

Team events in Squash

These bring additional pressures for referees

The key differences

- ◆ The players are part of a team, playing not just for themselves but for their playing colleagues and their non-playing support staff.
- ◆ The support personnel want to do all they can to help the player
- ◆ Supporting can be stressful

Organisational pressures

- Team events produce long days of officiating each and every day
- Referees should study the day's schedule carefully – who? what? problems? breaks? meals?/back-up plan?
- Whether using the referee/marker system or 3 referee system, referees may be involved for several hours on one tie – plan ahead.

Match set up 1

- Initially you need more than 10 minutes
- Balls, water, pens, personal items
- Check team line up
- Prepare visible score sheets – arrange for updating
- Divide up marking sheets at beginning – watch in 3 referee system as you may get only two copies
- Team signatures needed at the end – watch for “disappearing teams”

Match set up 2



- Follow on by players can be very quick
- Changeover of referees e.g. in 3 referee system has to be smooth and slick
- Make sure last result goes to office
- If being assessed as central referee, feedback may not be possible for some time
- The message – you are not only an individual referee – you are also part of a team within a team

Be aware that....

- The player can feel under more pressure
- Team members can experience/show their stress/frustration
- Possibility of coaching
- Possibility of crowd distraction
- Need for crowd control
- More conflict?
- Complaints to tournament referee?

So what might you see?



- Visible/audible dissent (more) from player
- Visible/audible dissent from supporters
- Supporters may look at you after decisions – trying to influence?
- More studied analysis of 3 referee decisions
- Player looking at colleagues for confirmation of decision

And what else?

- Player punching the air after “good” shots
- Cries of “Yes!” or equivalent from player after “good” shots
- Cries of “Yes!” or equivalent from team mates on apparent winning shots (even if player blocking)
- Prolonged applause or chanting
- Teams applauding unforced errors by opponent
- Possible coaching actions

Match control

- Apply the conduct rule to the player
- Apply the conduct rule for coaching
- Warn player for unsporting conduct/lack of respect/distraction/intimidation/bringing game into disrepute – “yes!” “yes!”
- Warn the team for conduct as above
- But if **team behaviour** continues to be unacceptable.....

Do not be afraid to step in



- This action is better carried out at a natural game interval and face to face : not via microphone
- Leave seat and go speak with team manager – explain the concern(s) and state what changes you wish to see
- Explain the possible outcome if no changes
- Extend time-interval between games if necessary.

Possible actions

- Conduct penalty on player (reasonable action)
- The removal of an individual from the support team (serious action)**
- The removal of the supporting team (extreme action)**
- ** Should an approach like this be necessary, report the circumstances to the tournament referee

Past Example

- Match at 1-1
- Blatant blocking
- Team got quickly on feet at end of every rally won by their player – noisy applause
- Lots of punching air exchanges between player and team-mates
- Referee influenced/result influenced

And now

- Slides handout
- Questions?

