

## Individual Leagues 2014/15: Rules

- Leagues:
- Squash Junior League
  - Squash Adult League
  - Racketball Adult League
- Structure:
- There shall be six (6) players per division (note 1)
  - Players entering a league will be allocated a division based upon their 2014 finishing position or at the discretion of the Playing Committee (note 2)
  - Players are jointly responsible for contacting each other to arrange their league matches and sharing the cost of the court
  - Each cycle shall be for a 6 week duration as follows:
    - cycle 1: 1st September 2014 to 12th October 2014
    - cycle 2: 20th October 2014 to 30th November 2014
    - cycle 3: 8th December 2014 to 25th January 2015 (extra week allocated)
    - cycle 4: 2nd February 2015 to 15th March 2015
    - cycle 5: 23rd March 2015 to 3rd May 2015
  - Two players will be promoted and two players will be relegated in each cycle (note 3)
  - Player(s) of the Cycle awards presented at end of each cycle
- Scoring:
- All matches shall be the best 5 games (all 5 games must be played), 'point a rally' scoring to 11
  - 7 points available per match as follows:
 

match score	winner's points	loser's points
5-0	6	1
4-1	5	2
3-2	4	3
  - The winner is responsible for submitting the match score in FixturesLive ([w.fixtureslive.com](http://w.fixtureslive.com))
  - Points scored by all players in each cycle will be allocated Boosters Points
- Boosters Points:
- League points earned in each cycle by all players will be converted to Boosters Points on a ratio of 1 for 1
  - Boosters Points will accumulate on a per league basis, i.e. Boosters Points will not be aggregated if players compete in two leagues
  - Boosters Leaderboards will be updated at the end of each cycle and posted on the noticeboards
  - Prizes will be awarded at the end of season to the 'top 3' finishing positions in each league based upon the Boosters Points accumulated.
  - All players that complete all of their matches in all cycles will be given 'lights' credit to the value of £10 for an adult member & £5 for a junior member (note 4)
- Etiquette:
- Players are expected to adhere to the Club's fair play and sportsmanship rules
  - The winner of a league match is expected to buy a drink for the loser
- Failure to play any matches:
- Where a player has failed to play any matches in a cycle, (s)he shall be withdrawn from the next cycle unless the player is injured or an exceptional circumstance arises which the Playing Committee consider acceptable for re-entry

Walkover: • Where a player has made three (3) unsuccessful attempts to contact his / her opponent within a period of not less than 21 days, (s)he shall be awarded the match with a 5-0 scoreline (note 5)  
• All walkovers must be notified by email to the Club Captain who reserves the right to overturn a walkover when an appeal is upheld

Player injury: • Where a player is injured and unable to play his / her matches in a cycle, (s)he shall notify the Club Captain and his / her opponents by email  
• Boosters Points earned by the injured player in the cycle remain unaltered  
• All opponents are entitled to claim unplayed matches with a 5-0 scoreline

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Note 1: In the event that a division does not have six (6) players, the points earned per cycle will be adjusted on the basis of a 3-2 match score for the purposes of Boosters Points

Note 2: The Playing Committee reserves the right to make adjustments as it considers necessary

Note 3: In the event of two or more players tied on league points, the 'head to head' results shall determine the placing of each player, however, in the further event of a 'head to head' tie, the games 'for' and 'against' shall determine the final divisional placings

Note 4: No 'lights' credit will be awarded to a player where a walkover has been taken against them

Note 5: Points claimed by walkover are not encouraged, however, unsuccessful attempts must include an email or text (evidence may be requested by the Playing Committee).  
No walkover will be allowed in the last week of each cycle