

Defaults Guidelines

What happens if my opponent does not turn up for our match?

As competitive play has not started - no grading points are "won" or "lost" - for grading purposes the match did not take place and is NOT recorded in the Results Entry module of iSquash.

However for tournament and interclub purposes the match has a winner and a loser.

For users of the iSquash Interclub module the match should be recorded as DEFAULT A or DEFAULT B with a score entered 15/0, 15/0, 15/0. The match does NOT go to grading but the interclub ladder table and points table is updated to record a "win" to the player who was present. If neither player turns up the match is recorded as NOT PLAYED in the iSquash Interclub module and no scores are entered. The grading list and interclub ladder do not change.

Note: Where there is evidence of a player deliberately defaulting a match especially after losing a previous match or to protect their points the tournament organisers have the right to treat this as a deliberate default and award the match to the opponent as if it were played and grading points will be won or lost.

Such occurrences should be advised to District management so that club tournament and interclub organisers can be informed of such players.

What happens if my opponent gets injured BEFORE we go on the court (i.e. during a warm up before going on court) and defaults to me?

As competitive play has not started - no grading points are "won" or "lost" - for grading purposes the match did not take place and is NOT recorded in the Results Entry module of iSquash.

However for tournament and interclub purposes the match has a winner and a loser.

For users of the iSquash interclub module the match is recorded as DEFAULT A or DEFAULT B with a score entered 15/0, 15/0, 15/0. The match does NOT go to grading but the interclub ladder table and points table is updated to record a "win" to the player who was present.

What happens if my opponent declares that he / she is injured, or gets injured DURING the "warm-up" and defaults to me during the warm up?

As competitive play has not started - no grading points are "won" or "lost" - for grading purposes the match did not take place and is NOT recorded in the Results Entry module of iSquash.

However for tournament and interclub purposes the match has a winner and a loser.

For users of the iSquash interclub module the match should be recorded as DEFAULT A or DEFAULT B with a score entered 15/0, 15/0, 15/0. The match does NOT go to grading but the interclub ladder table and points table is updated to record a "win" to the player who was present.

What happens if once competitive play has commenced, my opponent declares that he / she is injured, or sustains an injury through no fault of mine, OR retires from the match for no apparent reason and defaults to me?

As competitive play has started - after the appropriate injury time in accordance with the "rules of squash" the injured / defaulting player loses the match and grading points and the "winner" gains grading points. For tournament and interclub purposes the match has a winner and a loser.

For users of the iSquash interclub module the match should be recorded as PLAYED with the appropriate score entered for any completed games and the balance entered as 15/0. The match does go to grading and the interclub ladder table and points table is updated to record the win and a loss for the player who retires or defaults.

In the case of all examples above the "winner" would advance to the next round, and it would normally be expected that the injured/defaulting "loser" would withdraw from the tournament.

What happens if once competitive play has commenced, my opponent sustains an injury, AND the injury, while contributed to by me is clearly accidental on my part, and my opponent cannot continue without undue delay?

In accordance with the "rules of squash" the referee shall allow one hour, and such additional time as the tournament/interclub schedule permits, for the player to recover.

At the referees call of "play" the match shall resume. The injured player shall resume the match or concede the match. For tournament, interclub and grading purposes the result is the same and therefore the "winner" of the match gains grading points and the "loser", loses grading points. (Note; this situation does not occur very often).

What happens if once competitive play has commenced, my opponent is injured through careless or dangerous play on my part, and my opponent cannot continue and complete the match?

In accordance with the "rules of squash" the player causing the injury through careless or dangerous play would normally expect to be disqualified by the referee, and therefore the disqualified player loses the match and grading points and the injured player wins the match and grading points, notwithstanding that the injured player may not be able to participate in subsequent matches in the tournament. (Note, this situation does not occur very often).

WSF Rules Extract

(G14) 16. BLEEDING, ILLNESS, DISABILITY AND INJURY (see flowchart in Appendix 4.2)

16.1 Bleeding

The Referee shall immediately stop play when any player has visible bleeding, an open wound or blood-stained clothing. Before allowing play to continue the Referee shall require that the bleeding be stopped, the wound covered and any blood-stained clothing changed, allowing such time as is reasonable and necessary and is available on the tournament schedule. If the bleeding was caused solely by the opponent, the Referee shall immediately award the match to the player.

16.1.1 Recurrence of bleeding

If the bleeding recurs, for which recovery time has already been allowed, the Referee shall allow no further recovery time except that the player may concede the game in progress and use the 90 second interval between games for recovery. If the visible bleeding continues at the end of this 90 second interval the player shall concede the match. A player may only concede one game for one

90 second interval. If the covering of the bleeding wound falls off or is removed during the match, thereby exposing the wound, the Referee shall consider this to be a recurrence of the bleeding, unless all sign of bleeding has ceased.

