



PLAYBOOK SQUASH

Location(s): Old Erasmus Sports Building, Squash Courts
Dates: 8 and 9 June 2024
Match times: Saturday: 9am - 9pm
Sunday: 10am - 4pm

Committee contact person: Marcell Antalffy

All information: <https://www.gnsk.nl/> and/or GNSK 2024 app

Committee composition

The squash committee consists of the following people:

Full name	Function	Phone number
Marcell Antalfy	President of squash committee GNSK	
Matthijs Klaassen	Member squash committee GNSK	
Jelle Degen	Member squash committee GNSK	
Kunal Rupchandani	Member squash committee GNSK	

The committee can be reached at the following e-mail address: tickindenick@gmail.com.

Timetable

The team tournament is scheduled on Saturday from 9am to 9pm. The award ceremony for the team tournament will be afterwards around 9pm at the squash courts.

The individual tournaments are scheduled on Sunday from 9am to 4pm. The award ceremony for the men's and women's tournament will be afterwards around 4pm at the squash courts.

From 8.30am, the squash courts will be open and the squash committee will be present.

The award ceremony of the city ranking will take place on Sunday around 5pm at the Sportcafé at the Erasmus Sports Building.

On Saturday, each team can have lunch between 12pm and 2pm (facilitated by the GNSK-organization), with the competition programme continuing. On Sunday, each participant of the individual tournament can have lunch between 12pm and 2pm, with the competition programme continuing as well. Dinner on Friday and Saturday is possible in shifts between 5pm and 8pm.

Match schedules

The match schedules can be found in the GNSK 2024 app in the section match schedules. Instructions and explanations about the app can be found below.

The group stage of the team tournament will be played in 2 groups of 4 teams and 1 group of 5 teams. The winner of each group qualifies for the semi-finals and the best number 2 also. After the semi-finals in the team tournament, the finals and matches for 3rd place will follow after 4pm. Matches for the 5th, 7th and 9th places will also be organised after 4pm on Saturday.

Squash related issues

It is important to read through the regulations (*see at the very end of this playbook*) for all participants and team officials.

Each player/team at GNSK will have refereeing duties when not playing, which will be communicated beforehand and during the tournament. For group stage matches, one referee is enough, for knockout stage matches, two referees will be needed. **It is highly recommended for participants to download the Square app to facilitate the refereeing process.** The task of the referee(s) is to

- keep track of the score

- make sure that time constraints are respected (e.g. warm-up time, break time)
- keep track of the serving box where the player has to serve from
- decide about no let, yes let, stroke, and conduct stroke
- decide about injury break if necessary
- make sure that the court is mopped if a player's sweat makes it slippery
- make sure that the final result is communicated towards the organisers

The ball used for the competition is a Dunlop squash ball with two yellow dots (competition ball).

Competition venue

Squash is played at the Old Erasmus Sports Building at the squash courts. The address is: Burgemeester Oudlaan 50, 3062 PA Rotterdam.

Before sports can be played at the competition venue, registration is required at the registration desk in the Erasmus Sports Building (*see below for more information*).

Directions from New Erasmus Sports Building to the Old Erasmus Sports Building + directions in the old building

- As you leave the current sports building, walk straight to completely cross the path and hit the building opposite. Then head left for a little bit until the second door on your right, which is completely glass and there is a Tick in de Nick banner inside next to it. This door is before the on campus bar, so if you hit that go slightly back.
- As you head into the door, there is another door straight after to go through. After this you want to go right at the end of the hall, and then a quick left down some stairs. You should see a big hall with desks straight on. Don't go through here but take a left. To your right are more stairs down which go to the courts. Straight ahead is the men's changing room. Once you go down the flight of stairs, the door on the left is the women's changing room. Going slightly past that, the hall on your left goes straight to all five of the squash courts.

Description location squash committee

- The squash committee will be at the squash courts. They will most likely be in the small area with couches and a table, which is by the furthest courts when you walk in.

Description of changing rooms + expectations of changing room use + use of lockers, etc

- The location of the changing rooms are described with the description of the building. Each changing room is quite spacious and should leave everyone with enough room to get changed into their sports gear. Each changing room also has toilets. There are additional toilets opposite the furthest court. We unfortunately do not have lockers, so you can either leave the bags in the changing room on the side, or bring them with you to the courts and place them on the ground next to the couches. It is expected of you that by the end of each day, both changing rooms are left as they were found and no mess is left.

Registration GNSK 2024

Signing up and registering for the GNSK 2024 must be done before participating in the sports tournament. This can be done on Friday and Saturday at the registration desk in the Erasmus Sports Building. The address is: Burgemeester Oudlaan 50, 3062 PA Rotterdam.

