



2011 CANADA WINTER GAMES

SQUASH TECHNICAL PACKAGE

Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the organizing committees by detailing tournament formats and scoring procedures, assist Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coaching certification by stating minimum requirements, and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of prospective high performance athletes.

Every Games' coach, manager, sport leader, and mission staff has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of the Technical Package, he or she is to seek clarification from the Sport Committee of the Canada Games Council through his or her Chef de Mission or National Sport Organization.

Technical Packages are developed primarily by National Sport Organizations, following principles, guidelines, and requirements of the Canada Games Council. As the overall governing body of the Games, the Council has the ultimate authority for Technical Packages, but this authority is exercised only with the knowledge and understanding of the NSO concerned.

If an individual wishes to initiate a change to a Technical Package leading up to the Games, the desired change should be first directed to the National Sport Organization or the Chef de Mission. The NSO or Chef will evaluate the merits of the change and will, if it has merit, submit the requested change to the Sport Committee of the Canada Games Council. The NSO or Chef will submit the rationale for the change. Changes to age groups, eligibility requirements, team size or staff complements will not be considered after three years prior to the Games. Substantive changes to events or competition formats will not be considered after 18 months before the Games. Minor corrections will be considered at almost anytime, but will be increasingly difficult to achieve within six months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package early.

THANK-YOU/ MERCI



2011 CANADA WINTER GAMES

TECHNICAL PACKAGE

1. SPORT: SQUASH

2. PARTICIPANTS:

- 2.1 Competitors: 4 Male; 4 Female
2.2 Staff: 1 Manager and 1 Coach
One of whom must be male; one of whom must be female
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3. CLASSIFICATION:

- 2 Males and 2 Females: Under 19 years of age as of February 19, 2011
2 Males and 2 Females: Under 17 years of age as of February 19, 2011
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4. ELIGIBILITY:

4.1 Coaches:

Any staff listed as coaches on the official registration form must be fully certified (theory, technical and practical) under the National Coaching Certification Program to at least Level 3 in Squash, or Level 6 (Junior Provincial Coach) in the new NCCP Competition Stream, Development Context (Trained Status). These coaches must be so certified not later than 90 days before the opening of the Games (i.e. by November 13, 2010).

4.2 Competitors:

There are no restrictions other than age and residency (see Appendix 1).

5. COMPETITION:

5.1 Overall Format

The competition shall be played in a team format; one event will be held for women and one for men. During the first stage of the competition (pool-play) the teams will be placed in pools, and will play a round-robin competition (all play all) within their pool. During the second stage of the

competition (play-offs) there will be cross-over encounters between the pools resulting in a final ranking of all teams from 1 to 13.

5.2 Player Ranking

A team will consist of 4 men or 4 women whose names and player ranking must be submitted to the Squash Canada National Office by January 12, 2011 (30 days prior to the start of Canada Games competition). Regardless of age, the team must be submitted in order of playing strength and may not change during the course of the event. After February 4, 2011 (7 days prior to the start of Canada Games competition), the seeding of teams will not change regardless of substitutions.

5.3 Seeding of Teams

The teams will be evaluated for their relative strengths on a pairwise basis using the National Junior Rankings as of December 31, 2010. The teams will be seeded in descending order from 1 to 13. In the case of a tie, a toss of coin will be used to determine the order of seeding.

The Squash Canada Junior Ranking Sub-Committee (see Appendix 2) will be responsible for determining the team seeding. The National Office will circulate the team seeding with teams and player rankings to the Provinces and Territories by January 21, 2011 (21 days prior to the start of Canada Games competition).

With 1 - 7 teams competing, all teams will play in a single pool.

With 8 -12 teams competing, all teams will play in two pools as follows:

Pool A: teams seeded 1, 4, 5, 8, 9, 12
Pool B: teams seeded 2, 3, 6, 7, 10, 11

With 13 teams competing, the teams will play into four pools as follows:

Pool A: teams seeded 1, 8, 9
Pool B: teams seeded 2, 7, 10
Pool C: teams seeded 3, 6, 11
Pool D: teams seeded 4, 5, 12, 13

5.4 Appeal of Team Seeding and/or Player Rankings

Appeals of the team seeding and/or player rankings must be made prior to January 28, 2011 (14 days prior to the start of Canada Games competition). Any appeals must be in writing and be accompanied by supporting documentation (results/rankings) to Squash Canada's ad hoc Junior Rankings Sub-Committee. If any appeal is upheld, the team

seeding and/or player rankings will be redone immediately and re-circulated. The ruling of the ad hoc Junior Ranking Sub-Committee will be final.

