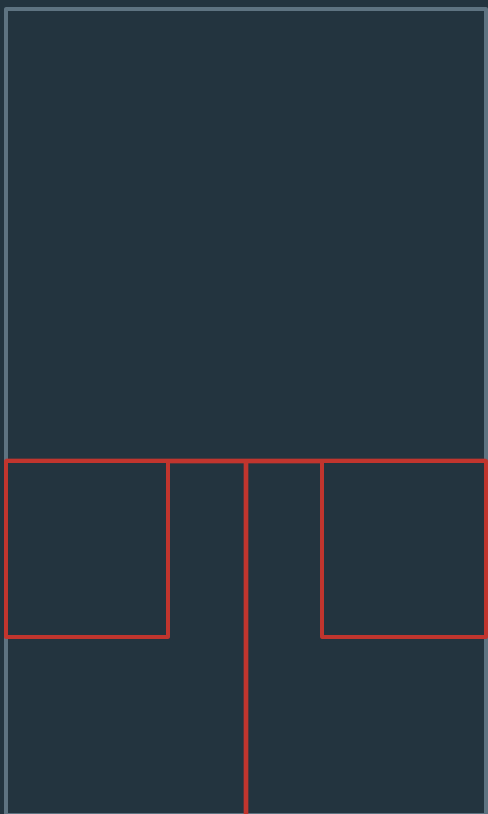




TOURNAMENT BRIEFING

El Community Squash

Team Championship 2026

Rules, scoring and how to call a let

Four teams · Thirteen categories · One champion

At a glance

4

Teams

Competing head to head

13

Categories

One nominated player each

3

Round robin matches

Played by every player

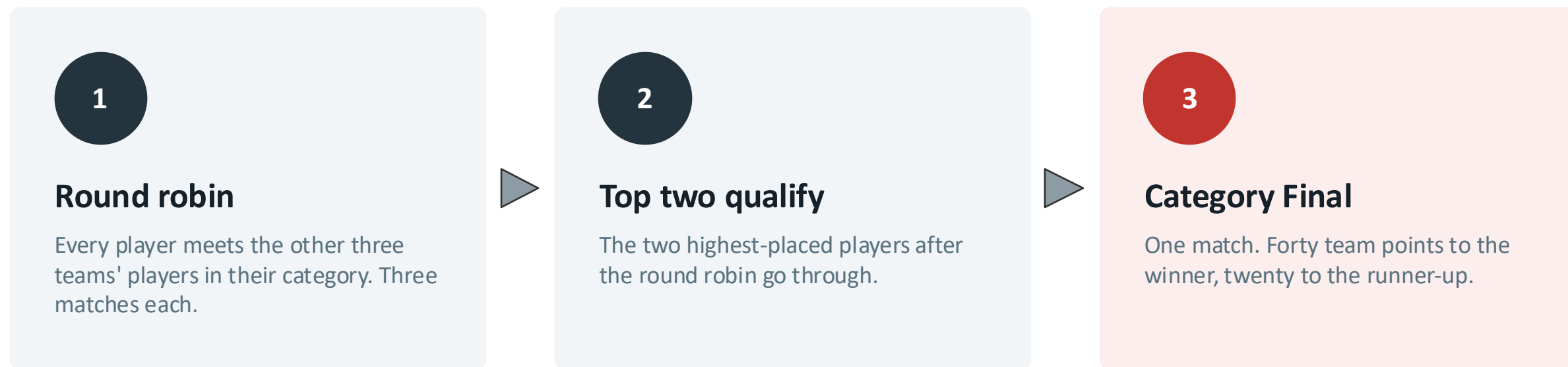
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Champion

Highest aggregate points

Every match counts towards the team total — there are no dead rubbers.

How a category is decided



Round robin points and Category Final points are cumulative — the Final does not replace what you have already banked.

SCORING

Points on the board

Round robin win

10

Round robin loss

5

Category Final win

40

Category Final loss

20

No Show

0

70

Maximum points from a single category

Three round robin wins (30) plus a Category Final win (40). Across thirteen categories, 910 is the theoretical ceiling.

A player who does not report within five minutes of the scheduled start forfeits — the opposing team takes the points.

Why every rally counts

If teams finish level on total points, position is settled in this order:

- 1 Cumulative points for
- 2 Cumulative points against
- 3 Most Category Final wins
- 4 Most round robin wins
- 5 Tournament Committee decision

Do not ease off

Points conceded is a tie-break at both team and category level. A game given away in a match already won can cost a team-mate a place in a Category Final.

Play every match out properly. Record full game scores on the match sheet, not just the winner's name.