You can sign in at the following times:

- Friday 7 June: 3pm to 8pm
- Saturday 8 June: 8am to 1pm

You must be able to provide the following documents before applying:

- Valid certificate of registration from the educational institution, or certificate of graduation after 1 January 2023 (*only required for participants, not for team officials*)
- Valid accreditation card on the GNSK 2024 app (*see below GNSK 2024 app*)
- Valid passport, ID card or driving licence

After this is done, participants and team officials can go to the competition venue with a valid accreditation.

Transport to Erasmus Sports Building

At the Erasmus Sports Building several sports tournaments will be organised, breakfast, lunch and dinner will be served and all participants and team officials should sign in and register here. The address is: Burgemeester Oudlaan 50, 3062 PA Rotterdam.

Public transport

Erasmus Sport is very easy to reach by bicycle or public transport. If you come to Rotterdam by train, there are 3 ways to get to Erasmus Sport from Rotterdam Central Station:

- Public transport bike rental at Central Station
- Metro to stop Kralingse Zoom (take line D towards De Akkers or line E towards Slinge and change at stop Beurs to line A towards Binnenhof, line B towards Nesselande or line C towards De Terp)
- Tram to Burgemeester Oudlaan stop (line 7 towards Woudestein) or Oude Plantage stop (line 21 or 24 towards De Esch)

Car

If you come by car, you can park in the Erasmus University car park. Exit 7 is the quickest way to the Erasmus Sports Building.

An exit ticket for the car park costs €5 and can be obtained from the Erasmus Sports service desk. The exit ticket entitles you to a single exit and is therefore independent of how long you have parked. Without an exit ticket, parking is free for up to 19 minutes, after that the parking fee is €1.50 per hour and must be paid at the ticket machine before you can exit.

Map

Check out the campus map here: <https://www.eur.nl/media/93788>.

GNSK 2024 app

Once again this year there is the GNSK app containing all information about the GNSK, such as first aid, party and competition programmes. Importantly, the app is used for accreditation during the GNSK and every participant and team official must download this app. In the following steps, you can download the app and request your personal accreditation:

Step 1: Download the GNSK app [for Android](#) or [for Apple](#)

Step 2: Open the GNSK app and click on the three bars in the top left corner

Step 3: Click on 'accreditation card'

Step 4: Enter your phone number

Step 5: Enter the verification code you receive in a SMS

Catering

All meals at the GNSK 2024 are vegetarian.

Breakfast

Breakfast on Saturday and Sunday mornings is open only to participants, team officials and volunteers who use the campsite with breakfast. The breakfast buffet will be facilitated in the Hatta building (opposite the Erasmus Sports Building). A person can walk past the breakfast buffet a maximum of 1 time and everyone should clean up his/her leftovers and waste neatly. Breakfast lasts from 7 to 9 am and shifts will be announced during the weekend.

Breakfast consists of bread with toppings (butter, hummus, cheese, chocolate spread, peanut butter) and fruit.

Lunch

Lunch will be provided on Saturday and Sunday afternoon for all participants, team officials and volunteers active on the day. Between 12 and 2pm, there will be the opportunity to collect lunch for each team in the Hatta Building (opposite the Erasmus Sports Building). The competition programme will continue without interruption during lunch, so participants should take this into account themselves in terms of planning.

Lunch consists of bread with toppings (butter, hummus, cheese, chocolate spread, peanut butter) and fruit.

Dinner

Dinner on Friday and Saturday is open only to participants and team officials who have purchased it when registering. Dinner will be served in the Erasmus Sport Café and can then be eaten in the Hatta Building (opposite the Erasmus Sports Building). Everyone can walk past the buffet 1 time and should clean up his/her leftovers and waste neatly. Dinner lasts from 5pm to 8pm and shifts will be announced during the weekend.

The meal on Friday consists of veggie sausage with jacket potatoes, eggplant, paprika, courgette, onion and chickpeas, complemented by a delicious fresh salad with cucumber and tomato.

The meal on Saturday consists of well-filled spaghetti with eggplant, courgette, onion, paprika, broccoli, leek and tomato.

Campsite

The campsite is at the Rotterdam Student Football Association Antibarbari, a stone's throw from Erasmus Sport. The address is: Kralingse Zoom 100, 3063 NC Rotterdam.

There is only use of the campsite if this is indicated when registering for GNSK 2024. Participants who have done so will spend the night on a grassy field and should bring their own tent and sleeping gear for this purpose. It is important to bring a tent suitable for the number of people who will sleep in it.

If you bring a tent that is too big for the number of people that will sleep in it, the organisation may refuse the tent.

When you arrive at the campsite for the first time, you will have to report to the volunteers at the entrance and show your accreditation in the GNSK app. You can do this on Friday between 2pm and midnight and on Saturday between 8am and 8pm. The volunteers will assign you a spot, so if you want to camp together, make sure you arrive at the same time.

Every next time you want to enter the campside, you will have to show your accreditation in the GNSK app to security. So make sure your phone is charged!

