

“BUT YOU MUST CONTINUE IN THE THINGS WHICH YOU HAVE LEARNED” (II TIMOTHY 3:14)

Squash Festival (2026)



Date

Please refer to [website](#)

Sport Venue

Please refer to [website](#)

Sport Coordinator

David Ghaly 0430 231 281

Leagues/Events

Male	Youth (19-29)
Female	Youth (19-29)
Male	Adults (30+)
Female	Adults (30+)

Entry Deadline

Please refer to [website](#)

Only complete paid entries are accepted

Sport Venue Check-in

- Teams **must be** at the Sport Venue **30 mins** before their first scheduled match.
- Teams **must** report **their attendance upon arrival with the Sport Coordinator**, and **all Players** names must be on the **approved** registration list as per the SF online registration system and being approved **by the church priest**

Code of Conduct

Any team/player/**church official/parent** who displays unreasonable behaviour in the opinion of officials or the ***Sport Coordinator before, during, or after the tournament may be disqualified their team or themselves up to the discretion of officials or referees.***

Red cards will result in missing the remainder of the game and possibly the rest of the tournament (up to the discretion of officials or referees).

Please also see section regarding game rules

Fee Payments

Fees are **\$15 per player**, and it **must** be **paid** before the game day upon the registration is submitted on the SF online registration system

Entries Limits

Each Parish can submit a maximum of 3 players for each league

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Format

- **Number of Games:** Best-of-three games (first player to win **two games** wins the match).
- **Points per Game:** Games are played to **11 points**.
- **Win Margin:** A game must be won by **two clear points** (e.g. 12–10, 15–13). If the score reaches 10–10, play continues until one player leads by two points.
- **Scoring System: Point-A-Rally Scoring (PARS)** — a point is awarded on every rally, regardless of which player served.
- **Rest Periods: Two (2) minutes** rest between games.

Competition Progression

- Following the round-robin stage, the **top four (4) competitors** on the ladder will progress to the **semi-finals**.
- Semi-final matches will be played using the **same match format** as the round-robin stage.
- The winners of the semi-finals will progress to the **Grand Final**, which will also be played under the same match format.

Ladder Determination

Ladder standings will be determined using the following criteria, in order:

1. **Number of matches won**
2. **Number of games won** (if matches won are equal)
3. **Total points won** (if games won are also equal)

Regulations

- Players must be ready to play at least 30 minutes before their scheduled match time.
- Any disputes will be resolved by the Sport Coordinator, whose decision is final.
- Unsportsmanlike behaviour may result in match forfeiture or disqualification.

Deciding First Serve

- Before the start of the match, one player spins their racket.
- The opposing player calls “logo” or “plain” while the racket is spinning.
- The winner of the spin chooses either to serve first or to receive.
- At the start of each subsequent game, the winner of the previous game serves first.

Service Rules

- Squash is played under the **Point-A-Rally Scoring (PARS)** system.
- Under PARS, **there is no limit to the number of serves** a player may have.
- A point is awarded on **every rally**, regardless of which player served.
- The **server continues to serve** until they lose a rally, at which point service passes to the opponent.
- The served ball must strike the front wall first.
- The ball must strike the front wall above the service line and below the out line without touching any lines. If it touches any line, it shall be deemed a **fault**.
- After striking the front wall, the ball must **land on the floor opposite the service box** from which the serve was delivered. A serve that lands **outside the correct service box** shall be deemed a **fault**.
- Double serves are not permitted.

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- Any serve that does not meet the service requirements shall immediately result in a loss of the rally, with no second serve allowed.

Service – Foot Placement

- At the moment the ball is struck to serve, **at least one foot of the server must be in contact with the service box floor.**
- The foot in contact with the service box must be **wholly within the service box** and **must not touch any line of the service box.**
- The server’s **other foot may be anywhere on the court**, including in front of the service box, provided it does not touch any service box line or interfere with the opponent.
- Failure to comply with correct foot placement during service shall result in a **fault serve** and loss of the rally.

Interference During Play

- Players must make every effort to provide their opponent with a **clear and unobstructed path** to the ball and a **reasonable swing** at the ball.
- If interference occurs, the affected player may **stop play and request a decision.**

Let

- A **Let** may be allowed where interference has occurred but the opponent has made a **reasonable effort to clear**, or where the outcome of the rally is uncertain.
- When a Let is awarded, the rally shall be replayed.

Stroke

- A **Stroke** shall be awarded to the affected player where interference has denied them a **clear winning opportunity**, including:
 - Direct interference to the opponent’s swing, or
 - Interference where a direct return to the front wall would have been possible.

No Let

- A **No Let** shall be awarded where:
 - The interference was minimal and did not affect the player’s ability to make a reasonable return, or
 - The player did not make a genuine effort to reach or play the ball, or
 - The player stopped play unnecessarily.
- When a No Let is awarded, the rally is not replayed. The rally is deemed to have been lost by the player who requested the Let.
- Players are encouraged to **prioritise safety** at all times and must not attempt to play a shot if doing so may result in contact with the opponent.

The referee’s or Sport Coordinator’s decision on interference shall be **final**.

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Uniform

- Each church should wear same shirt colour (refer to colour table below)

Teams Colours

No	Church Name	T-Shirt Color	Color
1	Archangel Michael & St. Anthony	BLACK	
2	St. Athanasius	LIGHT GREEN	
3	St. Bishoy & St. Shenouda	RED	
4	St. George	DARK BLUE	
5	St. John the Evangelist	Maroon/Dark Red	
6	St. Macarius	Grey	
7	St. Mark	Yellow	
8	St. Mary	LIGHT BLUE	
9	St. Mina & St. Marina	White	
10	St. Moses the Strong	Orange	
11	St. Paul	Dark Brown	
12	St. Philopateer Marcorious	Gold	
13	St. Severus & St. Karas	Light Brown	