

Cornwall Squash and Racketball League Rules 2015/2016

Scope of Rules

- These rules apply to all Cornwall Squash and Racketball leagues.
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Qualification

- The Cornwall Squash Leagues are open to teams from Clubs who are fully paid-up members of Cornwall Squash (CS).

Entry

- Team entries for the next season have to be submitted the league secretary before the end of July.*(this is to enable the fixtures to be produced and published during August).*
 - New Teams wishing to enter the County League will be expected to start in the bottom division. This may be waived if the County feel that the applicant team is particularly strong and therefore detrimental to the competitive nature of that division.
 - Team entry fees must be paid before the season commences. Any teams playing fixtures before payment has been made will have a walk over result awarded against them.
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League

Structure

- The league is split into an appropriate number of divisions (two for 2015/16).
- There will be a near equal number of teams in each division.
- Team positions within the leagues will be based upon the previous seasons final standings.
- All teams will play every other team in its division at least twice - once at home and once away.
- A team will consist of a minimum of 4 registered players from a club. There is no maximum number of registered players per team.

Playing Season

- The league season will run in two halves - from September through to December and January to April, with a full round of home and away legs in each half. The first full round of matches are to be played by Christmas and the second by Easter.
- There will be two rounds of promotions and relegations during the season – one at the end of each half.
- If scheduling permits, there will be 'non-league weeks' during the season when County Championships, Knockout rounds and Racketball league matches will be played.

Promotion/relegation

- The winner of each division will be the team that has accumulated the most game points and bonus points over the half season. In the event of a tie, the leading team shall be the one that has won the most fixtures. Should this not resolve the issue, then the results from the matches played by the teams against each other will count.
- The bottom team from division 1 will be relegated. The top team from division 2 will be promoted.

Hospitality

- Clubs must have adequate changing facilities and should provide one meal per visiting player.

Prizes

- Trophies for winning teams will be presented at the AGM, usually held in June.

Player Registration

- All players must be a registered member of the club they represent before playing in any match.
- All players must have paid their Cornwall Squash registration fee before participating in their second match.
- No Player may play for more than one club in a season, a player however, who by no fault of his/her own is left without a suitable team in their club may submit in writing to the full CS Committee, grounds for switching to another Club as an extraordinary event.
- Teams from a Club who are playing in the same division will be treated as if they are teams from separate Clubs. (Players can only play for one of the teams)
- Clubs are required to nominate at least four players per team.
- New players registering for a Club during the season will be registered to the division and the team that they first play for.

Playing down

- No players are able to play down for a lower team in their club or play for another team in the same division

Playing up

- All players may play up to teams in higher divisions but once a player plays up four times for a team then they are deemed to become a member of the higher team, they will be re-coded accordingly and cannot play down again. *If your club has two teams in the higher division, then once a player plays up for one of the teams then they are unable to play for the other team in that division.*

Transfers

- Players may transfer clubs only during the close season, ie from the completion of the current season up until the end of June. Notification of transfer is to be made in writing to the League Secretary. *(This is to commit players to Clubs early, so that Clubs can form and enter their teams to the league by the end of July.)*
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Ranking Order

- Players in each team should play in order of their ability.
- Team captains should submit a 'merit list' of team players at the start of each half of the season. This is the order that the team must play in.
- A player who plays in the wrong ranking order will forfeit their result, and a walkover will be awarded to their opponent, along with all rubbers below it.

Ranking Challenges

- Challenge matches which are marked by a neutral and recognised player may have the result entered into the computer for rankings purposes providing both players and the marker sign the match card and send it to the league secretary for inclusion in the next published lists.
 - Any player (even unranked) can issue a challenge against a higher ranked player at any time of year, the match should be played on a mutually agreed venue and date, preferably within 14 days of the challenge.
 - You cannot play a challenge match against the same person more than once in any calendar month.
 - Challenges outside of the league season may be declined, but refusal to play an 'in-season' challenge will be regarded as a 3-0 loss.
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Matches

- All matches will be played according to the Rules of Squash as laid out by England Squash & Racketball. All games are to be played to 15 points.
 - Matches will consist of four rubbers - the best of five games.
 - All matches should be played on the dates set out on the published fixtures.
 - Teams should be ready to play at the scheduled start time.
 - The order of play is 4-3-2-1 unless prior arrangements are made. A player should be in a position to play their particular rubber within fifteen minutes of the end of the preceding rubber. In the event of this not being so or of a non-appearance by any one of the players on the card, that player's rubber and all below it are considered void with three points per void rubber awarded to the opposing team.
 - Each home team must provide a competent marker for at least three of the rubbers and the away team for one.
 - Players must observe England Squash Rules with regard to conduct.
 - Brand new, Dunlop Pro, balls (black) will be supplied by the home team and should be consistent throughout the evening. Double yellow dot balls will be used unless the on-court temperature is below 15°C (59°F) when single yellow dot balls may be used, if agreed by both captains prior to the start of the match.
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Match Results

- If an ineligible player plays a match, that string and all the strings below are declared void and three points per string are awarded to the opposing team.
- The winner of the match is determined by the number of rubbers won.
- Each game won is a point to that side. A bonus of three points is awarded to the winning team.
- In the event of a rubber tie, the number of games will be taken into account. In the event of a games tie, there will be a points count-back. In the event of a points count-back tie, the match shall be deemed a draw and no bonus shall be awarded.

Postponements

- The non availability of players is NOT considered to be reasonable grounds for postponing a fixture. The other team should insist that the fixture be played on the prearranged date and the team in difficulties must play or concede the fixture. In VERY exceptional circumstances, and if both captains agree, a fixture may be postponed and played at a later date.
- Should a match be postponed for any reason, the league secretary should be informed and given the rearranged date of the fixture.
- All matches must be played and results submitted by the end of the week following the last scheduled fixture of the season half.

Result Submission

- The home team should provide scoring materials for each fixture.
- Team Captains should enter their players names and codes on the score sheet before the start of play.
- Both team captains are required to take a note of the scores at the end of the fixture.
- Both team captains must enter the full match results on the Cornwall Squash web site within 48 hours of the match.

Walkovers

- Fifteen points will be awarded to the team claiming a walkover, four points will be deducted from the defaulting team.
- Teams claiming walkovers must put their case to the League Secretary within 48 hours of the fixture date, unless the walkover is mutually agreed.
- Should a team have two walkovers awarded against it, suspension from the league may follow.

Jurisdiction

- The league secretary shall have the final word on all matters relating to the above rules.
- Disputes should be emailed to the league secretary for further discussion.
- League rules override all matters even if both captains on the night agree to the contrary.
- Please note that the updated rules will be **STRICTLY** enforced this season.

Additional Competition Rules

Inter-Club Competitions

- A knockout competition will occur at the end of the season, with the structure depending on team or club numbers.
- Players must have appeared in two or more league games in current season for one or more of their club teams.
- The inter club tournaments must be played on dates laid out by the organiser.