16.2 Illness or Disability

A player suffering illness or disability not involving bleeding has the following options:

- 16.2.1 Resuming play without delay;
- 16.2.2 Conceding the game in progress, accepting the 90 second interval, or
- 16.2.3 Conceding the match.
Symptoms of tiredness, alleged illness, or disability not reasonably evident to the Referee, or recurrence of pre-existing ailments, including injuries sustained earlier in the match, shall be dealt with under this Rule 16.2. This includes cramps of any kind, actual or impending nausea and breathlessness, including asthma. The Referee shall inform the players of the decision and the requirements of the rules.

16.3 Injury

16.3.1 If a player claims that an injury has occurred, the Referee must be satisfied that the injury is genuine and, if so, decide the category of injury, informing the players of the decision and of the requirements of the rules. The player is only entitled to recovery time immediately after the injury occurred.

The categories are:

- 16.3.1.1 Self-inflicted, where the opponent did not contribute to the injury;
- 16.3.1.2 Contributed, where the opponent accidentally contributed to or accidentally caused the injury. The Referee shall not interpret the words "accidentally contributed to or accidentally caused by" to include the situation where a player is crowding the opponent;
- 16.3.1.3 Opponent-inflicted, where the opponent solely caused the injury.
- 16.3.2 If the injury involves bleeding, Rule 16.1 shall apply until the bleeding has stopped. Subsequently Rule 16.3.3 applies.

16.3.3 If bleeding is not involved the following rules shall apply:

- 16.3.3.1 For a self-inflicted injury (Rule 16.3.1.1) the Referee shall allow 3 minutes for the injured player to recover. The Referee shall call "Time" at the end of the 3 minute period after giving a 15 second warning. If the player requests additional recovery time beyond 3 minutes, the Referee shall require the injured player to concede one game, accept the 90 second time interval between games and then resume play or concede the match. If the injured player has not returned to the court when "Time" is called, the Referee shall award the match to the opponent;

- 16.3.3.2 For a contributed injury (Rule 16.3.1.2) the Referee shall allow one hour for the injured player to recover and such additional time as the time schedule of the competition permits. The Referee shall call "Time" at the end of any recovery time allowed. The injured player must, by the end of this period, resume play or concede the match. If the injured player resumes play, the score at the conclusion of the rally in which the injury occurred shall stand;
- 16.3.3.3 For an opponent-inflicted injury (Rule 16.3.1.3) the Referee shall apply Rule 17 "rules of squash," and if the injured player requires time to recover, the Referee shall award the match to the injured player.
- 16.4 If an injured player, having been granted a period of recovery time, wishes to resume play prior to the expiry of that time, the Referee shall permit the opponent sufficient time to prepare to resume play.
- 16.5 If a player claims injury and the Referee is not satisfied that an injury has occurred, the Referee shall require the player to resume play; or concede one game, accept the time interval available and then either resume play or concede the match.
- 16.6 If conceding the game, the player shall retain any points already scored and at the conclusion of the 90 second interval between games shall either resume play or concede the match.

**Flowchart:
Referee's decisions under Rule 14**

BLEEDING, ILLNESS, DISABILITY or INJURY

Incident	Referee action	Recovery time	Decision	Rule
Bleeding	Stop play. Allow time to staunch bleeding, cover wound or change clothing. Allow play to continue, once bleeding stopped.	Referee discretion	Allot time	14.4.1
Bleeding – opponent inflicted accidentally	Stop play. Apply Conduct rule 15	Referee discretion	Apply rule 15 Allot time	14.4.2
Bleeding – opponent inflicted deliberately	Stop play. Award match to injured player.	None	Award match	14.4.3
Bleeding recurrence	Stop play. Award game and allow 90 second interval between games.	None	Award game to opponent	14.4.5
Bleeding unstoppable	If after 90 second interval between games bleeding continues Referee awards the match	None	Award match to opponent	14.4.5
Illness or disability	Require the player to play on, concede the game, taking the 90 second interval between games, or concede the match	None directly	Player decides	14.1
Injury	Confirm injury is genuine. Decide category of injury, announcing this to players		Decide category	14.2
Either self-inflicted	Allow initial recovery time	3 minutes	Allow time	14.3.1
	If additional recovery time is required, award that game to the opponent and allow 90 second interval	90 seconds	Award game	14.3.1
Or Contributed	Allow recovery time	15 minutes	Allot time	14.3.2
	If additional time is required, extend by 15 minutes	15 minutes	Allot time	14.3.2
	If injured player is still unable to resume, award match to opponent	None	Award match	14.3.2
Or Opponent inflicted accidentally	Apply rule 15. Player allowed 15 minutes to recover. If player unable to continue after allotted time, award the injured player the match	15 minutes	Apply rule 15 Allot time Award match	14.3.1
Opponent inflicted deliberately	Apply rule 15. If player is unable to continue, award match to injured player	None	Apply rule 15 Award match	14.3.2