

# Squash

**Team size**: 4 (with possible substitutes)

**Duration of a game:** 15 minutes (5 minutes warmup)

## Rules

Every team consists of 4 players. Before each match you get 5 minutes to warm up the ball. Being late for your match automatically means your team loses.

After 5 minutes a signal will sound, starting the match. Two players start playing. A team is free to switch out the current active player for any one on the bench, at any point during the next 15 minutes (although only after or before rallies). At the end of the 15 minutes each player of your team should have played roughly the same amount of time.

#### **Points**

When you win a rally you will always get a point, whether or not you served. These total points stay even when players switch on the field. The match is played on points, not on sets. The team which has the most points when the air horn sounds will have won the game. There is no draw! If there is a draw, another rally is played to determine the winner. After the game (the referee will keep track of the time) the amount of points and the winner will be noted.

The total points of a team are noted down. At the end, the total number of points scored by the teams will be calculated, and the team with the most points is the winner of the poule.

There are two poules with six teams in each. Each team will play against the other six teams.

#### **Finale**

The finale will be played a little differently. The top teams from the two poules will play individual best of 3 matches. The teams determine which players are the best and put this player on position 1, the second best on position 2, etc. First the match between the fourth players is played. Second the match between the third players is played, etc. This makes sure that everybody can watch the finale play out.

The team with the most points wins!

In the event of a draw, the players in position 1 play an extra match

-----old version-----

Every team consists of 4 players. In advance it will be determined who the numbers 1 till 5 will be. Number 1 will be the best player and number 5 will be the worst. The matching numbers will play against each other, so number 1 versus number 1 etcetera. A team loses the match automatically if they are not present at the starting time of the match.

Each individual match will take 15 minutes, of which the first 5 minutes will be to warm up. The moment to change and the moment when the game starts (after warming up) will be announced by air horn.

When you win a rally you will always get a point, whether or not you served. The match is played on points, not on sets. The player who has the most points when the air horn sounds will have won the game. There is no draw! If there is a draw, another rally is played to determine the winner. After the game (the referee will keep track of the time) the amount of points and the winner will be noted.

### For example:

	Team		
Player	1	2	Player
1	25 (1)	17	1
2	12	33 (1)	2
3	15	18 (1)	3
4	19	23 (1)	4
Total (1)	73 (1)	91 (3) +	Total (4)

We will look at the amount of games which the team has won. In case of a draw the team which has the highest amount of combined points has won. In the example team 2 won 3 matches so will be the winner.

The winner gets the amount of won games + 1 as points, so 4 in the example above. A team can get a maximum of 5 points (4+1).

The teams will be divided in 2 poules of 4 teams. All the poule winners will advance to the finals.