

## Racketball Team League 2016/17: Rules

- Structure:
- Each player shall be assigned a scoring handicap at the start of the first cycle (note 1)
  - Players will be allocated to a team for the duration of each cycle (note 2)
  - Each team shall play four (4) players for a team match in scoring handicap order (note 3)
  - The duration of each cycle shall be determined by reference to the number of teams in the league
  - The first cycle will commence on Wednesday 28th September
- Scoring:
- All matches shall be the best 3 games (all 3 games must be played), 'point a rally' scoring to 11 (two clear points) with the scoring handicap adjusted for all players (note 4)
  - Each game won adds a point to your team's total
  - A bonus point is awarded for the winner of each match
  - A further 5 bonus points are awarded to the winning team
  - Each team captain must complete a match score sheet detailing the names of each player, all match scores and the final match result. The match score sheet must be submitted to Boasters
  - Points scored by each team in each cycle will accumulate to determine the winning team for the season (note 5)
- Failure to field a player / team:
- Where a player is a 'no show' for a team league match or a player arrives more than 15 minutes late without prior notice, the team shall forfeit that match score by 3-0
  - Where a team is a 'no show' for a league match, it shall forfeit the matches by 12-0
- Short-handed:
- Where a team is short of a player(s) for a team match, the team shall be permitted to field a player(s) from another team providing the player(s) has(have) a scoring handicap that is not greater than 4 (positive or negative) of the scoring handicap of the replaced player(s) (note 6)
- Player injury:
- Where a player is injured or withdraws from a team, the team shall be entitled to bring in another player (a scoring handicap will be assigned to the player)
- Etiquette:
- All players are expected to arrive promptly ready for play at the scheduled match time
  - Players are expected to adhere to the Club's fair play and sportsmanship rules
  - The losing player of a match is expected to mark the next team's match
- Team League Committee:
- The Committee consists of the Club Captain and the Captain of each Racketball Team

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Note 1: The Team League Committee reserve the right to make adjustments to the scoring handicap at any time

Note 2: The transfer of a player between teams is only permitted with the approval of the Team League Committee

Note 3: Where a team fields a player 'out of order' or an ineligible player pursuant to note 7, it shall forfeit that match score by 3-0

Note 4: **Example 1:** Player A has a scoring handicap of -8 and player B has a scoring handicap of -4. The adjusted score shall be '-4' for player A and '0' for player B

**Example 2:** Player A has a scoring handicap of +5 and player B has a scoring handicap of +2. The adjusted score shall be '3' for player A and '0' for player B

**Example 3:** Player A has a scoring handicap of +1 and player B has a scoring handicap of -2. The adjusted score shall be '0' for player A and '-3' for player B

Note 5: A trophy will be presented to the winning team at the Annual Club Dinner / Awards.

Note 6: **Example 1:** Team A is short of a player with a scoring handicap of -6. Team A shall be entitled to field a replacement player from the team not scheduled to play whose scoring handicap is within the permitted range of 4 or -4. For example, a player in Team B with a scoring handicap of -11 would not be permitted to play since his/her permitted range is '-15 to -7' whereas a player in Team B with a scoring handicap of -9 would be permitted to play since his/her permitted range is '-13 to -5'.

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