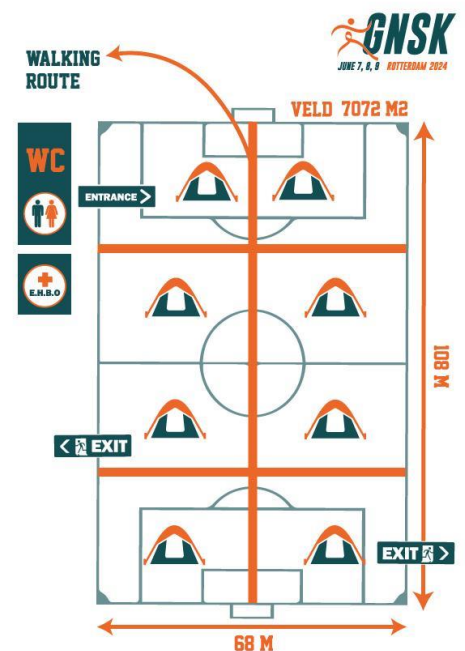
The campsite has toilets, drinking water and about 10 power points. So bring an extra battery or power bank to charge your phone overnight. Participants can shower at the sports venue of their sport.

Public transport

Tram to Nesserdijk stop (line 21 or 24 towards De Esch) or metro to Kralingse Zoom stop (line A, B or C + 10-minute walk).

Car

You can park your car temporarily (maximum 10 minutes) at the campsite for loading and unloading. To do so, use entrance RHV Leonidas (address: Toepad 95). After loading and unloading, you can park your car at Erasmus University (see above).



Opening ceremony

The opening ceremony starts on Friday 7 June at 7pm at the Erasmus Sports Building. All GNSK participants are welcome to attend. The programme is as follows:

- Start of the opening ceremony at 7pm
- Official opening at 7.30pm, including the OSSO award ceremony and the opening of the obstacle run

- Drinks from 20.00 to 22.00, with the opportunity to watch the beach volleyball matches and challenge the obstacle run

Party

This year's party will take place on Saturday 8th of June at the student association RSC/RVSV. The address is: Robert Baeldestraat 55, 3061 TH Rotterdam.

Participants, team officials, volunteers, supporters and other party enthusiasts can only gain access to the party if a ticket has been purchased in advance. This may have been done when registering for the GNSK 2024, or later via the Erasmus Sport webshop (see below for more information). There will be no ticket sales at the door.

From 20.00 you are welcome to join us for sparkling music, tasty drinks and a spacious dance floor to show off your moves. The music will be turned off at 01.00 and the last students will have to leave the party venue at 01.30 at the latest.

A ticket costs €10, with which you will receive a free drink (beer, wine or soft drink). The venue is easy to reach by bike and, if necessary, on foot.

Ticket sales via Erasmus Sport

Step 1: Go to <https://webshop.erasmusport.nl/>

Step 2: Click on 'Log in as new user' and enter your desired username and password

Step 3: Fill in your personal details

Step 4: Agree to the terms and conditions and click 'Sign up'

Step 5: Log in to your account and click on 'Courses'

Step 6: Click on 'GNSK Party' and then on 'Register'

Step 7: Mark the box with your own name, put your order 'In shopping cart' and complete the payment process

Protest Committee

During the tournament, a protest may be submitted to the protest committee of the GNSK organisation by the team captain (in the case of a team tournament) or by an individual participant (in the case of an individual tournament). The protest must be submitted within 1 hour after the end of the match.

Team captains or participants may file a protest against other participants/teams based on the participation right and competition rules. Decisions of referees or other officials cannot be challenged, nor can the rules of the GNSK, the rules of the campsite and other articles of the event regulations of Student Sport Netherlands.

To file a protest, the following steps must be fulfilled:

- The chairman of the sports committee must be informed of the protest as soon as possible after the end of the match in which the alleged offence took place.
- The protest must be sent in by e-mail to info@studentensport.nl. The mail must be complete and sent within one hour of the end of the match.
- The protest must be signed by an official representative of the team and must contain the following elements:
 - Date, time and location of the incident
 - The relevant article that has been breached
 - A description of the situation
 - The name(s) of the protesting team/participants, signed

On Saturday, protests will be dealt with no later than the end of the day. On Sunday, protests will be dealt with as soon as possible, but no later than two hours after the protest is submitted. All protests must be settled before the start of the finals.

Match regulations (NL and EN)

Regulations Squash

GNSK 2024

Regulations team tournament

Team composition and eligibility

1. Each Student Sport Council (OSSO) or city can register a maximum of two mixed teams. A team consists of a minimum of 3 and a maximum of 5 players, including at least 1 female and 2 males, and a maximum of 2 females and 3 males. The first team registered per OSSO or city always has the right to participate. Depending on the number of registered teams, a decision will be made regarding the participation of the second team. If there are too many second teams for the remaining spots, participation will be based on the order of registration.
2. The registered participants from an OSSO or city may only consist of students who meet the requirements as set in Chapter 1 of the SSN event regulations. In case of a violation of this rule, the team will forfeit all matches. If an ineligible participant takes part in the GNSK, a fine of €200 will be charged to the OSSO or representative organization in the city to which the participant belongs.
3. At the time of registration, the official personal ranking or playing strength according to the SBN (if available) must be indicated (playing strength is a player's level, with 1 being the highest and 9 the lowest).
4. The team lineup must be provided to the squash committee before the start of each team match. If an OSSO or city sends two participating teams, players cannot be swapped or participate in the other team. If this happens, Article 2 applies.

