

## Defaults Guidelines

Due to the change in grading system, the default guidelines have been updated to reflect the SquashLevels treatment of uncompleted matches.

### Matches Not Played

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

As the match did not take place, no Level change calculations take place for either player. However, for tournament and interclub purposes the match has a winner and a loser.

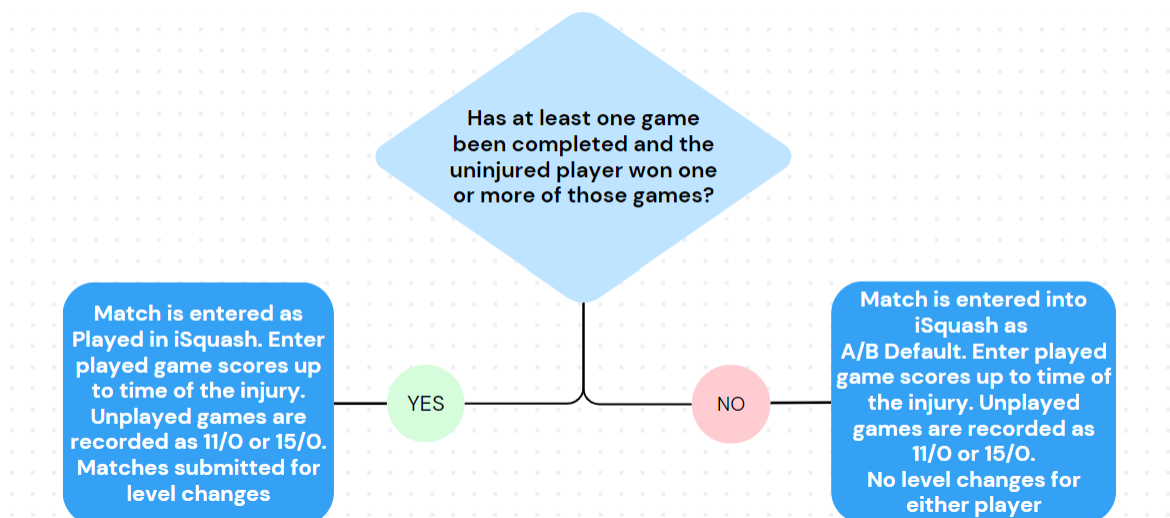
For users of the iSquash Interclub module the match should be recorded as DEFAULT A or DEFAULT B with a score entered 15/0, 15/0, 15/0. The interclub ladder table and points table is updated to record a “win” to the player who was present. If neither player turns up the match is recorded as NOT PLAYED 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 Level, such occurrences should be advised to District management so that club tournament and interclub organisers can be informed of such players.

#### **What happens if a team defaults a player in interclub?**

For users of the iSquash Interclub module the match should be recorded as NOT PLAYED with a score entered 15/0, 15/0, 15/0. Players must be selected for the purposes of filling out the result card for both teams. The interclub ladder table and points table is updated to record a “win” to the team who was defaulted against.

