



## **Junior Women Team Trials**

### **Final Selection Event for the 2019 World Junior Women Team Championships**

#### **Event Information**

##### **Date**

May 9-12, 2019

To provide ample rest periods between matches, it is expected that games will begin on Thursday evening, May 9. The last matches will be scheduled so as to be completed by 2:00 pm on Sunday, May 12.

##### **Location**

Toronto Cricket Skating and Curling Club

<https://torontocricketclub.com/>

141 WILSON AVENUE, TORONTO, ON M5M 3A3 | PHONE: 416.487.4581

Lead Organizer: Robin Clarke

##### **Eligibility**

Player eligibility is outlined in the published criteria:

[Junior National Team - World Junior Team Championships](#)

If a player wishes to apply for a Wildcard / Development spot, an application must be received by 11:59pm EDT, April 19<sup>th</sup>. Application are to be sent to Kyle Ogilvy, via email to [kyle.ogilvy@squash.ca](mailto:kyle.ogilvy@squash.ca) or fax to (613) 228-7232. Applications must include contact information and all evidence that supports the reasons for granting a Wildcard/Development spot.

Squash Canada reserves the right to grant up to four (4) Wildcard/Development spots or not grant any Wildcard/Development spots.

A maximum of 8 players will be accepted in the Trials.

##### **Event Registration**

To confirm participation, eligible players will be required to complete a registration form by April 24<sup>th</sup>.

There is no entry fee.

##### **Selection**

Accumulation of selection points and selection to the World Junior Team Championship is as per the published criteria:

[Junior National Team - World Junior Team Championships](#)

## **Trials Format / Seeding**

Depending on the number of confirmed entries, the event format will be as follows:

If 8 players	<ul style="list-style-type: none"><li>• Round robin, 2 pools of 4 players</li><li>• 1 plays 2 cross-over semi finals</li><li>• Semi final winners play for 1/2</li><li>• Semi-final losers play for 3/4</li></ul>	All players will be seeded Pool A: seeds 1-4-5-8 Pool B: seeds 2-3-6-7
If 7 players	<ul style="list-style-type: none"><li>• Round robin, 1 pools of 3 players; 1 pool of 4 players</li><li>• 1 plays 2 cross-over semi finals</li><li>• Semi final winners play for 1/2</li><li>• Semi-final losers play for 3/4</li></ul>	All players will be seeded Pool A: seeds 1-4-5 Pool B: seeds 2-3-6-7
If 6 players	<ul style="list-style-type: none"><li>• Round robin, 2 pools of 3 players</li><li>• 1 plays 2 cross-over semi finals</li><li>• Semi final winners play for 1/2</li><li>• Semi-final losers play for 3/4</li></ul>	All players will be seeded Pool A: seeds 1-4-5 Pool B: seeds 2-3-6
If 5 players or less	Full single round robin Players ranked on order of finish	All players will be seeded

## **Tie-breaking**

Squash Canada tie breaking procedures for round robins shall apply:

*In instances where 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 encounter 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.*
  - i. *If a tie still remains, by the greater positive difference between the games won and lost among the tied competitors;*

*Then, if (i) 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.*

**Billeting**

To help reduce costs for out of province players, GTA families who have the ability to billet are encouraged to reach out to such players.