

POLICY AND RULES

1. Name and Organization

- 1.1** The **Southwest Ontario Squash League** (the "League") functions as a non-profit organization which functions as a sanctioned event of Squash Ontario
- 1.2** The League consists of club teams in **Open, A, B, C, D and Womens** divisions as possible.
- 1.3** The League Committee Executive will be elected at the Bi-Annual General Meeting by club representatives. It shall consist, but not be limited to, the League Chairperson, Past Chairperson, Secretary and Treasurer
- 1.4** The League Committee meets as necessary to effect decisions, actions, and the direction the League is taking.
- 1.5** The League Committee will appoint a League Coordinator and other positions as necessary.

2. Composition of Divisions

2.1 Open and Women

- 2.1.1** The League Committee shall determine the number of divisions and the number of teams in each division, so that a sensible schedule may be constructed and that matches be balanced competitions.
- 2.1.2** The League Committee will use final League points as the primary basis to determine placement of teams; however, as there are dynamic changes in club personnel, the various clubs are responsible for recommending placement of teams for the next season.
- 2.1.3** The League Committee is responsible for allocating teams to the various levels and shall have the right to allocate any team to any particular division or to refuse participation to any team.

3. Composition of Teams

3.1 Open and Women

- 3.1.1** Each team shall consist of up to five (5) players.
- 3.1.2** All teams of a club shall be selected on the basis of the players available and able to play in order of their merit. That is, the best player selected must play position one for the club's first team, and the sixth ranked player selected must play position one for the club's second team
- 3.1.3** Manipulating the team order to gain an advantage will not be tolerated. If there is any concern over a breach of this rule, captains should resolve the problem before matches begin or declare that match is being played under protest. The league reserves the right to challenge any manipulating of line up.
- 3.1.4** Deviations from rule 3.1.2 are allowed if:
 - a) a club allocates more than 5 players per team, or
 - b) a club has more than one team in a division.

- 3.1.5** In the case of 3.1.4b), a club may operate a single or parallel ladder system to have a stronger and weaker team, or two teams of equal strength. Whichever system is chosen at the start of the season must be adhered to throughout the entire season, i.e., two teams of equal strength at the start cannot be changed to a stronger and weaker team part way through the season.
- 3.1.6** The composition of teams may change only in the event of a player's progress (or demise) on the club ladder. Such changes should be minor and approved by league.
- 3.1.7** Notwithstanding the above, a team may use the occasional spare if the player's level is appropriate to the division.
- 3.1.8** Captains should submit their team orders simultaneously before matches start.

4. Eligibility

4.1 Teams

- 4.1.1** All clubs which are in good standing with Squash Ontario, may apply for one or more teams to participate. Clubs shall not apply for more teams than they can adequately host (see rule 5.3.1).
- 4.1.2** (Womens Divisions Only) A club lacking players to form a team may enter a combined team with another club. A combined team must have League approval and must declare a host club. **Note:** This rule has been added to promote more play in Ladies Divisions and is unrelated to the "floater" rule (see rule 4.3.1).

4.2 Players

- 4.2.1** Any member or associated professional of a club in good standing with Squash Ontario **and** an individual member of same, is eligible to play.
- 4.2.2** As of December 1, any player who plays league and who does not join Squash Ontario will receive the following penalties: first match = 1 point, second match = 2 points, third match = 3 points, all subsequent matches = forfeit all points. This penalizes the few repeat offenders, however, it does not overly penalize those spares willing to help out once or twice a season.
- 4.2.3** Players shall play for the club of which they are a member (with the exception of floaters), and **only** for one team.
- 4.2.4** When a team has a bye, the players allocated to that team may play for a higher team at his/her club, **but may not play for a lower team.**
- 4.2.5** No player is eligible to play more than one match each week.
- 4.2.6** All players must be registered prior to match play.
- 4.2.7** Players must pay their entry fee no later than second week of season.
- 4.2.8** No new players will be allowed after January 1.

4.3 Floaters

- 4.3.1** If the club does not enter a team at the level that is suitable for an

individual, the player may play for another club as a floater.

4.3.2 A club intending to use a floater(s) must inform the League Committee in writing, indicating for which team the floater will play. The floater becomes a member of that team **for the season** for the purposes of these rules.

4.4 Transfers

4.4.1 No player may play for more than one club in the same season either as a floater or a regular player without approval of the League Committee. Application for transfer must be made to the League Committee if special circumstances should arise.

4.5 Team Applications and Fees

4.5.1 Applications for League teams should be submitted by a date as approved by the league Committee each year.

4.5.2 Clubs will be informed as to their allocations as soon as possible after the date as set down in 4.5.1. Team fees are due and owing upon receipt of allocations.

4.5.3 Clubs may request changes in allocations (excluding withdrawals) without penalty at any time; however, these are subject to the realm of possibility.

4.5.4 Clubs withdrawing teams between August 1 and September 15 will be refunded 50% of the team fee.

4.5.5 Clubs withdrawing teams after September 15 will forfeit the team fee. Please take note of rule 4.1.2.

5. Scheduling and Court Usage

5.1 Starting Times

5.1.1 League play is on Thursdays for all divisions.

5.1.2 League matches shall start between **6pm and 9pm** and be scheduled by the host club. Travel time should be considered, particularly by clubs in more remote locations.

5.2 Rescheduling

5.2.1 A match may start earlier or later by mutual consent. Otherwise, matches are not to be postponed or rescheduled, except for extraordinary circumstances.

