

DERBYSHIRE RACKETBALL - MENS LEAGUE RULES 2008/9

1. LEAGUE MANAGEMENT

The league will be managed and administered by the appointed officers of the D.S.R.A.

2. LEAGUE STRUCTURE

- a) The league will comprise of teams of four players arranged in divisions. The arrangement of the divisions, promotions, relegations and fixtures etc will be decided by the D.S.R.A. at the start of each season. In each division every team will play the other teams twice, once at home and once away.
- b) Teams will be accepted at the discretion of the D.S.R.A. and must be affiliated to England Squash by the commencement of the season.
- c) An ANNUAL ENTRY FEE will be payable by EACH TEAM prior to acceptance.

3. FIXTURES

All fixtures (ties) will be arranged by the D.S.R.A. Fixtures may only be rearranged earlier in the same week as the published fixtures and the opposing (away) team must be notified at least 14 days in advance. Otherwise rearrangement of fixtures is NOT permitted (except for exceptional circumstances e.g. court repairs, weather). Any team that is unable to fulfil a fixture, for whatever reason, MUST notify both the LEAGUE SECRETARY and the OPPOSING TEAM CONTACT (v.rule 10) IN WRITING (and by telephone if less than 72 hours before the match). Failure to do so will result in the match being awarded to the opposing team.

4. SCORING

Each tie will be the best of four matches and each match is the best of 5 games, **each game to 15 points**. If 14-14 then the player first to 14 points chooses to either 'set one' (i.e. one more point) or 'set two' (i.e. a best-of-3 points). A League point is gained for each game (to 15) won and the winning team receives an additional 4 points (i.e. a maximum team score of 16 points). The winning team is a 3-1 or 4-0 winner or where the tie is 2-2, the team having won the most number of games is the winner of the tie or if an equal number of games have been won by both teams then the total number of point (i.e. rallies) will count to decide the winning team. League positions will be determined by the number of points won/number of ties won/number of matches won/number of individual games won. (N.B. A tie is played between clubs, a match is played between individuals and shall be the best of five games).

5. PLAYER QUALIFICATION / REGISTRATION

- a) All players must be GENUINE playing members of their club of AT LEAST 14 days standing and may only represent one club during the season.

6. PLAYER NOMINATION

- a) Each team will consist of **four** players, in correct nominated order who will play against their opposite number in the opposing team.
- b) At the commencement of the season each club must nominate (in order of merit) a MINIMUM number of REGISTERED players depending upon the numbers of teams entered e.g.
1 team - 6 players, 2 teams - 10 players, 3 teams - 15 players, 4 teams - 20 players etc.
- c) Each club must complete a nomination list, which must be received by the LEAGUE Secretary BEFORE the first match of the season. Any club failing to provide such information, together with the appropriate fees, will forfeit all matches concerned – until all fees have been paid.
- d) Clubs may submit a REVISED nomination list at the end of the halfway stage to take account of new players and changing standards etc. Any revised list MUST be submitted before the first match of the second half of the season and rule 6e will apply to the REVISED list during the second half-season.
- e) During EACH half season:
 - i) A player nominated into the order may not play for a team lower than his nominated position allows.
 - ii) ANY nominated player may "play up" for ANY higher team **THREE TIMES ONLY**. On the next occasion that player "plays-up" he will be tied to the lower of any higher teams that he has "played-up" for; in effect he will automatically be re-nominated to that team and will not be permitted to play for any lower team for the remainder of that half-season.
- f) New players may be registered (v. Rule 5) and nominated into the order by applying to the LEAGUE SECRETARY, IN WRITING. A newly nominated player will be ineligible to play until 14 days have elapsed from the receipt of application by the LEAGUE SECRETARY. No new nominations will be accepted where a team has less than four matches to play before the end of the season.
- g) Non-registered/non-nominated players may be permitted to play for the lowest team of a club and must play below any previously register/nominated players. For any subsequent games that player will be deemed to be nominated in the lowest position.
- h) DIVISION ONE ONLY: For a player to be eligible to play in Division One after Christmas that player must have played AT LEAST TWO LEAGUE matches for his club (in any division) before Christmas. The only exception to this rule shall be where a player was not able to play the minimum of two games by reason of injury. Should this situation apply and a club has a player wanting to play in Division One after Christmas, prior approval must be obtained from the League Secretary BEFORE the second half of the season commences. Clubs should make a case to the League Secretary setting out the circumstances. No other exceptions shall be considered.

Players must be fit to play. The practice of fielding a player who is obviously unwell or injured in order to maintain the strength of the team below that player will not be permitted. In the event of an obviously violation then rule 9c will be invoked.

7. MATCH ARRANGEMENTS

- a) All matches will be played under current England Squash Rules for Racketball except where over-riden by these Rules (see www.englandsquash.com).
- b) The home team will be responsible for making all necessary arrangements for matches i.e. provision of court(s), new **standard Blue Karakal ball(s)**, COMPETENT officials and notification of the result in accordance with Rules 7c)-e).
- c) The RESULT must be communicated to the League Secretary BEFORE 6.00pm the first Tuesday after the match and include the minimum details: match date, division number, teams and team points (e.g. 13-5). Communication may be by MATCH CARD, E-MAIL or if necessary TELEPHONE (see League Secretary's details below). Note that where E-mail or telephone is used a Match Card must still be submitted in accordance with Rule 7d. Failure to communicate the RESULT in due time may result in at least a 5 point penalty.