5.5 Order of Play

For each encounter between teams there will be four matches. “Dead rubbers” are to be played out in all pools and play-off play. With the number one ranked player always playing third, there are six possible orders in which the matches could be played: 2-3-1-4, 3-2-1-4, 4-2-1-3, 2-4-1-3, 3-4-1-2, or 4-3-1-2.

At the coaches’/managers’ meeting the order of play will be decided by drawing from the six possible orders. Unless there are overriding considerations, there will be a different order for each day of the competition (i.e. no order shall be repeated). In the event that the competition takes place for more than six days, the playing orders will be repeated in the order they were drawn (i.e. the order for day 1 will be used on day 7, etc.). The playing order for all days of competition will be decided at the coaches’/managers’ meeting.

5.6 Final Order of Teams in a Pool

All teams will play one another to establish an order of merit within a Pool. This will be decided by the greatest number of points won according to the scoring system (see section 6.0). If any teams have equal numbers of points the following procedure will be used to break the tie(s):

- A. If two teams are tied, the ranking will be determined by the head-to-head results between the two teams:
 - i) first by greater number of matches won;
 - ii) if equal, by greater number of games won;
 - iii) if equal, **by positive difference between points won and lost;**
 - iv) if equal, the result of the match between the number #1 ranked players in each province in the encounter will be the deciding factor.
- B. If more than two teams are tied, the ranking will be determined by the head-to-head results among the tied teams;
 - i) first by the greater number of matches won against the tied teams;
 - ii) if equal, than the greater number of games won against the tied teams;
 - iii) if equal, than by the positive difference between games won

and lost;

- iv) if equal, than by the positive difference between points won and lost among the tied teams;
- v) if still equal, then by draw.

NOTE: if any of the above criteria result in a tie between two teams, revert to the procedure for two teams tied (Section 5.6 A).

5.7 Format and Seeding for the Play-Off Round

With 7 Teams or Fewer

The top four teams in the Pool will advance to a play-off for positions 1-4. If there are 7 teams, the remaining teams will play-off for positions 5-7. If there are 6 teams, the 5th and 6th place teams will play again to establish their final order.

1 vs. 4 - winner to Gold/Silver, loser to Bronze/4th

2 vs. 3 - winner to Gold/Silver, loser to Bronze/4th

5 - bye

6 vs. 7 - winner vs. 5 for 5th/6th, loser 7th

With 8 to 12 Teams

The top two teams in Pools A and B following the Pool-play will advance to a play-off for positions 1 - 4. The next two teams in each pool will play-off for positions 5 - 8. The remaining teams will play off for positions 9 - 12. In positions 9 - 12, byes will be inserted if there are fewer than 12 teams.

The teams will be drawn into a knockout format, with the two losing semi-finalists playing off to decide 3rd and 4th, 7th and 8th, and 11th and 12th places.

A1 vs. B2 - winner to Gold/Silver, loser to Bronze/4th

A2 vs. B1 - winner to Gold/Silver, loser to Bronze/4th

A3 vs. B4 - winner to 5th/6th, loser to 7th/8th

A4 vs. B3 - winner to 5th/6th, loser to 7th/8th

A5 vs. B6 - winner to 9th/10th, loser to 11th/12th

A6 vs. B5 - winner to 9th/10th, loser to 11th/12th

With 13 Teams

The top two teams in Pools, A, B, C and D following pool-play will advance to a play-off for positions 1 – 8. The remaining teams will play off for positions 9 – 13.

The teams will be drawn into a knockout format, with the teams playing off to decide 3rd and 4th, 5th and 6th, and 7th and 8th places.

