

Squash League rules

The Squash League will run on a fixed period basis (approximately six weeks to play seven games) – Start and end dates will be published with each league cycle.

The Leagues will be created based on ability.

Each League will have approximately 8 players.

Each player is then responsible for playing all the other players in his/her league before the end of that league cycle.

On the whole the top two players will be promoted and the bottom two players will be relegated from each league, however this may vary slightly depending on the make up of the league.

RULES:

1. Points are awarded as follows:

- 3-0 score as 4 points to the winner and 1 point to the loser
- 3-1 score as 4 points to the winner and 2 points to the loser
- 3-2 score as 4 points to the winner and 3 points to the loser
- Where players are unable to complete a match due to court time running out partial match scores should be placed e.g. 2 – 1 (points awarded would be 3 – 2)
- If the game is tied at 2-2 then the leader on points in final game should be awarded the victory e.g. 3 – 2 (points awarded would be 4 – 3). In the event of a tie on points in the 5th Game (e.g. 5 points all) the player who started the league cycle in the lower position should be awarded the win e.g. 3 – 2 (points awarded would be 4 – 3).

2. It is the responsibility of all players to contact the other players in their league and to play all their games.

3. If you offer your opponent courts on 2 separate occasions and they are refused, without being offered two suitable alternatives, score as 3 points and no points.

4. If your opponent fails to turn up and a court has been booked, score as 3 points and no points.

5. If a player in your league is injured or drops out during the month, score as 3 points and no points. (All existing scores should be changed to this score).

6. Any player who does not play any games for 2 months will be removed from the leagues.

7. It is the responsibility of the winner of a match to log the scores up on the leagues.

PLEASE NOTE:

All games are too played in accordance with WSF guidelines.

Games are to be played to 9 points; with points awarded with serve (if score reaches 8-8 then first player who reached 8 points gets to decide whether to play game point as 9 or 10 points – no need to win by 2 clear points).

New players or existing players wishing to rejoin the leagues

- New players may join the leagues at the start of any cycle.
- Players can start at in the lowest league available or 'challenge' in to attempt to enter at a higher level.
- Challenges will be made to the league administrator and 2 opponents will be allocated to play the challenging player (only one challenge game needs to be played but 2 names will be provided for flexibility of games etc).
- The highest Challenge will be to league 1 players.
- If a challenging player beats a league 1 player they will start the next league cycle in that league (League 1).
- If a challenging player loses 3-2 they will start in league 2, 3-1 they will start in league three.
- If a challenger loses the game 3-0 then they will be offered the opportunity to challenge in at a lower level or start at the lowest league.
- Existing players wishing to rejoin the leagues after a break, will be seeded *based approximately* on their past ranking in the leagues, or may challenge another player. They will only be allowed to rejoin at the start of a league cycle.