Match provisions

5. The preliminary rounds of the team tournament consist of groups. The group placement is determined by drawing, with teams seeded according to Implementation Regulation Seeding GNSK 2024 and, if possible, teams from the same OSSO or city distributed across different groups. The squash committee decides, prior to the draw, how many teams per group qualify for the final bracket, which is played through a knockout system.

6. A team match consists of 3 matches played in the following order: 1 women's singles, 2nd men's singles, 1st men's singles. The team captain is obligated to arrange the players in the men's singles event in order of decreasing personal ranking or playing strength. Players with the same playing strength can be arranged in any order. This means that the male player with the best personal ranking or playing strength (see article 3) among the 2 selected male players for that team match, must play the 1st men's singles match.

7. If a team does not have enough eligible players, matches are played for which eligible players are available. If only 1 men's singles match can be played, the 1st men's singles match must be played, and the 2nd men's singles match must be forfeited. The result of a forfeited match is 2-0 (11-0, 11-0) in favor of the other team.

8. All matches are played according to the best-of-three game system, except for the semi-finals and finals, where a best-of-five game system is used. The squash committee may decide to play the semi-finals and finals in a best-of-three game system if deemed necessary.

9. Matches are played using the PAR-11 scoring system. PAR stands for Point-A-Rally. The first player to reach 11 points wins the game. If the score is tied at 10-10, play continues until a 2-point difference is reached.

10. Each won game counts as one point. A match between two players can end with a score of 2-1 or 2-0. The final result of the team match is determined by adding up all the won games. The winning team receives one bonus point, with the winning team having won the most matches. For example, if a team wins all 3 matches with scores of 2-0, 2-1, and 2-1, the total won games would be 6-2, and the winning team receives 1 bonus point, making the final score 7-2.

11. In the event of a tie in points for two or more teams in a group, the order is determined as follows:

I. Head-to-head result (only if two teams are tied);

II. Game difference (number of games won minus games lost);

III. Point difference (points won minus points lost);

IV. Number of games won;

V. Number of points won.

12. The player(s) registered in the team must be ready to play at the time indicated in the match schedule. If not, the opposing player may begin warming up. If the player is not present after the 5-

minute warm-up period, they lose the match. The result is then 2-0 (11-0, 11-0) in favor of the present player (or 3-0 in the case of a best-of-five match).

13. In addition to playing matches, players must serve as referees in matches between two other teams, as indicated in the schedule. Non-playing teams must designate a referee according to the schedule.

14. The organization will provide a match ball for each team match (two yellow dots). This ball must be returned to the squash committee by the team captains after the matches.

Closing provisions

15. Players must wear appropriate sports attire. Players must wear shoes that do not leave marks or dirt on the squash court.

16. The organization is not responsible for accidents or damage to third parties before, during, or after the match. Participation is at your own risk.

17. The organization is not responsible for theft before, during, or after the competition.

18. In the absence of exceptions in the above points, the [regulations of the SBN](#) are in force.

19. In all cases, the squash committee reserves the right to make a binding decision.

Regulations individual tournament

Eligibility

1. Each Student Sport Council (OSSO) or city can register multiple individuals, including participants from the team tournament. The first three registered men and the first three registered women per OSSO or city always have the right to participate. Depending on the number of registered individuals, a decision will be made regarding the participation of other individuals. If there are too many individuals for the remaining spots, participation will be based on the order of registration.

2. The registered individuals from an OSSO or city may only consist of students who meet the requirements as set in Chapter 1 of the SSN event regulations. In case of a violation of this rule, the individual will forfeit all matches. If an ineligible participant takes part in the GNSK, a fine of €200 will be charged to the OSSO or representative organization in the city to which the participant belongs.

3. At the time of registration, the official personal ranking or playing strength according to the SBN (if available) must be indicated (playing strength is a player's level, with 1 being the highest and 9 the lowest).

4. The player is required to check in with the squash committee and confirm their presence before the start of their first match.

Match provisions

5. The preliminary rounds of the individual tournament consist of groups. The group placement is determined by drawing, with, if possible, players from the same OSSO or city distributed across different groups. The squash committee decides, prior to the draw, how many individuals per group qualify for the final bracket, which is played through a knockout system. The squash committee may deviate from the group system and have the entire tournament played as a knockout system if it deems necessary.

