

# Regulations Squash

## GNSK 2024

### Regulations team tournament

#### Team composition and eligibility

1. Each Student Sport Council (OSSO) or city can register a maximum of two mixed teams. A team consists of a minimum of 3 and a maximum of 5 players, including at least 1 female and 2 males, and a maximum of 2 females and 3 males. The first team registered per OSSO or city always has the right to participate. Depending on the number of registered teams, a decision will be made regarding the participation of the second team. If there are too many second teams for the remaining spots, participation will be based on the order of registration.
2. The registered participants from an OSSO or city may only consist of students who meet the requirements as set in Chapter 1 of the SSN event regulations. In case of a violation of this rule, the team will forfeit all matches. If an ineligible participant takes part in the GNSK, a fine of €200 will be charged to the OSSO or representative organization in the city to which the participant belongs.
3. At the time of registration, the official personal ranking or playing strength according to the SBN (if available) must be indicated (playing strength is a player's level, with 1 being the highest and 9 the lowest).
4. The team lineup must be provided to the squash committee before the start of each team match. If an OSSO or city sends two participating teams, players cannot be swapped or participate in the other team. If this happens, Article 2 applies.

#### Match provisions

5. The preliminary rounds of the team tournament consist of groups. The group placement is determined by drawing, with teams seeded according to Implementation Regulation Seeding GNSK 2024 and, if possible, teams from the same OSSO or city distributed across different groups. The squash committee decides, prior to the draw, how many teams per group qualify for the final bracket, which is played through a knockout system.
6. A team match consists of 3 matches played in the following order: 1 women's singles, 2<sup>nd</sup> men's singles, 1<sup>st</sup> men's singles. The team captain is obligated to arrange the players in the men's singles event in order of decreasing personal ranking or playing strength. Players with the same playing strength can be arranged in any order. This means that the male player with the best personal ranking or playing strength (see article 3) among the 2 selected male players for that team match, must play the 1<sup>st</sup> men's singles match.
7. If a team does not have enough eligible players, matches are played for which eligible players are available. If only 1 men's singles match can be played, the 1<sup>st</sup> men's singles match must be played, and the 2<sup>nd</sup> men's singles match must be forfeited. The result of a forfeited match is 2-0 (11-0, 11-0) in favor of the other team.

8. All matches are played according to the best-of-three game system, except for the semi-finals and finals, where a best-of-five game system is used. The squash committee may decide to play the semi-finals and finals in a best-of-three game system if deemed necessary.

9. Matches are played using the PAR-11 scoring system. PAR stands for Point-A-Rally. The first player to reach 11 points wins the game. If the score is tied at 10-10, play continues until a 2-point difference is reached.

10. Each won game counts as one point. A match between two players can end with a score of 2-1 or 2-0. The final result of the team match is determined by adding up all the won games. The winning team receives one bonus point, with the winning team having won the most matches. For example, if a team wins all 3 matches with scores of 2-0, 2-1, and 2-1, the total won games would be 6-2, and the winning team receives 1 bonus point, making the final score 7-2.

11. In the event of a tie in points for two or more teams in a group, the order is determined as follows:

- I. Head-to-head result (only if two teams are tied);
- II. Game difference (number of games won minus games lost);
- III. Point difference (points won minus points lost);
- IV. Number of games won;
- V. Number of points won.

12. The player(s) registered in the team must be ready to play at the time indicated in the match schedule. If not, the opposing player may begin warming up. If the player is not present after the 5-minute warm-up period, they lose the match. The result is then 2-0 (11-0, 11-0) in favor of the present player (or 3-0 in the case of a best-of-five match).

13. In addition to playing matches, players must serve as referees in matches between two other teams, as indicated in the schedule. Non-playing teams must designate a referee according to the schedule.

14. The organization will provide a match ball for each team match (two yellow dots). This ball must be returned to the squash committee by the team captains after the matches.

### **Closing provisions**

15. Players must wear appropriate sports attire. Players must wear shoes that do not leave marks or dirt on the squash court.

16. The organization is not responsible for accidents or damage to third parties before, during, or after the match. Participation is at your own risk.

17. The organization is not responsible for theft before, during, or after the competition.

18. In the absence of exceptions in the above points, the [regulations of the SBN](#) are in force.

19. In all cases, the squash committee reserves the right to make a binding decision.

## Regulations individual tournament

### Eligibility

1. Each Student Sport Council (OSSO) or city can register multiple individuals, including participants from the team tournament. The first three registered men and the first three registered women per OSSO or city always have the right to participate. Depending on the number of registered individuals, a decision will be made regarding the participation of other individuals. If there are too many individuals for the remaining spots, participation will be based on the order of registration.
2. The registered individuals from an OSSO or city may only consist of students who meet the requirements as set in Chapter 1 of the SSN event regulations. In case of a violation of this rule, the individual will forfeit all matches. If an ineligible participant takes part in the GNSK, a fine of €200 will be charged to the OSSO or representative organization in the city to which the participant belongs.
3. At the time of registration, the official personal ranking or playing strength according to the SBN (if available) must be indicated (playing strength is a player's level, with 1 being the highest and 9 the lowest).
4. The player is required to check in with the squash committee and confirm their presence before the start of their first match.

### Match provisions

4. The preliminary rounds of the individual tournament consist of groups. The group placement is determined by drawing, with, if possible, players from the same OSSO or city distributed across different groups. The squash committee decides, prior to the draw, how many individuals per group qualify for the final bracket, which is played through a knockout system. The squash committee may deviate from the group system and have the entire tournament played as a knockout system if it deems necessary.
5. All matches are played according to the best-of-three principle, except for the semi-finals and finals, where a best-of-five principle is used. The squash committee may decide to play the semi-finals and finals in a best-of-three principle if deemed necessary.
6. Matches are played using the PAR-11 scoring system. PAR stands for Point-A-Rally. The first player to reach 11 points wins the game. If the score is tied at 10-10, play continues until a 2-point difference is reached.
7. In the event of a tie in points for two or more individuals in a group, the order is determined as follows:
  - I. Head-to-head result (only if two individuals are tied);
  - II. Game difference (number of games won minus games lost);
  - III. Point difference (points won minus points lost);
  - IV. Number of games won;
  - V. Number of points won.
8. Players must be ready to play at the time indicated in the match schedule. If not, the opposing player may begin warming up. If the player is not present after the 5-minute warm-up period, they

lose the match. The result is then 2-0 (11-0, 11-0) in favor of the present player (or 3-0 in the case of a best-of-five match).

9. In addition to playing matches, players must serve as referees in matches between two individuals if the schedule indicates this.

10. The organization will provide a match ball for each match (two yellow dots). This ball must be returned to the squash committee by the players after the match.

### **Closing provisions**

11. Players must wear appropriate sports attire. Players must wear shoes that do not leave marks or dirt on the squash court.

12. The organization is not responsible for accidents or damage to third parties before, during, or after the match. Participation is at your own risk.

13. The organization is not responsible for theft before, during, or after the competition.

14. In the absence of exceptions in the above points, the [regulations of the SBN](#) are in force.

15. In all cases, the squash committee reserves the right to make a binding decision.