A1 vs. D2 - winner to Main semi-finals, loser to Plate semi-finals

B1 vs. C2 - winner to Main semi-finals, loser to Plate semi-finals

C1 vs. B2 - winner to Main semi-finals, loser to Plate semi-finals

D1 vs. A2 - winner to Main semi-finals, loser to Plate semi-finals

Winner A1/D2 vs. winner D1/A2, winner to Gold/Silver, loser to Bronze/4th

Winner B1/C2 vs. winner C1/B2, winner to Gold/Silver, loser to Bronze/4th

Loser A1/D2 vs. loser D1/A2, winner to 5th/6th, loser to 7th/8th

Loser B1/C2 vs. loser C1/B2, winner to 5th/6th, loser to 7th/8th

In the final grouping, the teams will play a round-robin to decide 9th through 13th places (teams A3, B3, C3, D3 & D4. Note: The pool play result between D3 & D4 will carry through to the playoff round. D3 & D4 will not play each other again in the playoff round.)

5.8 Tie Breaking during Play-Off Round

If a play-off encounter results in a tie, (each team wins the same number of matches) the following procedure will be used to determine the winner:

- i) first by greater number of games won;
- ii) if equal, **positive difference between points won and lost;**
- iii) if equal, the result of the match between the number #1 ranked players in each province in the encounter will be the deciding factor.

5.9 Arrival at Encounter, and Timing Thereafter

Competitors will not be allowed to practice on the same court as their match for the 2 hours preceding the scheduled commencement time of the encounter.

All team members must sign in with their accreditation cards prior to the scheduled commencement time of each encounter with the Assistant Tournament Referee. This should occur 10 minutes prior to each encounter. All competitors (4) must be present at the scheduled commencement time of each encounter. The first competitor scheduled to play in an encounter (as determined by 5.5 Order of Play) must be prepared to go onto court immediately at the scheduled commencement time of the encounter.

5.9.1 If not all team members are present at the scheduled commencement time of the encounter, then the team shall compete with less than a full team as described in 5.10.

5.9.2 If no member of a team is present at the scheduled commencement time of the encounter:

- a) the first scheduled match shall be defaulted. The defaulted match will be scored as 3-0 in games and 27-0 in points.
- b) For each 10-minute interval thereafter that there are no members of the team present, then the subsequently scheduled matches shall be defaulted.

5.10 Competing With Less Than a Full Team

If a team has fewer than 4 players for any reason (injury, illness or other) then the default(s) will occur in the vacant position. A defaulted match will be scored as 3-0 in games and 27-0 in points. If a player, in the process of playing a match, must default due to injury or illness then the order will not be affected.

A team coach/manager may protest to the Tournament Referee if he/she has evidence that a player on an opposing team is likely to compete, or has competed, when unfit.

5.11 Coaching

Only the coach or manager of the respective provincial or territorial team is permitted to offer coaching to an athlete between games.

5.12 Squash Canada Adjudication Panel

The Squash Canada Adjudication Panel will include four persons (three voting): the Technical Advisor (Chairperson), the Sport Leader (non-

voting), Squash Canada's Technical Coordinator and Squash Canada's Vice-president – Technical.

5.13 Protests/Appeals

Should a team wish to protest an outcome involving their encounter, they must (NOTE: a referee's decision during a match may not be protested):

I Protest

- a) The coach/manager must indicate their intention to protest on the 'Encounter Report Form', at the completion of the encounter.
- b) The coach/manager must complete a 'Protest Form', accurately describing the event and their cause for protest, and submit this form to the Tournament Referee within 30 minutes of the completion of the encounter. The result of the encounter will be deemed 'Unofficial'.
- c) The Tournament Referee will render a decision on the protest, and announce to both teams involved in the encounter.

II Appeal

- a) Should a team wish to pursue an appeal, they have one hour from the time the Tournament Referee announced the decision on the protest. The Tournament Referee will inform the Adjudication Panel of the appeal immediately, and will forward all pertinent documentation to the Adjudication Panel. The Adjudication Panel will gather at the first opportunity to discuss the appeal with the Tournament Referee.
- b) The Adjudication Panel's decision will be rendered, and notification will be made to the coach/manager of each team involved. The decision of the Adjudication Panel is final. The result of the encounter will be deemed official, and posted as the 'Official Result'.
- a) An appeal may be heard only if there are sufficient grounds for appeal. The sufficient and eligible grounds for appeal are:
 - a) The tournament referee was biased against the individual or team or there is reasonable perception of bias against the individual or team.
 - b) The established protest process was not followed.
 - c) New information has become available since the original protest, which has significant bearing on the decision.
 - d) The original protest decision was based on irrelevant facts or questionable information that may not be accurate or factual.

