are to be numbered in rank of skill in each team. This means the player deemed best in both teams play each other at #1, the players deemed second best play each other and third best play each other. This is so that the matches are as close and enjoyable as possible.

First aid

Squash SA adheres to the general sport blood rule - if a player is bleeding, the player must leave the court immediately. A player can only return to the court once wounds are covered and no blood is present on clothing. If a player is injured, we ask that they fill out an incident report form that can be found in the Corporate Cup box.

Contact us

If the court will not open or lights are not on, please contact Tanya on 0409 977 260.

If you have any general feedback on the competition or there is an issue surrounding other players, please email squash@squashsa.asn.au

Match Procedure

- 5 minutes warm up time is allocated before each match where players hit the ball to each other to warm up both themselves and the ball. Players swap sides halfway through the warm up.
- To determine who serves first, one player will spin the racquet and their opponent calls which way up it will land (similar process to tossing a coin).
- Players are playing first to 11 points, with a point per rally scoring
- You must alternate sides you serve from until you lose a rally, then your opponent serves
- If the ball hits the top yellow line or above (including the lights and netting), or the yellow line of the tin or below, the ball is 'out'
- If you serve a 'fault' (if the ball does not hit the front wall between the middle service line and the top line and land in the opposite back quarter of the court), it is your opponents point and they get to serve (no second chance)
- If the scorer or referee are unsure if a ball was out, they can ask the players to replay the point
- Players get 90 seconds in between games to have a quick drink and talk to team mates about tactics they should use in the next game
- The winner is the first player to win 2 games
- All players should try and involve themselves by helping out with refereeing or scoring at least one match on the night. Generally if you play you referee or score the match afterwards, it should not be just one player doing all the refereeing and scoring for a team.