Team Event and Tie Breaking Policies for Leagues

For all Squash Ontario Tournaments or Sanctioned Leagues that have a team format, we will use the Club Locker League component for scheduling and results.

Rosters and Order of Strength:

Captains have access to manage their team's roster, as well as set their order of strength and add in match results. Order of strength needs to be set prior to the fixture, especially when using live scoring. Each tournament or league will have different deadlines for captains or coaches to set their playing order. League Convenors, Tournament Chairs or Squash Ontario staff will communicate this ahead of time. The 1S position is for the strongest player, 2S for the second strongest player and so on.

Defaults:

For teams without a full roster, their order of strength must start with the 1S position. The lowest playing position left unfilled will be defaulted. For example, if there is a 7-player roster and one team only has 5 players available, spots 6 and 7 will be default losses. These matches should be recoded as "default" in club locker.

Ties within a Fixture:

For match ups with an even number of players, there is potential for a tie. The method for splitting ties within a fixture will be individual matches, then games, the points. This setting will be selected in the Club Locker League settings. For example, if a fixture has 6 individual matches played and the final result is a 3-3 tie, the team with more games won would be deemed the winner. If the amount of games won is also a tie, the team with more points would be deemed the winner.

Ties within the Round Robin Format:

In this instance, Squash Ontario follows the Tie Break policy set forth by Squash Canada.

When a round robin format is used, all competitors (whether in team or individual competition) play one another in a pool to establish an order of merit. The final order is decided, taking account of all results in that pool (e.g. Each match in an individual event, or fixture in a team event, is recorded as a win or a loss, with a win worth one point), as follows:

1. If two competitors are tied, the winner will be determined by the head-to-head result between the two competitors.

2. If three (or more) competitors are tied, the winner will be determined by the head-to-head results among the tied competitors, in the sequence below until such time as the ties are resolved:

a. First, by the greater number of matches won against the tied competitors;

b. Then, if (a) above reduces the number of tied competitors to two, the tie will be resolved by the head-to-head result between the two competitors;

c. If a tie still remains amongst three (or more) competitors, then by the greater number of games won against the tied competitors;

d. Then, if (c) above reduces the number of tied competitors to two, then the tie will be resolved by the head-to-head result between the two competitors.

e. If a tie still remains amongst three (or more) competitors, then by the greater positive difference between the games won and lost among the tied competitors;

f. Then, if (e) above reduces the number of tied competitors to two, then the tie will be resolved by the head-to-head result between the two competitors.

g. If a tie still remains amongst three (or more) competitors, then by the greater positive difference between the points won and lost among the tied competitors.

h. Then, if (g) above reduces the number of tied competitors to two, then the tie will be resolved by the head-to-head result between the two competitors.