Match format

Best of 3

games per match

11 points

PAR scoring — every rally is a point

Win by 2

at 10-all, play continues until two clear

No hand-out

win the rally, win the point and the serve

Warm-up

- 3 minutes — 1½ each side, change on the call
- Share the ball. Hogging it is a conduct matter
- Both players must be happy the ball is warm

Timing

- 1 minute between warm-up and first serve
- 90 seconds between games (tournament rule)
- Coaching only in intervals, never during play

PART C

Lets & Strokes

Matches are self-officiated. The fairness of this championship rests entirely on how consistently we all apply the next six slides.

What you owe your opponent

The moment you have played your shot, you must make every effort to give your opponent all four:



A fair view

They must be able to see the ball off the front or side wall



Access to the ball

A clear path — not a run around you



Space to swing

Room for a reasonable backswing and follow-through

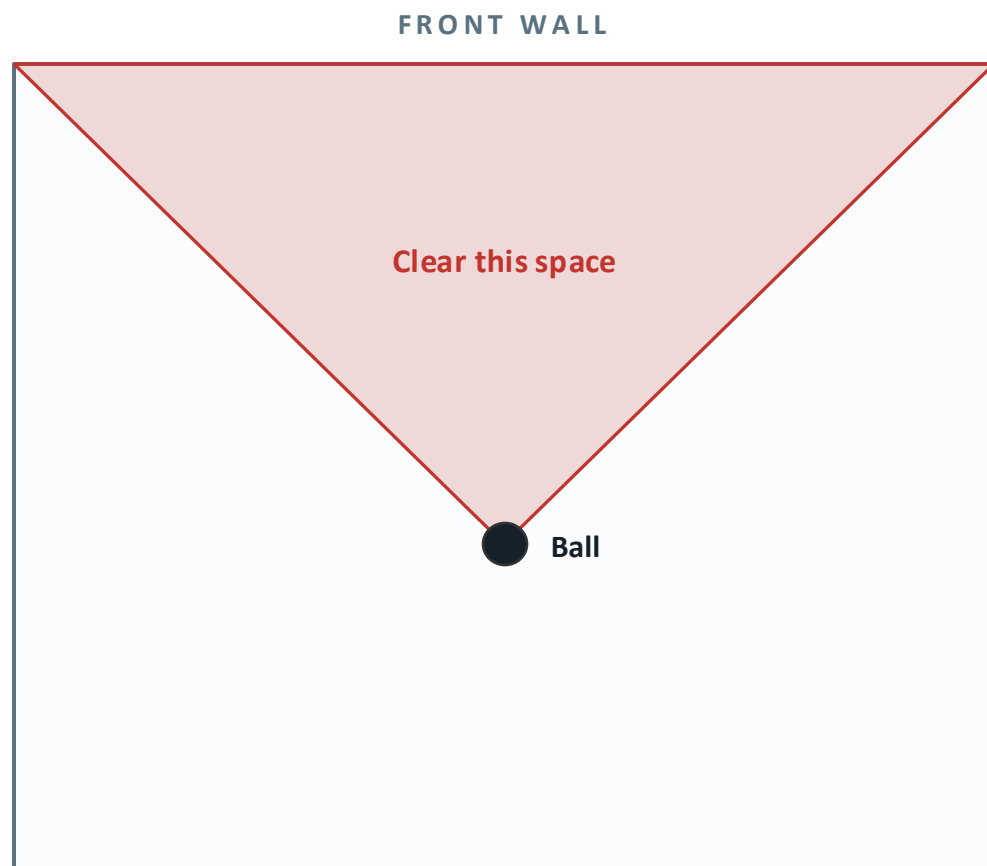


Freedom to strike

The ability to hit any part of the front wall

Move in a direction that actually helps your opponent reach the ball — not simply away from where you were standing.

Stay out of the triangle



Picture a triangle drawn from the ball to the two front corners.

If you are standing inside it when your opponent goes to hit, you are almost certainly conceding a stroke.

It is not enough to move. You have to move somewhere useful.

How to ask

“Let, please.”

1

Stop immediately

Say it clearly and stop play at once.

2

Ask straight away

You cannot play the shot, see the result, then ask.

3

Let includes stroke

You do not need to say which one you think you deserve.

4

Or play on

Accept the interference and hit — but then you cannot ask afterwards.

Normally only the striker may ask — the exception is a non-striker being denied access before the ball reaches the front wall.

Three outcomes, no others

NO LET

You lose the point

- You could not have returned it anyway
- You did not really try to get there
- The interference was minimal
- You caused it yourself

LET

Replay the rally

- There was genuine interference
- You could have made a good return
- Your opponent did try to clear

STROKE

You win the point

- Your opponent did not try to clear
- You had a winning shot
- Your swing was blocked
- Ball hit them going straight to the front wall

IF YOU REMEMBER ONE SLIDE

Ask two questions, in order

1. Could I have made a good return?

2. Did my opponent genuinely try to clear?

NO to the first

NO LET

You were never getting there.

