



Squash & Racketball Team League 2024/25 Season: Rules

Structure:

- 1 to 2 Divisions
- Season September to June
- 4 Cycles over the season
- Matches per to be played on courts A-E on a Tuesday night for Squash and Wednesday night for Racketball
- Matches start at 5:30pm court A & B, next three follow on Courts C, D & E from 5:45pm
- Each team captain shall confirm the name of the players in his / her team before the start of the league (note 1).
- Each team shall sport four players on match night
- Team standard must be varied, committee discretion
- Teams must be stated in advance and individuals can only play for one team per season (however they may swap after each cycle if agreed by both Captains and league Administrators).
- Squads may be made up of more than four players, however each player must be given equal opportunities to play matches. If it is proven that a player has not been offered sufficient matches then the team will be deducted points, total to be decided by the Team League administrator. If a team has more than 4 players, a player must be offered at least a min of 2 matches per cycle or the team will be deducted 6 points at the end of each cycle. (Note 2)
- The duration of each cycle shall be determined by reference to the number of teams in each division
- If it is decided that a team is far too strong then the Team League admin reserves the right to request that players change teams.
- Team with most points at the end of the Season will be crowned champions there will be a Trophy and prize presentation for the overall winners before the start of the summer break.

Scoring:

- All matches shall be the best of 5 games, 'point a rally' scoring to 11
- How the winner of each round is calculated Games, Points then matches
- Points for each match won: 1 point
- Points for each game won: 1 point
- Winning bonus point: 1 points
- Every game counts so never give up!
- Each team captain or player must use the sportyhq scoring app to record results either through the tablet provided on court or by using the Sportyhq score app on their mobile phone. The results can be recorded live when scoring each match by login in on the sportyhq app
- **Android**
<https://play.google.com/store/apps/details?id=com.sportyhq&hl=en&gl=US>
- **Apple**
<https://apps.apple.com/us/app/score-squash/id985431089>
- The League Administrator will monitor that results have been added in SportyHQ

- Failure to add results into sportyhq before the next scheduled match will result in a no score.
- **Squash team Points** scored by each team will accumulate to determine the winning team at the end of the season. So, if you finish the first cycle on 40 points these points will be carried forward to the next cycle and so on. At the end of the 4th cycle the team that has the most points will be crowned champions.
- **Racketball Team points** scored by each team the winners of each cycle will receive 22 points down to 2 points for the team finishing last in Div 2. These points will be carried forward to the next cycle. The team that finishes first overall in Div 1 at the end of the 4th cycle will be crowned champions.

Failure to field a player / team:

- Where a player is a 'no show' for a team league match or a player arrives more than 15 minutes late without prior notice, the team shall forfeit that match score by 3-0
- Where a team is a 'no show' for a league match, it shall forfeit the matches by 11-0

Player injury:

- Where a player is injured or withdraws from a team, the team shall be entitled to bring in another player.

Etiquette:

- All players are expected to arrive promptly ready for play at the scheduled match time
- Players are expected to adhere to the Club's fair play and sportsmanship rules
- The losing player of a match is expected to mark the next team's match
- The winning player is expected to offer their opponent a drink in Boosters Bar

Note 1:

- Where a team fields an ineligible player (a player not named in his / her team), it shall forfeit the match result by 3-0. Ineligible player is a social member, off peak member and overseas member

CLUB'S FAIR PLAY AND SPORTSMANSHIP RULES

1. Players will not engage in unsportsmanlike conduct with any, player, participant, Score marker, or any other attendee.
2. Players will not engage in any behaviour which would endanger the health, safety or well-being of any player, participant, score marker, any other attendee.
3. Players will not engage in the use of profanity.
4. Players shall treat any player, participant, score marker, or any other attendee with respect regardless of race, creed, colour, national origin, sex, sexual orientation or ability.
5. Players shall not engage in verbal or physical threats or abuse aimed at player, participant, score marker, or any other attendee.
6. Players will not engage in a fight or argue with any player, participant, score marker, or any other attendee.
7. Players shall respect the score marker and their authority during a match and will never question, discuss, or confront players or officials before, during or after a match. The score marker has the right to give conduct warnings if any player breaks the above court etiquette. More than two conduct warning will result in the player being requested to leave the court and forfeiting the match

-
8. Note: Failure to follow the fair play and sportsmanship's rules can lead to a league ban at the committee's discretion.