

Seattle City Squash League

Rules & Information

2014-2015

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League Structure

Season

The SSRA squash league season begins in October and ends when all matches have been played, generally in March. Playoffs take place at the end of the regular season.

Divisions

There are 3 divisions of play, with each division corresponding to US Squash ranking levels, as follows:

Division	Cutoff
D1	4.5 & above
D2	4.0-4.49
D3	Below 4.0

All teams should be composed entirely of players with the appropriate rating for their division. Ratings are available on the [US Squash website](#) for all active US Squash members. If a player does not have a rating, the squash league administrator will determine the rating for that player. If a player is determined by the squash league administrator to be in an inappropriate division, that player may be granted an exception to play in that division, which exception will be granted at the squash league administrator's sole discretion, or that player may be asked to move to the appropriate division.

The final placement of teams in divisions is dependent on the number of applications received for each division. The goal is to have a competitive and fun league. Ideally, this would mean approximately the same number of teams in each of the four divisions.

Prizes

Trophies and/or prizes will be awarded to each regular team member of the top two teams from each division at the conclusion of the playoffs. Prizes are limited to a maximum of 7 prizes / team.

Playoffs

Playoffs take place at the end of the regular season. The top 4 teams in each division are eligible for the playoffs. Individual players competing in the playoffs must have played at least 2 regular season matches.

Teams

Host Club

Each team must have a host club in the Puget Sound area, where they can play their home matches. To call a club the "host" club, the team must have at least 3 of their players be a member of that club. It is preferred that all team members be members of the same club.

The number of teams allowed from each club will depend on the number of courts provided by that club for league play. Team applications may be denied due to shortage of courts at the home club.

Captains

Each team must have a Captain and a Co-captain. The captain's responsibilities are detailed in the Captain's Guide, available on the [Seattle Squash website](#).

After the start of the league, all the communication from the league will be with the captains and team members should communicate with the league through their captains. It is the captain's responsibility to pass any relevant league information to the team members.

Applications

Each captain will submit the team application and the league entry fee (\$300 per team for up to six players, and \$350 per team for seven players) along with any SSRA membership applications for the team members and the corresponding membership fees (check payable to SSRA) to:

SSRA
P.O. Box 665
Seattle, WA 98111-0665

In addition, an electronic copy of the application form **must** also be emailed to league@seattlesquash.com. Only complete application forms will be accepted. Applications forms must have the name, the address, at least one phone number and email address of each player on the team. A team application must include a minimum of four players. **Every player must be a member in good standing (current paid-up membership and player must not be suspended for any reason) with U.S. Squash throughout the season. If a player is not in good standing, they will forfeit any matches played during the time period when they are not in good standing.**

Roster

Each team consists of from four to seven players; all teams must have a minimum of four players. The team roster is fixed once the season begins and may not be changed until the midseason break (usually around the Christmas holidays). At the mid-season break, changes in roster for the second half of the season may be submitted to the squash league administrator for approval. Team rosters may not be changed through the rest of the season and playoffs.

Playing Order

The order of play for each team can be either fixed or dynamic. The captain chooses which method to use at the beginning of the season, and may not change it until the mid-season break.

Fixed order is set by the captain and is entered on the team roster; it remains in place until the mid-season break, at which point the captain can opt to change the order.

Dynamic order means the highest-ranked available player always plays #1, the next-highest #2, etc. The order can change as a result of ranking changes: if the highest-ranked player loses several matches he may end up dropping down to the # 2 position, and vice versa.

Substitutes

No substitutes are allowed, only players on the team's roster are eligible to play. The league may consider changes in roster only under extreme hardship situations. Travel plans are not considered a hardship, but severe injuries are. Five players are considered adequate to complete the season without a replacement. A team with an original roster of five or six players that has lost players to injury and is down to four players may submit one replacement player to bring the total number of players to five. The injured players cannot return to their teams for the remainder of the season.

Absences

If a team only has 3 available players at match time, either team captain may choose to:

1. Default the number four match, or
2. Play the **lowest** ranked player twice (in other words, **only** the player at position #3 can play twice).
This is generally always accepted in the spirit of the game and competition during the regular season. Playing twice is **not allowed** during the post-season (playoffs and finals).

In either case, no bonus point will be awarded to the team short 1-player. If a team has 2 or fewer players, that team will lose by default. If both teams show up with 3-players, players will play the matches #1 to #3 and the result of match #4 will be nullified (Neither team will receive the bonus point).

