

UniSport Australia Guideline

Squash teams

Mixed

UniSport Australia (UniSport) squash - teams competitions are conducted in accordance with the rules of [World Squash Federation](#) (WSF) [World Cup format](#) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence. Reference should be made to the UniSport breach of competition requirements guideline and penalties related to breaches.

1. Team/squad size

- Minimum registered players – 3 (2 male players, 1 female player)
- Maximum registered players – 5 (3 male players, 2 female players)
- Maximum cross registrations – 3

2. Competition rules

2.1. Seeding

- a) Captains shall declare seeding order of their team at the start of the competition. This order will be maintained for the duration of the competition. Each tie will require the highest seeded male players competing in that tie to play one another.
- b) The order of play will be varied by the competition manager.
- c) A team forfeiting a male position shall forfeit the lowest position first.

2.2. Competition format

- a) A tie between two teams shall consist of three matches; two male matches and one female match. No individual matches are to be mixed competition.
- b) A match will be the best of five games
- c) A game will be played to 11 points. The player who scores 11 points first wins the game except if the score reaches 10-all in which case the game continues until one player leads by two points with 1 point to the winner of each rally. Either player may score points (PAR point-a-rally).
- d) All dead rubbers in any Pool or round-robin section are to be played. Dead rubbers in progression, playoff, ranking or medal matches are optional upon agreement between the two teams. If no agreement can be made, the match is not required to be played. This is with the exception of the Div 1 gold medal match. Captains must notify prior to the tie if they are not able to fulfill all 3 matches (i.e. due to an injury).

2.3. Pool points scoring

- a) The winner of the tie shall be determined by the majority of matches won (i.e. 2-1 or 3-0)
- b) Points for each tie shall be awarded as follows;
 - i) Winning team: 3 points
 - ii) Drawn/abandoned: 2 points
 - iii) Losing team: 1 point
 - iv) Forfeited team: 0 points
 - v) Additional bonus point: Winning team winning the tie 3 matches to 0
 - vi) Additional bonus point: Losing team winning 1 match (i.e. losing the tie 2-1)

2.4. Pool tiebreakers

- a) In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order, favours one team:
 - i) Any undefeated team goes through first, regardless of which team has the most points
 - ii) Number of ties won during the competition
 - iii) Number of matches won during the competition
 - iv) Number of games won during the competition
 - v) Number of points won during the competition
 - vi) Winning team when the teams played each other

3. Uniform requirements

- 3.1. In addition to the requirements outlined in the [Squash Australia National Events Policy \(Regulation 1.5\)](#), the following additional requirements apply:
- a) Non-marking footwear must be worn

4. Forfeits, delays and abandonments

- 4.1. A forfeit will be declared 10 minutes after the scheduled start of play time for the tie when one of the teams is unable to commence play.
- 4.2. The forfeit score shall be three matches to nil (0), nine games to nil (0), 99 points to nil (0), equating to 4 competition points.
- 4.3. Should the commencement of a game be delayed due to no fault of either team (as determined by competition management or UniSport), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams. If resolution between the teams is not possible then the competition manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.
- 4.4. In the event of a game being abandoned, the UniSport abandonment guideline will be implemented.

Previous rule amendments

August 2000 | July 2004 | August 2005 | March 2010 | May 2012 | May 2013 | June 2015 | April 2017 | June 2017 | October 2017 | February 2018 | March 2018 | March 2019 | June 2023 | May 2024 | March 2025

*All competitions will be held in accordance with the UniSport competition guidelines.