6. All matches are played according to the best-of-three principle, except for the semi-finals and finals, where a best-of-five principle is used. The squash committee may decide to play the semi-finals and finals in a best-of-three principle if deemed necessary.

7. Matches are played using the PAR-11 scoring system. PAR stands for Point-A-Rally. The first player to reach 11 points wins the game. If the score is tied at 10-10, play continues until a 2-point difference is reached.

8. In the event of a tie in points for two or more individuals in a group, the order is determined as follows:

I. Head-to-head result (only if two individuals are tied);

II. Game difference (number of games won minus games lost);

III. Point difference (points won minus points lost);

IV. Number of games won;

V. Number of points won.

9. Players must be ready to play at the time indicated in the match schedule. If not, the opposing player may begin warming up. If the player is not present after the 5-minute warm-up period, they lose the match. The result is then 2-0 (11-0, 11-0) in favor of the present player (or 3-0 in the case of a best-of-five match).

10. In addition to playing matches, players must serve as referees in matches between two individuals if the schedule indicates this.

11. The organization will provide a match ball for each match (two yellow dots). This ball must be returned to the squash committee by the players after the match.

Closing provisions

12. Players must wear appropriate sports attire. Players must wear shoes that do not leave marks or dirt on the squash court.

13. The organization is not responsible for accidents or damage to third parties before, during, or after the match. Participation is at your own risk.

14. The organization is not responsible for theft before, during, or after the competition.

15. In the absence of exceptions in the above points, the [regulations of the SBN](#) are in force.

16. In all cases, the squash committee reserves the right to make a binding decision.

Wedstrijdreglement Squash

GNSK 2024

Reglement teamtoernooi

Teamsamenstelling en speelgerechtigdheid

1. Per Overkoepelende Studenten Sport Organisatie (hierna: OSSO)/stad kunnen maximaal twee gemengde teams worden ingeschreven. Een team bestaat uit minimaal 3 en maximaal 5 spelers waarvan minimaal 1 dame en 2 heren en maximaal 2 dames en 3 heren. Het eerste ingeschreven team per OSSO/stad heeft altijd recht om mee te doen. Afhankelijk van het aantal ingeschreven teams wordt besloten of het tweede team mee kan doen. Mochten er te veel 2e teams zijn voor de overgebleven plekken, gaat deelname op basis van volgorde van inschrijving.
2. De ingeschreven deelnemers van een OSSO/stad mogen uitsluitend bestaan uit studenten die voldoen aan de voorwaarden als gesteld in hoofdstuk 1 van het evenementenreglement van SSN. Bij overtreding van deze regel verliest het team alle wedstrijden. Als er een ongerechtigde deelnemer meedoet aan het GNSK, wordt er een boete van €200,- in rekening gebracht bij de OSSO/vertegenwoordigende organisatie in de stad voor welke die deelnemer uitkomt.
3. Bij inschrijving dient de officiële persoonlijke ranking of speelsterkte volgens de SBN (indien beschikbaar) aangegeven te worden (met speelsterkte wordt het niveau van een speler aangegeven waarbij 1 het hoogste is en 9 het laagste).
4. De teamopstelling dient voor aanvang van iedere teamwedstrijd doorgegeven te worden aan de squashcommissie. Mocht een OSSO/stad twee deelnemende teams sturen, dan mogen er geen spelers gewisseld worden of bij het andere team meespelen. Mocht dit wel gebeuren, dan geldt artikel 2.

Wedstrijdbepalingen

5. De voorrondes van het teamtoernooi bestaan uit poules. De poule-indeling geschiedt op basis van loting, waarbij teams geplaatst worden volgens de Uitvoeringsregeling Plaatsing GNSK 2024 en indien mogelijk teams van eenzelfde OSSO/stad worden verdeeld over verschillende poules. De squashcommissie beslist voor de loting hoeveel teams per poule zich kwalificeren voor het finaleschema dat door middel van een knock-outsysteem wordt gespeeld.
6. Een teamwedstrijd bestaat uit 3 wedstrijden die in deze volgorde worden gespeeld: 1 damesenkelspel, 2^e herenenkelspel en 1^e herenenkelspel. De teamcaptain is verplicht in het herenenkelspel de spelers in volgorde van afnemende speelsterkte op te stellen. Spelers met dezelfde speelsterkte kunnen in volgorde naar keuze worden opgesteld.
7. Mocht een team onvoldoende speelgerechtigde spelers hebben, dan worden de wedstrijden gespeeld waarvoor wel speelgerechtigde spelers beschikbaar zijn. Indien er slechts 1 herenenkelspel gespeeld kan worden, dan dient het sterkste herenenkelspel ingevuld te worden en het tweede

herenenkelspel opgegeven te worden. De uitslag van een opgegeven wedstrijd is 2-0 (11-0, 11-0) in het voordeel van het andere team.

