



Defaults – Guidelines and Rules

1. 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 are updated to record a "win" to the player who was present.

For users of the iSquash Tournament Module, if neither player turns up the match should be recorded as **NOT PLAYED** with a score of 15/0 15/0 15/0 entered. The grading list will not change, but this allows the 'winning' player to progress in the tournament.

N.B. Where there is evidence of a player deliberately defaulting a match (for example after losing a previous match or to protect grading 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, with grading points won and lost.

Such occurrences should be advised to district management so that club tournament and interclub organisers can be informed of repeat offenders.

2. 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.

For users of the iSquash Tournament Module, if neither player turns up the match should be recorded as **NOT PLAYED** with a score of 15/0 15/0 15/0 entered. The grading list will not change, but this allows the 'winning' player to progress in the tournament.

3. 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.

For users of the iSquash Tournament Module, if neither player turns up the match should be recorded as **NOT PLAYED** with a score of 15/0 15/0 15/0 entered. The grading list will not change, but this allows the ‘winning’ player to progress in the tournament.

4. What happens if once competitive play has commenced, my opponent declares that he/she is injured, or sustains an injury though 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 and/or tournament modules 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.

5. 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).

6. 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

14 ILLNESS, INJURY AND BLEEDING

14.1 Illness

- 14.1.1 A player who suffers an illness that involves neither an injury nor bleeding must either continue play immediately, or concede the game in progress and take the 90-second interval between games to recover. This includes conditions such as a cramp, nausea, and breathlessness, as well as asthma.
Only 1 game may be conceded. 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 90-second interval between games and then resume play, or concede the match. Only 1 game may be conceded;
- 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 permitted only at the time the injury takes place;
- 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 90-second interval between games, or concede the match. Only 1 game may be conceded.

Note: A player who concedes a game retains any points 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 90-second interval between games for further recovery. Only 1 game may be conceded. 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. If the player is then unable to continue, the match is awarded to the opponent. The score at the conclusion of the rally in which the injury occurred, stands.
- 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, Rule 15 (Conduct) must be applied. The injured player is permitted 15 minutes to recover. If the player is then unable to resume play, the match is awarded 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 match is awarded to the injured player. If the injured player is able to continue without delay, Rule 15 (Conduct) must be applied.

14.4 **Bleeding**

- 14.4.1 Whenever bleeding occurs, play must stop and the player must leave the court and attend to the bleeding promptly. Reasonable time for treatment is allowed. Play may resume only after the bleeding has stopped and, where possible, the wound has been covered.
- 14.4.2 If the bleeding was **accidentally** caused by the opponent, then Rule 15 (Conduct) must be applied.
- 14.4.3 If the bleeding is the result of the opponent's **deliberate or dangerous** play or action, the match is awarded to the injured player.
- 14.4.4 A player who is unable to stop the bleeding within the time permitted must either concede 1 game and take the 90-second interval and then continue play, or concede the match.
- 14.4.5 If blood is again visible during play, no further recovery time is permitted, and the player must concede the game in progress and use the 90- second interval between games for further treatment. If the bleeding has not then stopped, the player must concede the match.
- 14.4.6 The court must be cleaned and blood stained 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.

15 CONDUCT

- 15.1 Players must comply with any tournament regulations additional to these Rules.
- 15.2 Players may not place any object within the court.
- 15.3 Players may not leave the court during a game without the permission of the Referee.
- 15.4 Players may not request a change of any Official.
- 15.5 Players must not behave in a manner that is unfair, dangerous, abusive, offensive, or in any way detrimental to the sport.
- 15.6 If a player's conduct is unacceptable, the Referee must penalise the player, stopping play if necessary.
Unacceptable behaviour includes, but is not limited to:
 - 15.6.1 audible or visible obscenity;
 - 15.6.2 verbal, physical or any other form of abuse;
 - 15.6.3 unnecessary physical contact, which includes pushing off the opponent;
 - 15.6.4 dangerous play, including an excessive racket swing;
 - 15.6.5 dissent to an Official;
 - 15.6.6 abuse of equipment or court;
 - 15.6.7 unfair warm-up;
 - 15.6.8 delaying play, including being late back on court;
 - 15.6.9 deliberate distraction;
 - 15.6.10 receiving coaching during play.
- 15.7 A player guilty of an offence may be given a Conduct Warning or penalised with a Conduct Stroke, a Conduct Game, or a Conduct Match, depending on the severity of the offence.
- 15.8 The Referee may impose more than one warning, stroke or game to a player for a subsequent similar offence, providing any such penalty may not be less severe than the previous penalty for the same offence.
- 15.9 A warning or a penalty may be imposed by the Referee at any time, including during the warm-up and following the conclusion of the match.
- 15.10 If the Referee:
 - 15.10.1 stops play to issue a Conduct Warning, a let is allowed;
 - 15.10.2 stops play to award a Conduct Stroke, that Conduct Stroke becomes the result of the rally;
 - 15.10.3 awards a Conduct Stroke after a rally has finished, the result of the rally stands, and the Conduct Stroke is added to the score with no change of service-box;