- e) The tournament referee's decision was beyond his/her authority to make.
- f) The penalty far exceeds the infraction.

5.14 Rules of the Game

Squash will be played according to the W.S.F. Rules of the Game and Squash Canada's Eye-guard Policy and Code of Conduct.

The following outlines the eye-guard protocol:

In the event:	The referee shall:
A player loses eye-guards through collision with opponent.	Stop play and play a let.
A player loses eye-guards through own fault.	Stop play and award a stroke to the opponent.
A player removes eye-guards during a rally.	Stop play and award a stroke to the opponent.
Incorrect eye-guards are found during or after the rally	Stop play and award a stroke to the opponent.
A player requests to clean eye-guards after a rally.	Allow only the time necessary to do so.

6. SPORT SCORING:

Each Provincial/Territorial Team encounter will consist of four (best of five) matches. Two points (2) will be awarded for a Team victory (3-1, 4-0), one point (1) for a tie (2-2), and zero points (0) for a loss.

7. PROVINCIAL/TERRITORIAL RANKING:

Following the completion of the final competition, points will be distributed towards the awarding of the flag. The Men's and Women's Event will award points independently.

1 st place -	10 points	7 th place -	4 points
2 nd place -	9 points	8 th place -	3 points
3 rd place -	8 points	9 th place -	2½ points
4 th place -	7 points	10 th place -	2 points
5 th place -	6 points	11 th place -	1½ points
6 th place -	5 points	12 th place -	1 point
		13 th place -	½ point

8. TIE BREAKING RULE - COMPETITION:

There are no ties in squash. A winner will be declared in each match.

9. PROVINCIAL/TERRITORIAL RANKING - TIE BREAKING:

(Refer to sections 5.6 and 5.8.)

10. MEDALS:

GOLD 8	One for each athlete of the 1 st place men's team, and one for each athlete of the 1 st place women's team;
SILVER 8	One for each athlete of the 2 nd place men's team, and one for each athlete of the 2 nd place women's team;
BRONZE 8	One for each athlete of the 3 rd place men's team, and one for each athlete of the 3 rd place women's team

11. COMPETITIVE UNIFORM:

Competitive uniforms will be appropriate squash attire: short sleeved shirt and shorts/skirts. Ineligible clothing includes boxer shorts, hats, spandex, running shorts and tank tops. Athletes may not wear garments under their competitive shorts/skirts that are exposed below the hem of their shorts/skirts.

During an encounter, all athletes must wear a competitive uniform identical to that worn by the other athletes on the team.

Competitive uniforms are to be all white or in Provincial or Territorial colours as designated by the Canada Games Council, and **must** bear the name of the competitor's province/territory on the back of the shirt. Uniform markings are restricted to:

- a) shirt back (name of province/territory); characters not to exceed 15cm
 - b) shirt front, to **a maximum of 60 square centimetres**
 - i) 1 provincial/territorial logo,
 - ii) 1 uniform manufacturer's name or trademark logo.
 - c) shorts or skirts, to a maximum of 60 square centimetres
 - i) 1 provincial/territorial logo,
 - ii) 1 uniform manufacturer's name or trademark logo.
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12. EQUIPMENT:

The Official Ball will be named from Squash Canada's sanctioned balls, by

December 1, 2010, taking into account environmental and competitive conditions.

“All juniors who are members in good standing of Squash Canada shall appropriately wear eye-guards which are on Squash Canada’s list of acceptable

protective eyewear, in any Squash Canada sanctioned on-court events.”

Squash Canada Council, January 1994

13. APPENDICES:

The attached appendices form an integral part of this technical package.