Showing up for a match is very important, even if a team has no chance of winning that match or making the playoffs.

Players

Membership requirements

All league players must be current, paid-up members of US Squash (which includes membership in the SSRA) and their membership must not be allowed to expire during the league season.

Each player must also be a member in good standing of one of the Seattle-area squash clubs.

Age Limits

The minimum age to play league is 13 years old (at the start of the season). A team may have no more than 2 'Junior' players – defined as between 13 and 18 years of age.

Matches

Safety

Eye guards must be worn for all matches. We are a US Squash sanctioned league and this is one of their requirements.

Players must conduct themselves safely on court and call lets whenever there is interference or a danger of injuring their opponent.

Match Times

Matches are played on Tuesday evenings; start times vary for different clubs, with matches starting anywhere from 6:30-8:00 PM. Players should regard the league as a commitment and be at the appropriate location and be on time for each match. That means being warmed up and ready to start on time. It is recommended that all team members be available to play within 30 minutes after the start of the first match. Team captains must notify the opposing captain if any of their players will be late; otherwise, if a player is more than 30 minutes late for the start of the team match the opposing captain may claim a forfeit.

Matches may not be rescheduled unless authorized by the league. This will only be done under exceptional circumstances. If not approved by the league, results of rescheduled matches are nullified.

Refereeing

All matches must be refereed, and score sheets must be kept for each match. It is the responsibility of the host captain to provide score sheets. Each team must provide 2 referees, who may be playing or non-playing members of the team.

Scoring

The default scoring system for league is the traditional Hand-In/Hand-Out to 9 points system (HiHo9). This system is listed as an alternate scoring system in the official rules of squash and is accepted as valid for sanctioning by US Squash. However, alternate US Squash-sanctioned scoring methods (PAR11 for instance) may be used for any given league match if both players agree in advance.

Point System

In each match, four players from each team play their counterparts on the other team. Individual matches will be the best three out of five games. Each team will receive:

- 1 point for each individual match won
- 2 bonus points to the winner of the team match
- 1 bonus point to each team, IF they meet the following criteria
 1. Field a full team of 4 players
 2. Referee at least 2 matches
 3. All players wear eye protection

If necessary, a tie match will be broken based on the most games won and then total points. If tied after total games and points, one point will be awarded to each team for a tied match. See scoring example below:

	<u>Team 1</u>	<u>Team 2</u>
Individual Matches	3	1
Bonus Point	1	1
Team Match Winner	2	0
Total Points for Match	6	2

Rules

International rules apply (i.e. International scoring, 9-point games). Referees are required for all matches. Each team must referee two matches. If a team does not referee two matches it will lose its bonus point. This will not only improve the quality of the match by emulating tournament conditions, but it is good experience for each player to referee and focus on the fine points of the rules. The decision of the referee will prevail. The referee will call fault serves. Remember, safety comes first.

It is mandatory that all players wear eye protection (US Squash rule)

Comportment

All league players are expected to play fairly, adhere to the US Squash rules, accept decisions by the referee without arguing, and be respectful of their opponent. If there are any incidents or disputes during a match, a complaint may be filed in writing (email OK) with the squash league administrator (league@seattlesquash.com) within one week of such incident or dispute. The league's exceptions committee will then conduct an investigation and will inform the affected parties within a reasonable period of time of its decision. All decisions by the league's exceptions committee shall be final and binding on all players.

Reporting Scores

Scores should be **recorded** and **confirmed** as soon as possible after each match on the US Squash web-based score reporting system. It is the duty of the winning team captain to record the scores. Scores must be confirmed by the captain of the losing team by the Saturday following the match (after they have been recorded). On Sunday, unconfirmed scores by the losing teams will be confirmed by the league, after which they cannot be challenged. In addition, rating of league players will be updated every week on the web-based score reporting system.

Miscellaneous

Exceptions

Any team or individual may request an exception to any rule by emailing league@seattlesquash.com. Exceptions may be granted at the sole discretion of the squash league administrator.

Sponsorship

The squash league is always looking for sponsors – corporate or individual – to help defray the operating costs of the league. Sponsors have their names & logos on the league Tshirt, posters and other league materials, and are recognized at league functions. If you're interested in becoming a sponsor or know of anyone who might be, please contact league@seattlesquash.com.

Questions

Email: league@seattlesquash.com