

Team events in Squash

These bring additional pressures for referees

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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

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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.

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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”

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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

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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?

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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

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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

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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.....

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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.

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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

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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

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And now

- ◆ Slides handout
- ◆ Questions?