8. Alle wedstrijden worden gespeeld volgens het best-of-three gamesysteem, met uitzondering van de halve finales en finale waarin een best-of-five gamesysteem wordt gespeeld. De squashcommissie kan besluiten om de halve finales en finale alsnog in een best-of-three gamesysteem te spelen indien zij dit nodig acht.

9. Er zal gespeeld worden volgens de PAR-11 telling. PAR is de afkorting van Point-A-Rally. De eerste speler die 11 punten heeft behaald, wint de game. Indien de stand 10-10 is, wordt er doorgespeeld tot het verschil 2 punten is.

10. Iedere gewonnen game telt als een wedstrijdpoint. Een wedstrijd tussen twee spelers kan dus eindigen in 2-1 of 2-0. De uitslag van de teamwedstrijd wordt bepaald door alle gewonnen games bij elkaar op te tellen. Het winnende team krijgt één bonuspunt, waarbij een teamwedstrijd is gewonnen door het teams met de meeste gewonnen wedstrijden. Voorbeeld: stel dat een team alle 3 wedstrijden wint met 2-0, 2-1 en 2-1, dan tellen de gewonnen games op tot 6-2 en krijgt het winnende team 1 bonuspunt, de einduitslag is dus: 7-2.

11. Wanneer in een poule twee of meerdere teams met een gelijk aantal punten eindigen, dan wordt de onderlinge volgorde achtereenvolgens als volgt bepaald:

- I. Onderling resultaat (alleen als twee teams gelijk eindigen);
- II. Gamesaldo (aantal games voor minus aantal games tegen);
- III. Puntsaldo (aantal punten voor minus aantal punten tegen);
- IV. Aantal behaalde games;
- V. Aantal behaalde punten.

12. De in het team opgestelde speler(s) dient/dienen op het in het wedstrijdschema aangegeven tijdstip speelklaar te zijn. Indien dit niet het geval is kan de tegenstander alvast zelf opwarmen. Indien de speler na afloop van de 5 minuten opwarmtijd nog niet aanwezig is, verliest hij/zij de wedstrijd. De uitslag is dan 2-0 (11-0, 11-0) in het voordeel van de aanwezige speler (of 3-0 in het geval van best-of-five).

13. Naast het spelen van de wedstrijden moeten spelers bij andere wedstrijden tussen twee andere teams scheidsrechter zijn. Niet spelende teams dienen hiervoor volgens schema een scheidsrechter af te vaardigen.

14. Door de organisatie wordt per teamwedstrijd een wedstrijdbal ter beschikking gesteld (twee gele stippen). Deze dient na de wedstrijden weer bij de squashcommissie ingeleverd te worden door de teamcaptains.

Slotbepalingen

15. Spelers dienen gepaste sportkleding te dragen. Spelers dienen schoenen te dragen die geen strepen of vuil achterlaten op de squashvloer.

16. De organisatie draagt geen verantwoordelijkheid voor ongevallen of schade aan derden vóór, tijdens of na de wedstrijd. Deelname geschiedt op eigen risico.

17. De organisatie draagt geen verantwoordelijkheid voor diefstal vóór, tijdens of na de competitie.

18. Voor zover in bovenstaande punten geen uitzondering wordt gemaakt, zijn de [reglementen van de SBN](#) van kracht.

19. In alle gevallen behoudt de squashcommissie zich het recht voor om een bindende beslissing te nemen.

Reglement individueel toernooi

Speelgerechtigdheid

1. Per Overkoepelende Studenten Sport Organisatie (hierna: OSSO)/stad kunnen meerdere individuen worden ingeschreven, inclusief deelnemers van het teamtoernooi.
2. De ingeschreven deelnemers van een OSSO/stad mogen uitsluitend bestaan uit studenten die voldoen aan de voorwaarden als gesteld in hoofdstuk 1 van het evenementenreglement van SSN. Bij overtreding van deze regel verliest het individu alle wedstrijden. Als er een ongerechtigde deelnemer meedoet aan het GNSK, wordt er een boete van €200,- in rekening gebracht bij de OSSO/vertegenwoordigende organisatie in de stad voor welke die deelnemer uitkomt.
3. Bij inschrijving dient de officiële persoonlijke ranking of speelsterkte volgens de SBN (indien beschikbaar) aangegeven te worden (met speelsterkte wordt het niveau van een speler aangegeven waarbij 1 het hoogste is en 9 het laagste).
4. De speler dient voor aanvang van zijn/haar eerste wedstrijd zich aan te melden bij de squashcommissie.

