

Performing Count Backs Recommendations

This document contains Squash New Zealand's recommendations on how to separate teams or players that are tied in a competitive event. These recommendations are consistent with the rules and regulations of Squash New Zealand's national teams events, as well as World Squash Federation best practice.

Please be aware that outside of National Events, these are recommendations only, and the process used for club/district events may be different. If in doubt, please check what process will be used with the event organiser.

Teams Events

In the event of two or more teams finishing equal at the end of a round-robin pool play, then the winner shall be determined by:

1. First by greater number of Ties won;
2. If two teams are still equal, then by the result between those two teams.
3. If three or more teams have won the same number of Ties, then by the greater number of matches won in ties between those three teams;
4. If two teams are still equal, then by the result between those two teams.
5. If three or more teams still equal, then by greater positive difference between games won and lost in ties between those three teams;
6. If two teams are still equal, then by the result between those two teams.
7. If three or more teams still equal, then by greater positive difference between points won and lost in ties between those three teams;
8. If two teams still equal, then by the result between those two teams.
9. If more than two teams are still equal, then by the drawing of lots.

Individual Events

In the event of two or more players finishing equal at the end of a round-robin pool play, then the winner shall be determined by:

1. First by greater number of matches won;
2. If two players are still equal, then by the result between those two players.
3. If three or more players have won the same number of matches, then by the greater positive difference between games won and lost in matches between those three players;
4. If two players are still equal, then by the result between those two players.
5. If three or more players still equal, then by greater positive difference between points won and lost in matches between those three players;
6. If two players are still equal, then by the result between those two players.
7. If more than two players are still equal, then by the drawing of lots.

Teams Events - where teams have four players

During the competition, the team which wins the most matches in any one contest shall be the winner of that tie. If each team has won two of the four matches and lost two, then the winner will be decided on count back as follows:

1. the highest positive differential on games won and lost; then
2. the highest positive differential on points won and lost. If the teams still cannot be separated the winner will be decided by the drawing of lots.

In the event of two teams finishing equal at the end of a finals play-off, then the winner shall be determined by:

1. the highest positive differential on games won and lost; or, if still equal,
2. the highest positive differential on points won and lost.

If the two teams are still equal, they shall be declared joint winners.