

CUMBRIA SQUASH & RACKETBALL

COUNTY SQUASH LEAGUE RULES

(Replaces issue dated 30th October 2018)

Changes

To reflect changes:

- From ResultsZone to LeagueMaster

Introduction

Cumbria County League Cup and League squash matches are to provide friendly competition and it is hoped that all clubs and players enter into true sporting spirit in playing their matches. These rules are designed to provide a framework for all clubs to operate within, and are not designed to cover every eventuality. If there is a situation which is not covered by any of these rules, or there appears to be an ambiguity in the rules, then contact with the League Secretary should be made asap, and preferably before a 'conflict' is allowed to develop.

A. Finance

1. **Clubs and Players playing in Cumbria Leagues must be affiliated to both England Squash (ES) and Cumbria Squash & Racketball.**
2. Team fees will be decided by the Executive Committee each year, and are due before the first game of the season.

B. Facilities

1. Matches will take place on Tuesday evenings, normally starting at 7:30pm.
2. Alternative nights can be played with the agreement of both teams.
3. Rules of play shall be in accordance with the ES approved rules.
4. All matches should be marked/recorded using the approved score sheet and match result card.

C. Eligibility

1. All players should be members of that club.
2. Players may not play for more than one club in the League or Cup in any one season.
3. Women may play in the men's league.
4. **Clubs are required to submit a ranked list of players in order of merit**, at the beginning of the season to the league secretary by email, and every time a new player plays for the team or there is a genuine change in player rankings, before that change is played. Retrospective notice of ranking changes will not be allowed.

5. Ranking changes are expected to be no more regular than monthly; often and 'late' changes will not be allowed.
6. Players must be fairly ranked and be genuinely available to play, and not put in to strengthen lower teams.
7. Rankings must not be changed to artificially manipulate a particular match.
8. Players must be members of that club. No player may play twice on the same night.

D. Operating Rules & Guidelines

1. Clubs with more than one team in the league can either:
Run the teams **in ranked sequence** (A Team, B Team, C Team etc)

Or
Run **squad-ed teams**. Regular players cannot move from team to team but there is no restriction on reserves
2. **Every attempt must be made to play a match on the scheduled date.** If players are not available on that date, ranked players from the next lower team must be called in to fill the vacant positions and so on, down the line until all reserves have to be called in. For clubs with only one team and clubs running parallel teams this does not apply.
3. **Rescheduling matches is allowed** but the League Secretary should be informed.
4. If a match is rescheduled any player who played in another club team on the original scheduled date will not be eligible to play in the rescheduled match.
5. Where clubs have two or more teams, if a player is unavailable to travel away, with say, the A team for any reason, then that player cannot be selected for any lower team.
6. Teams may play with only three players, but should advise their opponents as early as possible.
7. Playing positions in a team with less than four players, are that everyone moves up. For example 3-player teams the players must play in 1-2-3 positions - so that the fourth string is forfeited.
8. The exception to this rule is when a match has started and then a player fails to turn up, only that tie will be forfeited.

There will be no formal policing. The League Secretary will react to any breach of the rules that are noticed/reported but the system is based on trust that all clubs will follow the rules.

E. MATCH RESULTS

1. A single 'team' point will be awarded for every individual game won and another 4 'bonus' points for the winning team.
2. If a league fixture is drawn at 2 matches all and an even number of games (i.e. 6-6, 7-7, 8-8, 9-9 or 10-10), then each side will get 2 points.
3. If it is a Cup fixture, then the points count-back rule will apply.

4. Use the score cards to record the result (signed by both captains) but do not post. Keep the card safe in the event of later queries.
5. Post the result on 'LeagueMaster' as soon after the match as possible.
6. Make sure all team captains have access to 'LeagueMaster' - contact the League Secretary for access.

F. LEAGUE FORMAT

1. The number of leagues will be decided by the League Secretary at the beginning of each season, after taking into account any representation by Clubs.
2. There will be no automatic promotion/relegation between the divisions. Clubs may request to move into a higher/lower division at the end of the season.
3. Leagues will operate a par 11 or 15scoring system, as decided by the League Secretary.

G. LEAGUE CUP

1. The League Cup will be divided into an A & B competition to give the lower teams chance to win a Cup.
2. If a player ranked for, say, a B team, 'plays up' in a cup match for the A team, then that player is still eligible to play for the B team in the next round of the cup, as long he/she is still ranked for that team.
3. To be eligible to play in the Cup Semi or Final, players must have played in at least 50% of all league and cup matches up to that point, irrespective of which league is played.
4. If for good reason a team can not field a player who qualifies for a particular cup match, the player selected must be ranked below the No4 ranked player.

H. MISCONDUCT/DISPUTES

1. In the event of a query on these League Rules or a dispute prior to or during a match, the League Secretary should be contacted as soon as possible.
2. The League Secretary will make a ruling based on the rules specified above.
3. An appeal against any decision of the League Secretary should be made in writing within 7 days to the Executive Committee, whose decision will be final.

3rd May 2019