- 15.10.4 awards a Conduct Game, that game is the one in progress or the next one if a game is not in progress. In the latter case an additional interval of 90 seconds does not apply;
- 15.10.5 awards a Conduct Game or a Conduct Match, the offending player retains all points or games already won;
- 15.11 When a Conduct Penalty has been imposed, the Referee must complete any required documentation.

ILLNESS, INJURY and BLEEDING (2014 Singles Rules)			
	CATEGORY	OPTIONS	RULE #
ILLNESS			
1	Illness	Continue play immediately or concede the game in progress and take the 90-second interval, then resume play or concede the match	14.1.1
2	Vomit on court	If court is unplayable, ill player loses the match	14.1.2
3	No Injury	Resume play immediately or concede the game in progress and take the 90-second interval and then resume play or concede the match	14.2.1
4	Recurrence of injury	Resume play immediately or concede the game in progress and take the 90-second interval and then resume play or concede the match	14.2.3
5	Recovery time not taken immediately	Resume play immediately or concede the game in progress and take the 90-second interval and then resume play or concede the match	14.2.2
INJURY			
6	Self-Inflicted	3 minutes. Then concede that game and take the 90-second interval then resume play or concede the match	14.3.1
7	Contributed	15 Minutes. Then further 15 minutes at the discretion of the Referee If the injured player is unable to continue - match to opponent	14.3.2
8	Opponent-Inflicted, Accidentally Caused	15 minutes. Rule 15 must be applied against the opponent who caused the injury If the injured player is unable to continue - match to the injured player	14.3.3.1
9	Opponent-Inflicted, Deliberate/Dangerous Play/Action	If the injured player can continue - Rule 15 must be applied against the opponent If the injured player is unable to continue - match to the injured player	14.3.3.2
BLEEDING			
10	Blood & No injury	1. Reasonable time to treat the bleeding. Then, 2. Continue play or concede 1 game, take the 90-second interval and then continue play, or concede the match	14.4.1 14.4.4
11	Blood & Self-Inflicted Injury	1. Reasonable time to treat the bleeding. Then, 2. Apply Injury rule. 3 minutes. Then, concede that game and take the 90-second interval then resume play or concede the match	14.4.1 14.3.1
12	Blood & Contributed Injury	1. Reasonable time to treat the bleeding. Then, 2. Apply Contributed Injury rule. 15 minutes. Then further 15 minutes at the discretion of the Referee. If the injured player is unable to continue - match to opponent	14.4.1 14.3.2
13	Blood & Opponent-Inflicted, Accidentally Caused Injury	1. Reasonable time to treat the bleeding. Then, 2. Apply Opponent-Inflicted, Accidentally Caused Injury rule. 15 minutes. Rule 15 must be applied against the opponent who caused the injury. If the injured player is unable to continue - match to the injured player	14.4.2 14.3.3.1
14	Blood & Opponent-Inflicted, Deliberate/Dangerous Play/Action	Match to the injured player	14.4.3
15	Unable to stop bleeding	Reasonable time to treat the bleeding. Then concede 1 game and take the 90-second interval and then resume play, or concede the match Note 1: This applies to Self-Inflicted bleeding and Contributed bleeding situations Note 2: 14.4.4 does not apply to Opponent-Inflicted bleeding, where the match is awarded to the injured/bleeding player.	14.4.4
	Rebleeding	Concede the game in progress and take the 90-second interval for further treatment. If the bleeding has not then stopped, the bleeding player must concede the match	14.4.5