5.2.2 Clubs wishing to reschedule a match must inform the League Committee and arrange a mutually agreeable time with the affected club.

5.2.3 Matches missed for unforeseeable circumstances (i.e., snowstorms) must be rescheduled promptly. A missed match before Christmas must be rescheduled and played during the Christmas break. Those missed after Christmas must be rescheduled and played up to and including the last scheduled match in that division.

5.2.4 The rescheduling of an individual tie (match) will generally not be considered.

5.3 Court Usage

- 5.3.1** Clubs must endeavour to utilize at least two courts concurrently for the duration of the match.
- 5.3.2** Home teams must book courts and control court utilization.

6. The Game and Ball

- 6.1** Matches may be played on International, American or converted racquetball courts. The International Game of Squash will be played no matter which type of court is used.
- 6.2** All matches are to be played according to the laws accepted by Squash Canada.
- 6.3** Each team player shall play one match consisting of the best of five (5) games.
- 6.4** The official League ball will be the ***Dunlop XX yellow dot***.
- 6.5** It is the responsibility of the home team to supply a ball in good condition (ie, label still visible) for each match.

7. Play and Scoring

7.1 Markers and Referees

The host captain will ensure that a Marker/Referee be assigned to each match to help ensure games are played in a sporting spirit and in accordance with the laws of the game.

7.2 Order of Matches

- 7.2.1** On day of play, captains should email their playing order to opposing captain.
- 7.2.2** All players must be available to play at the designated start time. Selecting from the pairings available to play, the visiting captain decides which is to be the first match, while the host decides which is to be second match, and so on alternately.
- 7.2.2** If the commencement of a match is delayed for ***more than 10 minutes*** because of a player's lateness, then the late player forfeits his/her match.

7.3 Team Points

- 7.3.1** Each player will score one (1) team point for each individual game won.
- 7.3.2** The team winning the most individual matches will be awarded four (4) bonus points.
- 7.3.3** In case of a tie, two points will be awarded to each team.
- 7.3.4** An individual defaulted match is scored 3-0.

7.4 Results

7.4.1 Official marking sheets should be used for all matches. Clubs should make a habit of leaving completed marking sheets in a club file.

7.4.2 The home team is responsible for reporting results within 48 hours. Results must be entered in playing order with actual participant's name. NO SUBSTITUTION OF PLAYERS FOR POSTING PURPOSES IS ALLOWED. Should a wrong name be used, team posting scores will receive a ZERO for that night's total points.

8. Penalties and Appeals

8.1 Correct Placement on Team

8.1.1 Improper placement of any player in a team's order to gain an advantage, must result in forfeiture of the match at the position of violation and all positions below.

8.1.2. If a match at a position is not played for reasons other than 8.1.1, only that position will be forfeited.

ADVISEMENT TO TEAM CAPTAINS ON RULE 8.1

Team Captains should make every effort to field a full team each week and play them in the correct order. If less players are available, forfeiting a match at any position 1 through 5 does not constitute a rule violation. However, Team Captains must (i) call the opposing Captain to say only certain players are available; (ii) *get agreement* by the Team Captain to default at a position other than #5; (iii) play matches 1 through X *if there is no agreement by the opposing Team Captain.*

8.2 Reporting Results

8.2.1 Should the home team not report results within allotted time, ZERO team points will be recorded for that night. Individual match scores will not be affected.

8.2.2 If payment deadline has expired, the team that fields players that have not paid will receive ZERO team points for that night.

8.2.3 Should a team field a player that is not registered prior to posting deadline, ZERO team points will be scored for violating team.

8.3 Protests and Appeals

8.3.1 A protest of any alleged violation of the rules must be made in writing to the League Committee within one week of recognition of the alleged violation, or longer in the case of extenuating circumstances. The League Coordinator is responsible for ruling on any protest.

8.3.2 An appeal of any ruling made by the League Coordinator must be received in writing as soon as possible. The appeal will be dealt with by the Committee, the result of which is final.

8.4.3 Ignorance of any Rule set down or failure to read and understand any Rule will not be accepted as an excuse for any infraction of such rule and any

penalty applied thereto.

9. League Results and Playoffs

- 9.1** If a team withdraws from a division after the start of any cycle, all points from matches played **prior** to the withdrawal shall be voided.
- 9.2** At the end of the regular season, winners will be declared based on total points accumulated (the sum of match points minus penalties).
- 9.3** The order of regular season play between tied teams will be determined on head-to-head results, and/or on total games/points for and against (depending on number of teams tied).
- 9.4** At the end of the regular season, the four teams in each division with the highest total points shall enter the playoffs. If a semi-finalist forfeits playoff position for any reason, the opposing team shall move forward directly into the finals.
- 9.5** For a team to be eligible to enter the playoffs, each player on that team must have played **at least 3 matches for that team** during the regular season.
- 9.6** For a player to be eligible to play in playoffs, they must be a full time member of the team.
- 9.7** Individual playing order will be determined by player's regular season average playing position.
- 9.8** Manipulating playing order will not be tolerated.
- 9.9** Two days prior to playoffs, playing order must be submitted to the league for approval.
- 9.10** Teams are expected to field players that have participated in the league on more nights (eg. Two players have played in position 2 but player A played 12 matches and player B played 7, player A is expected to play).
- 9.11** Playoff matches must be played on the international or converted racquetball court. Thus the lower ranked team will become the home team if necessary. The only exception is if **both** teams' home courts are North American (hardball) courts.

*** eye wear is mandatory. Match will be forfeited by offending player should they choose to not comply. ***