Play it, Live it, Love it on the Gold Coast in 2016!























2016 JUPITERS PAN PACIFIC MASTERS GAMES Tournament Rules & Information - SQUASH

TOURNAMENT CONDITIONS

- The Modified Doubles Rules and Tournament Guidelines form part of the Tournament 1.
- 2. The tournament will be played on a Round Robin System with each team guaranteed three matches - including forfeits.
- 3. All Players are required to wear approved protective eyewear.
- 4. Nerang Squash Centre will have eyewear available for loan if required.
- 5. All Players to mark/referee the following match.
- 6. The tournament organisers reserve the right to refuse entry of any person; to combine, abandon or increase events; regrade any player and to vary any or all of the conditions at its discretion.
- 7. Players are to report to the control desk 20 minutes prior to the scheduled time of play.
- 8. The organiser's decisions are final. They also reserve the right to disqualify any team not ready to begin their match punctually.

MODIFIED DOUBLES – BASIC RULES

- 1. Approved protective eyewear is mandatory.
- 2. Safety First always call your lets.
- 3. Service and Receiving Partners must serve and receive from the same side throughout each game, but can change at the start of each game.
- 4. Alternate team hitting (either player of striking side is permitted to hit the ball)
- 5. Strokes may be allowed if interference is in front of the short line.
- 6. Lets and No Lets only for interference behind the short line.
- 7. If a player is struck by the ball (off the front wall), that team will be deemed to have lost the
- 8. Only player (not partner) who encounters the interference can appeal (unless both attempting to hit the ball)
- 9. You cannot call a let on your own team partner.







TEAM RULES & INFORMATION

- 1. Players must be 30 years or over to enter.
- 2. Teams shall comprise of 3 or 4 persons mixed depending on the number of entrants.
- Teams may not be nominated. Nerang Squash Club will compile the teams.
 Teams will be 'standard' based rather than 'age' based
- 4. There will be 3 games played of 8 minute duration.(point a rally).
- 5. Markers and referees to be supplied by participating teams.
- 6. Players are required to be at the Squash Centre 20 minutes prior to their match.
- 7. Decisions of the tournament committee are final.
- 8. First match times available after 11.00am Thursday 10th November from Nerang Squash and Fitness Phone: (07) 5578 1888

TOURNAMENT GUIDELINES

- 1. Where a team is being entered, it is preferred that players will be of a similar standard
- Where a team is being entered, the stronger player's standard will be used for Grading Purposes
- 3. Games start and finish on the bell.
- 4. The rally stops with the bell Do not finish the rally.
- 5. Each match consists of 3 X 10 minute games.
 - Warm up 7 minutes 3 ½ mins each team.
 - Game 1 10 minutes Rest 90 Seconds
 Game 2 10 minutes Rest 90 Seconds
 Game 3 10 minutes Finish Shake Hands
 - Mark and Referee next match
- 6. Approved eyewear is mandatory for all players.
- 7. Nerang Squash Centre will have eyewear available for loan if required.
- 8. Teams are encouraged to be in matching colours.
- 9. If points are equal in any game when the bell sounds, one more rally will be played to determine the winner of that game.
- 10. Match Points One point per game.
- 11. In the event of a tie at the completion of matches, the winning team will be decided by who defeated who during the Round Robin.
- 12. If a team is not on the court to play at the start of game one, then that team shall forfeit that game and play will recommence at the start of game two.

ADDITIONAL SQUASH INFORMATION

- 1. Players are guaranteed to play at least 3 matches per event entered.
- 2. Doubles Partners will be allocated by the Squash Committee according to nominations received.
- 3. Competition will be conducted in accordance with World Squash Federation Rules with modified rules for the Doubles Tournament.
- 4. The Competition is presented by Nerang Squash Centre and Sanctioned by Squash Australia.