Wedstrijdbepalingen

4. De voorrondes van het individuele toernooi bestaan uit poules. De poule-indeling geschiedt op basis van loting, waarbij indien mogelijk spelers van eenzelfde OSSO/stad worden verdeeld over verschillende poules. De squashcommissie beslist voor de loting hoeveel spelers per poule zich kwalificeren voor het finaleschema dat door middel van een knock-outsysteem wordt gespeeld. De squashcommissie kan afwijken van het poulesysteem en het hele toernooi in knock-outsysteem laten spelen indien zij dit nodig acht.
5. Alle wedstrijden worden gespeeld volgens het best-of-three principe, met uitzondering van de halve finales en finale waarin een best-of-five principe wordt gespeeld. De squashcommissie kan besluiten om de halve finales en finale alsnog in een best-of-three principe te spelen indien zij dit nodig acht.
6. Er zal gespeeld worden volgens de PAR-11 telling. PAR is de afkorting van Point-A-Rally. De eerste speler die 11 punten heeft behaald wint de game. Indien de stand 10-10 is, wordt er doorgespeeld tot het verschil 2 punten is.
7. Wanneer in een poule twee of meerdere individuen met een gelijk aantal punten eindigen, dan wordt de onderlinge volgorde achtereenvolgens als volgt bepaald:
 - I. Onderling resultaat (alleen als twee individuen gelijk eindigen);
 - II. Gamesaldo (aantal games voor minus aantal games tegen);
 - III. Puntsaldo (aantal punten voor minus aantal punten tegen);
 - IV. Aantal behaalde games;
 - V. Aantal behaalde punten.

8. De spelers dienen op het in het wedstrijdschema aangegeven tijdstip speelklaar te zijn. Indien dit niet het geval is kan de tegenstander alvast zelf opwarmen. Indien de speler na afloop van de 5 minuten opwarmtijd nog niet aanwezig is, verliest hij/zij de wedstrijd. De uitslag is dan 2-0 (11-0, 11-0) in het voordeel van de aanwezige speler (of 3-0 in het geval van best-of-five).

9. Naast het spelen van de wedstrijden moeten spelers bij andere wedstrijden tussen twee individuen scheidsrechter zijn indien het schema dit aangeeft.

10. Door de organisatie wordt per wedstrijd een wedstrijdbal ter beschikking gesteld (twee gele stippen). Deze dient na de wedstrijden weer bij de squashcommissie ingeleverd te worden.

Slotbepalingen

11. Spelers dienen gepaste sportkleding te dragen. Spelers dienen schoenen te dragen die geen strepen of vuil achterlaten op de squashvloer.

12. De organisatie draagt geen verantwoordelijkheid voor ongevallen of schade aan derden vóór, tijdens of na de wedstrijd. Deelname geschiedt op eigen risico.

13. De organisatie draagt geen verantwoordelijkheid voor diefstal vóór, tijdens of na de competitie.

14. Voor zover in bovenstaande punten geen uitzondering wordt gemaakt, zijn de [reglementen van de SBN](#) van kracht.

15. In alle gevallen behoudt de squashcommissie zich het recht voor om een bindende beslissing te nemen.

Regulations Squash

GNSK 2024

Regulations team tournament

Team composition and eligibility

1. Each Student Sport Council (OSSO) or city can register a maximum of two mixed teams. A team consists of a minimum of 3 and a maximum of 5 players, including at least 1 female and 2 males, and a maximum of 2 females and 3 males. The first team registered per OSSO or city always has the right to participate. Depending on the number of registered teams, a decision will be made regarding the participation of the second team. If there are too many second teams for the remaining spots, participation will be based on the order of registration.

2. The registered participants from an OSSO or city may only consist of students who meet the requirements as set in Chapter 1 of the SSN event regulations. In case of a violation of this rule, the team will forfeit all matches. If an ineligible participant takes part in the GNSK, a fine of €200 will be charged to the OSSO or representative organization in the city to which the participant belongs.

3. At the time of registration, the official personal ranking or playing strength according to the SBN (if available) must be indicated (playing strength is a player's level, with 1 being the highest and 9 the lowest).

4. The team lineup must be provided to the squash committee before the start of each team match. If an OSSO or city sends two participating teams, players cannot be swapped or participate in the other team. If this happens, Article 2 applies.

Match provisions

5. The preliminary rounds of the team tournament consist of groups. The group placement is determined by drawing, with teams seeded according to Implementation Regulation Seeding GNSK 2024 and, if possible, teams from the same OSSO or city distributed across different groups. The squash committee decides, prior to the draw, how many teams per group qualify for the final bracket, which is played through a knockout system.

6. A team match consists of 3 matches played in the following order: 1 women's singles, 2nd men's singles, 1st men's singles. The team captain is obligated to arrange the players in the men's singles event in order of decreasing personal ranking or playing strength. Players with the same playing strength can be arranged in any order. This means that the male player with the best personal ranking or playing strength (see article 3) among the 2 selected male players for that team match, must play the 1st men's singles match.

7. If a team does not have enough eligible players, matches are played for which eligible players are available. If only 1 men's singles match can be played, the 1st men's singles match must be played, and the 2nd men's singles match must be forfeited. The result of a forfeited match is 2-0 (11-0, 11-0) in favor of the other team.