- d) A MATCH CARD must be submitted and completed with ALL details required including date, division number, teams and players' names. Game scores must be CORRECTLY entered and the card signed by BOTH captains as a true record of the result of the match. Non-receipt of the MATCH CARD after a period of 28 days of the scheduled fixture date may result in a 16-0 loss against the home team.
- e) In the event of a fixture being cancelled/forfeited (for whatever reason) OR in the event that a team fails to turn up on the night then the home team MUST still submit a result card for that particular fixture which should give appropriate details to that effect. Failure to do so may result in the fixture being awarded AGAINST the home team (v. Rule 7e).

8. START TIMES

- a) Each team must have at least three players ready to PLAY at the start time and the remaining players likewise within one hour, unless otherwise arranged by BOTH teams (ideally, all players should be available at the start).
- b) If a team does not have three players available at the start then the opposing team will have the option to claim the tie.
- c) If the remaining player has not arrived within one hour then the opposing team will have the option to claim that match and it shall be regarded that those players did not turn up (v. Rule 9c).
- d) The home team must have one court available at the advertised start time and a second court (in the case of clubs with more than one court) within 20 minutes. Both courts must then be available until the conclusion of the tie.
- e) If at least one court is not available at the advertised start time then the away team will have the option to claim the tie.
- f) If the second court is not available within 20 minutes the away team will have the option to claim two of the remaining matches, those matches to be of the away team's choice. N.B. This will not override Rules 8c or 9c.
- g) Play must be continuous. If a match is not finished because insufficient court time has been allowed (v. Rule 8d) then the away player will have the option to claim that match and the away team may claim any other matches that have not yet commenced.
- h) Courts must be in a safe and playable condition. If a court becomes unplayable, it will be counted as if insufficient court time has been allowed (v. Rule 8g).

It is regrettable that such measures should be deemed necessary to ensure that clubs show more consideration to their opponents. The object of the leagues is to encourage friendly, competitive squash and although clubs MAY have the OPTION to claim matches or ties by default it is hoped that clubs will CONSIDER THE SPIRIT OF THE GAME and the EXTENT OF THE VIOLATION before exercising such options in their favour.

9. PENALTIES

- a) A team which violates any of the rules associated with player nominations (v. Rule 6) will lose all matches affected by that violation, each counting as a 3-0 loss
- b) If a player plays in more than one league match per night then BOTH matches will count as a 3-0 loss against that player.
- c) Any player failing to turn up will concede his match and his team will concede all matches below, each counting as a 3-0 loss (v. rules 9a and 9d).
- d) Five points will be deducted in respect of any player failing to turn up (v. Rule 9d).
- e) Five points will be deducted for late receipt of the result card. Non-receipt of result card after a period of 28 days of the scheduled fixture date will result in a 16-0 loss against the home team. Ten points will be deducted in respect of a team that fails to turn up or give LESS than 72 hours notice of cancellation (v. rule 10a).
- f) Five points will be deducted in respect of a team that fails to turn up or gives LESS than 72 hours notice of cancellation (v. Rule 10a).
- g) The D.S.R.A. reserves the right to penalise any club which makes obvious infringements against the spirit of the rules.

10. CANCELLATIONS AND NON-ARRIVALS

- a) Any team that fails to turn up for a fixture or cancels without giving at least 72 hours notice (v. rule 3) will forfeit the tie and it will count as a 16-0 loss (v. rule 9f).
- b) Any team failing to give at least 48 hours notice of cancellation to the opposing club must re-imburse all out-of-pocket expenses to a maximum of £50 (i.e. court fees/food or travelling expenses as appropriate). Re-imburement must be made within ten days and the LEAGUE SECRETARY informed of events.
- c) In the case of severe adverse weather conditions (or other EXCEPTIONAL circumstance) and with the approval of the D.S.R.A. in writing, then Rules 10a and 10b may be waived.

11. RULE QUERIES AND DISPUTES

Queries concerning the rules, disputes prior to or during a match or any other eventualities must be referred to the LEAGUE SECRETARY, IN WRITING WITHIN FIVE DAYS of the event (i.e. 12 noon on the following Tuesday) in order for them to be considered. If an equitable solution cannot be found then the matter will be referred to the D.S.R.A. The decision of the D.S.R.A. in all matters will be final.

12. CONDUCT

- a) Away teams are expected to abide by the rules of the club they are visiting and in the absence of any club rules then reasonable conduct and behaviour will be expected.
- b) Any player or team who brings the game into disrepute or offends against the England Squash "Code of Conduct" should be reported to the D.S.R.A. and appropriate action WILL be taken. Where a report is received, the DSRA will notify in writing all parties concerned and specify a time limit for their written response. Appropriate action is at the discretion of the DSRA and may comprise a warning, a fine, a playing ban or deduction of points from the relevant team.

Please send any queries or references to the Rules to:-

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 League Secretary
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