### Illness and Self-Inflicted or Contributed Injuries



## How does this affect interclub points or tournament draws?

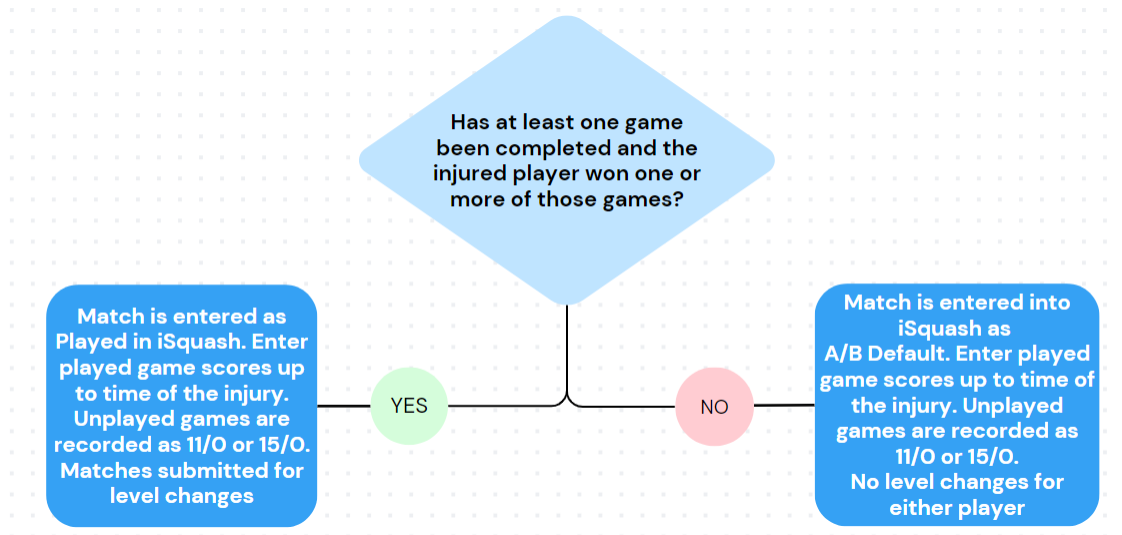
For tournament and interclub purposes every match has a winner and a loser.

Interclub - matches recorded as DEFAULT A or DEFAULT B allow the interclub points table to be updated to record a "win" to the player who was present.

Tournament - matches recorded as DEFAULT A or DEFAULT B allow uninjured player to move into the next round of the draw without the result affecting the grading list. The injured player is generally expected to withdraw from the remainder of the tournament.

### Opponent-Inflicted Injury

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 the injured player wins the match, 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).



**14. ILLNESS, INJURY AND BLEEDING**

**14.1. Illness**

14.1.1. A player who suffers an illness that involves neither an injury nor bleeding, such as a cramp, nausea, and breathlessness, as well as asthma, must either continue play immediately or concede the game in progress and take the game interval, if available, to recover. The player must then resume play or concede the match.

14.1.2. If a player's vomiting or other action causes the court to become unplayable, the match is awarded to the opponent.

**14.2. Injury**

**The Referee:**

14.2.1. if not satisfied that the injury is genuine, must advise the player to decide whether to resume play immediately, or to concede the game in progress and take the game interval, if available, and then resume play or concede the match;

14.2.2. if satisfied that the injury is genuine, must advise both players of the category of the injury and of the time permitted for recovery. Recovery time is only permitted at the time the injury takes place and where it is permitted at the end of a game shall include the interval between games;

Note: The score at the conclusion of the rally in which the injury occurred, stands.

14.2.3. if satisfied that this is a recurrence of an injury sustained earlier in the match, must advise the player to decide whether to resume play immediately or concede the game in progress and take the game interval, if available, and then resume play or concede the match.

Note: A player who concedes a game/match retains any points/games already scored.

**14.3. Categories of injury:**

14.3.1. **Self-inflicted:** where the injury is the result of the player's own action. This includes a muscle tear or sprain, or a bruise resulting from a collision with a wall or falling over.

The player is permitted 3 minutes to recover and, if not then ready to resume play, must concede that game and take the game interval, if available, for further recovery. The player must then resume play or concede the match.

14.3.2. **Contributed:** where the injury is the result of accidental action by both players. The injured player is permitted 15 minutes to recover. This may be extended by a further 15 minutes at the discretion of the Referee. The player must then resume play or concede the match.

14.3.3. **Opponent-inflicted:** where the injury is caused solely by the opponent.

14.3.3.1. Where the injury is accidentally caused by the opponent, the Referee must apply Rule 15 (Conduct). The injured player is permitted 15 minutes to recover. If the player is then unable to resume play, the Referee must award the match to the injured player.