YES to both

LET

Bad luck. Play it again.

YES, then NO

STROKE

They did not clear. Take the point.

The calls we argue about

They play a drop and stay in front of you at the T

STROKE

Loose ball, they start to move but you are still slightly blocked

LET

They brush past but you reach the ball and play it comfortably

NO LET

Your straight drive hits them on its way to the front wall

STROKE

Your cross-court would have hit the side wall first, but hits them

LET

You were stranded, could never have reached it, and you ask

NO LET

You take a huge backswing and clip them standing behind you

LET at best

You play the ball, it goes down, and then you ask for a let

NO LET

When you cannot agree

1

Talk once

Each player says what they think happened. Briefly.

2

Agree and play on

If you reach agreement, apply it and restart.

3

Otherwise, play a let

No agreement? Let. Do not argue the same rally twice.

4

Call the Committee

If it recurs, ask for an official. Their decision is then final for the match.

Asking for an official is not an accusation.

Either player may stop a match and request a Committee member. Nobody should feel awkward about it, and nobody should treat it as a slight.

Nobody gets hurt

Hold the shot. Always.

If a full swing risks hitting your opponent, stop and ask. A stroke if their position caused it, a let if nobody is at fault. Swinging through danger is a conduct offence.

On court

- Non-marking shoes are mandatory
- Eyewear strongly recommended; mandatory under 19
- Cover existing wounds before you go on

Injury recovery time

3 min

Self-inflicted

15 min

Contributed

15 min

Opponent-inflicted

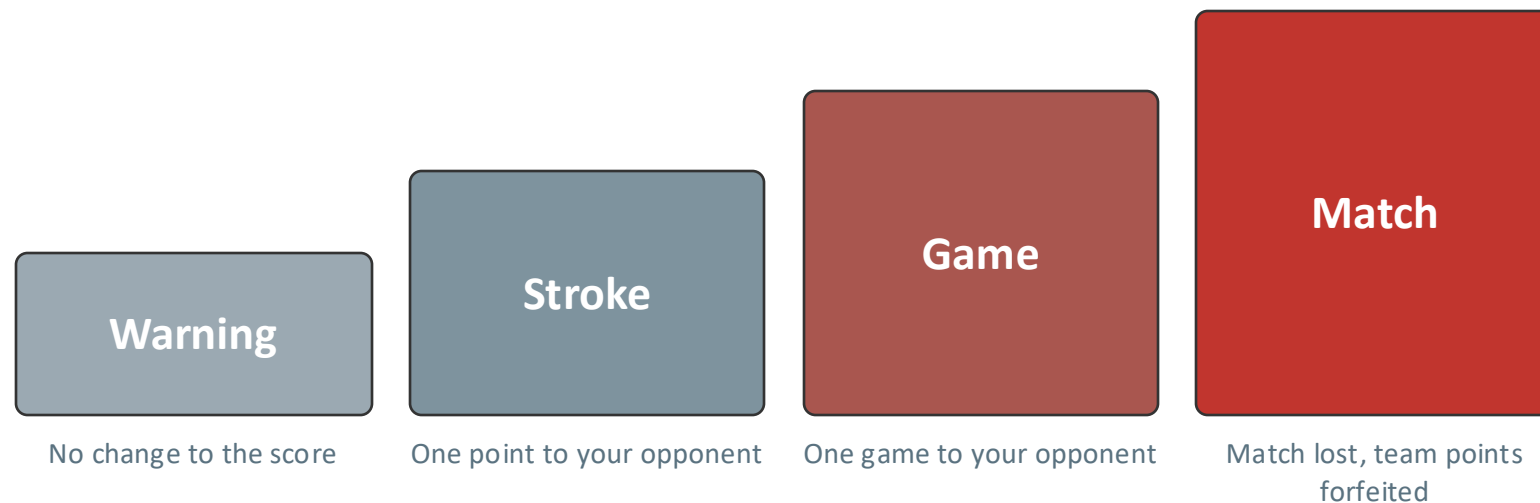
Match awarded

Deliberate or dangerous

Recovery time may only be requested at the moment the injury occurs — not during a later interval.

The penalty ladder

The Committee would far rather issue none of these. Captains are expected to manage their own players first.



What earns one

- Abuse of racquet, ball or court
- Dissent to an opponent or official
- Dangerous play
- Deliberate distraction
- Excessive delay
- Repeated baseless let requests

FAIR PLAY

Every player here is somebody's neighbour.

Play accordingly.

Compete hard. Call fairly. Call against yourself when you are unsure. Full rules and the one-page reference card are in the Rules & Regulations document.