

# Handicap Tournament Rules

- The tournaments will run throughout the season and entered players must stick to the deadlines for playing each round of matches
- Courts will be pre-booked for the finals. You must book your own courts for tournament matches aside from the final. Court costs should be shared between players.
- If you do not show for your match your opponent can take a walkover. If your opponent can play before the deadline for matches and you cannot, your opponent can take a walkover.
- If the match has not been played, and no player has attempted to organise the match, a coin toss by the organisers will decide who moves onto the next round
- All rounds up to and including the quarter finals will be the best of 3 games, point per rally to 15. Sudden death at 14-all
- Semi-finals and Finals will be the best of 5 games. Squash is point per rally to 15 with sudden death at 14-all. Racketball is point per rally to 11 with sudden death at 11-all.
- Where a player has a positive handicap they start on positive points e.g. -34 handicap playing +6 handicap means play starts at -34 to 6 in each game
- Where two players are both on a negative handicap the lowest handicap starts on zero and the same number is deducted from the higher handicap e.g. -27 handicap playing -10 handicap means play starts at -17 to 0 in each game
- Where two players are both on a positive handicap the lowest handicap starts on zero and the same number is deducted from the higher handicap e.g. +2 handicap playing a +6 handicap means plays start at 0 to 4 in each game