APPENDIX 1

2011 (Halifax) Canada Winter Games

Competitor Eligibility

1. Competitors must meet all eligibility requirements outlined in the Technical Package.
2. The Canada Games are open to Canadian citizens and **permanent residents**.
3. The Games are open to athletes who are members in good standing of their provincial and/or national sport organization.
4. An athlete's permanent domicile or actual residence must be located, for at least the 180 days prior to the opening of the Games, within the recognized boundaries of the province or territory they are representing. An athlete can have only one domicile.
5. Students attending school on a full-time basis outside their province of permanent residence during the year of the Games shall be permitted to compete for either their province of permanent residence or the province in which the athlete attends school. To be eligible to compete for the province where the athlete attends school, the student must be enrolled on a full-time basis during the 2010-2011 academic year.
6. If a non-student athlete attends a recognized national training centre outside his or her province of permanent residence, the athlete is encouraged to represent his or her province of permanent residence; however, the athlete could represent the province where the centre is located under the terms of paragraph (7), below.
7. Exceptions to the domicile requirement will be possible if the athlete can demonstrate a commitment to the province or territory she or he wishes to represent by such means as having been a member of a club or provincial sport organization in that province for the entire previous competitive season, having represented that province or territory at a previous national or regional championship, or having attended school full-time the previous academic year, or a recognized national training centre full-time during the previous 12 months. Other similar circumstances may be considered.
8. An athlete is permitted to try out for only one province or territory per Games.
9. The eligibility of any athlete that is not clearly established by these rules and by the Technical Package shall be determined by the Sport Committee of the Council. **Coaches or Provincial Sport Organizations must bring forward any unclear cases to their Chef de Mission and to their National Sport Organization as early as possible before the competition for forwarding to the Sport Committee of the Canada Games Council.**
10. Where a team/province or territory/Chef wishes to challenge the eligibility of an athlete on another provincial/ territorial team, it is expected that such a challenge will be made as soon as the protesting team knows that an athlete may be ineligible. Every effort must be made

to ensure that protests on eligibility are lodged before an athlete competes.

OTHER

1. All teams are reminded of the Canada Games Council's regulations concerning advertising on uniforms: only the uniform manufacturer's name or trade mark logo may be worn on team competition uniforms to *a maximum size of 60 square centimetres*.
2. The only coaching permitted is by those accredited coaches identified in the Technical Package. Personal coaches of athletes or additional coaches of any type will not receive accreditation and will not have access to competition or training areas.
3. Canada Games rules do not allow team staff to practice as therapists, physicians or other medical or paramedical practitioners. The Host Society (organizing committee) is responsible for providing high quality medical care at a central clinic at the Athletes' Village and at competition and training venues. The Canada Games Council assists the Host Society through its medical partners by providing additional medical practitioners to ensure that French and English speaking and male and female persons are available, to ensure that sport specific medical expertise is available and to ensure that all regions of Canada are represented. Team staff will not be permitted to administer medical care to athletes.

APPENDIX 2 - DEFINITIONS

Sport Leader is named by the Host Society, and shall direct the competition as head of the local Sport Organizing Committee.

Technical Advisor is named by Squash Canada, and shall assist the Host Society's Sport Organizing Committee with planning and staging the Games and to act as the NSO's representative to the Sport Organizing Committee. The Technical Advisor also serves as Chairperson of the Adjudication Panel.

Tournament Referee is named by Squash Canada, and shall oversee the selection and scheduling of all officials. The Tournament Referee will liaise with the host Sport Organizing Committee on preparations for officiating. The Tournament Referee shall also serve as the arbitrator of protests.

Squash Canada Adjudication Panel includes four persons (three voting): Squash Canada Technical Advisor (Chairperson), Squash Canada Technical Coordinator, Squash Canada Vice-president – Technical, and the Sport Leader (non-voting). The Panel will hear all appeals (after 48 hours prior to the Games) and will be responsible for all disciplinary matters. The decision of the Adjudication Panel will be final.

Squash Canada's ad hoc Junior Ranking Subcommittee acts as an advisor to the Competitions Committee regarding the seedings for Canadian Junior Squash Championships and other major Junior competitions coordinated by Squash Canada. The committee is struck for each event, and is comprised of coaches knowledgeable about Junior squash in Canada.

Squash Canada's Competitions Committee executes jurisdiction regarding the objectives, policies and organization of National Championships and other major competitions coordinated by Squash Canada, and the coordination of the National Schedule of Major Tournaments.

Encounters are between opposing teams (i.e. the meet at which designated teams are scheduled for play).

Matches are between opposing players.

Player Ranking is the position an athlete occupies, in order of strength, on their team, from 1 to 4.

Team Seeding is how a team is ranked relative to all competing teams, from 1 to 13.

Order of Play is the order the ranked athletes will compete on that day of competition (e.g. 2-3-1-4).