8. All matches are played according to the best-of-three game system, except for the semi-finals and finals, where a best-of-five game system is used. The squash committee may decide to play the semi-finals and finals in a best-of-three game system if deemed necessary.

9. Matches are played using the PAR-11 scoring system. PAR stands for Point-A-Rally. The first player to reach 11 points wins the game. If the score is tied at 10-10, play continues until a 2-point difference is reached.

10. Each won game counts as one point. A match between two players can end with a score of 2-1 or 2-0. The final result of the team match is determined by adding up all the won games. The winning team receives one bonus point, with the winning team having won the most matches. For example, if a team wins all 3 matches with scores of 2-0, 2-1, and 2-1, the total won games would be 6-2, and the winning team receives 1 bonus point, making the final score 7-2.

11. In the event of a tie in points for two or more teams in a group, the order is determined as follows:

I. Head-to-head result (only if two teams are tied);

II. Game difference (number of games won minus games lost);

III. Point difference (points won minus points lost);

IV. Number of games won;

V. Number of points won.

12. The player(s) registered in the team must be ready to play at the time indicated in the match schedule. If not, the opposing player may begin warming up. If the player is not present after the 5-minute warm-up period, they lose the match. The result is then 2-0 (11-0, 11-0) in favor of the present player (or 3-0 in the case of a best-of-five match).

13. In addition to playing matches, players must serve as referees in matches between two other teams, as indicated in the schedule. Non-playing teams must designate a referee according to the schedule.

14. The organization will provide a match ball for each team match (two yellow dots). This ball must be returned to the squash committee by the team captains after the matches.

Closing provisions

15. Players must wear appropriate sports attire. Players must wear shoes that do not leave marks or dirt on the squash court.

16. The organization is not responsible for accidents or damage to third parties before, during, or after the match. Participation is at your own risk.

17. The organization is not responsible for theft before, during, or after the competition.

18. In the absence of exceptions in the above points, the [regulations of the SBN](#) are in force.

19. In all cases, the squash committee reserves the right to make a binding decision.

Regulations individual tournament

Eligibility

1. Each Student Sport Council (OSSO) or city can register multiple individuals, including participants from the team tournament. The first three registered men and the first three registered women per OSSO or city always have the right to participate. Depending on the number of registered individuals, a decision will be made regarding the participation of other individuals. If there are too many individuals for the remaining spots, participation will be based on the order of registration.

2. The registered individuals from an OSSO or city may only consist of students who meet the requirements as set in Chapter 1 of the SSN event regulations. In case of a violation of this rule, the individual will forfeit all matches. If an ineligible participant takes part in the GNSK, a fine of €200 will be charged to the OSSO or representative organization in the city to which the participant belongs.

3. At the time of registration, the official personal ranking or playing strength according to the SBN (if available) must be indicated (playing strength is a player's level, with 1 being the highest and 9 the lowest).

4. The player is required to check in with the squash committee and confirm their presence before the start of their first match.

Match provisions

5. The preliminary rounds of the individual tournament consist of groups. The group placement is determined by drawing, with, if possible, players from the same OSSO or city distributed across different groups. The squash committee decides, prior to the draw, how many individuals per group qualify for the final bracket, which is played through a knockout system. The squash committee may deviate from the group system and have the entire tournament played as a knockout system if it deems necessary.

6. All matches are played according to the best-of-three principle, except for the semi-finals and finals, where a best-of-five principle is used. The squash committee may decide to play the semi-finals and finals in a best-of-three principle if deemed necessary.

7. Matches are played using the PAR-11 scoring system. PAR stands for Point-A-Rally. The first player to reach 11 points wins the game. If the score is tied at 10-10, play continues until a 2-point difference is reached.

8. In the event of a tie in points for two or more individuals in a group, the order is determined as follows:

I. Head-to-head result (only if two individuals are tied);

II. Game difference (number of games won minus games lost);

III. Point difference (points won minus points lost);

IV. Number of games won;

V. Number of points won.

9. Players must be ready to play at the time indicated in the match schedule. If not, the opposing player may begin warming up. If the player is not present after the 5-minute warm-up period, they lose the match. The result is then 2-0 (11-0, 11-0) in favor of the present player (or 3-0 in the case of a best-of-five match).

10. In addition to playing matches, players must serve as referees in matches between two individuals if the schedule indicates this.

11. The organization will provide a match ball for each match (two yellow dots). This ball must be returned to the squash committee by the players after the match.

Closing provisions

12. Players must wear appropriate sports attire. Players must wear shoes that do not leave marks or dirt on the squash court.

13. The organization is not responsible for accidents or damage to third parties before, during, or after the match. Participation is at your own risk.

14. The organization is not responsible for theft before, during, or after the competition.

15. In the absence of exceptions in the above points, the [regulations of the SBN](#) are in force.

16. In all cases, the squash committee reserves the right to make a binding decision.