14.3.3.2. Where the injury is caused by the opponent's deliberate or dangerous play or action, if the injured player requires any time for recovery, the Referee must award the match to the injured player. If the injured player is able to continue without delay, the Referee must apply Rule 15 (Conduct).

#### 14.4. Blood Injury

A Blood Injury occurs when a player bleeds, and the blood flow is sufficient that blood may be transferred from a player to their opponent or the court.

A scrape, graze or nick with no blood flow is not a Blood Injury and play must continue. Visible blood through a bandage, dressing or covering is not a Blood Injury.

Once a Blood Injury occurs, the injured player must leave the court and the Referee must ensure that the injured player returns to the court in the shortest time possible, according to the following rules:

14.4.1. **Self-inflicted:** where the Blood Injury is caused by a player's own action or condition, such as a fall, lunge, dive, crowding, nosebleed or similar, the player is permitted 5 minutes to stem the flow of blood and cover the bleeding. The permitted time starts when the injured player's treatment begins. If the injured player is not ready to resume play after 5 minutes, the player must concede the game and take the game interval, if available, for further recovery.

If the same Blood Injury reoccurs, no further recovery time is permitted, and the injured player must concede the game and take the game interval, if available, for further recovery.

If the same Blood Injury reoccurs and is caused by both players' actions (see 14.4.2.: Contributed) the injured player shall have further reasonable time to address the Blood Injury.

If the injured player cannot resume play within the permitted time, the Referee must award the match to the opponent.

14.4.2. **Contributed:** where the Blood Injury is caused by both players' actions, the injured player has reasonable time to stem the flow of blood and cover the bleeding. Reasonable time is determined by the Referee, who may be assisted by on-site medical personnel, if available.

If the same Blood Injury reoccurs, through no fault of either player or by both players' actions, the injured player shall have further reasonable time to address the Blood Injury. If the same Blood Injury reoccurs, solely due to an action by the injured player, the player shall have no further time to address the Blood Injury and must concede the game and take the game interval, if available, for further recovery.

If the injured player cannot resume play within the reasonable time or extended periods allowed, the Referee must award the match to the opponent.

14.4.3. **Opponent inflicted:** where the Blood Injury is caused solely by the opponent;

14.4.3.1. Where the Blood Injury is caused solely by the opponent's accidental action, the injured player has reasonable time to stem the flow of blood and cover the bleeding. Reasonable time is determined by the Referee, who may be assisted by on-site medical personnel, if available. If the injured player cannot resume play in the reasonable time allowed, the Referee must award the match to the injured player.

If the same Blood Injury reoccurs, through no fault of either player or by both players' actions, the injured player shall have further reasonable time to address the Blood Injury. If the blood flow cannot be stopped in a reasonable time the Referee must award the match to the injured player.

If the same Blood Injury reoccurs, solely due to an action by the injured player, the player shall have no further time to address the Blood Injury and must concede the game and take the game interval, if available, for further recovery. If the injured player cannot then resume play, the Referee must award the match to the opponent.

14.4.3.2. Where the Blood Injury is caused by the opponent's deliberate or dangerous play or action, the Referee must apply Rule 15 (Conduct) and award the match to the injured player.

14.4.4. Where there is a stoppage in play, the court must be cleaned, and bloodstained clothing replaced.

14.5. An injured player may resume play before the end of any permitted recovery-period. Both players must be given reasonable time to prepare to resume play.

14.6. It is always the injured player's decision whether or not to resume play.

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

**BLEEDING, ILLNESS, DISABILITY or INJURY**

<b>Incident</b>	<b>Referee action</b>	<b>Recovery time</b>	<b>Decision</b>	<b>Rule</b>
<b>Bleeding</b>	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
<b>Illness or disability</b>	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
<b>Injury</b>	Confirm injury is genuine. Decide category of injury, announcing this to players		Decide category	14.2
<b>Either</b> 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
<b>Or</b> 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
<b>Or</b> 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