

# SSRA SQUASH LEAGUE RULES & INFORMATION 2008 - 2009

**DATES:** The SSRA squash league is played on Tuesday evenings, beginning in October and continuing through to the end of March, with several open dates for weather, holidays, etc. Playoffs will occur at the end of the regular season. 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 be notified if there is going to be a late arrival. Matches cannot be rescheduled unless authorized by the league. This will only be done under extreme circumstances. If not approved by the league, results of rescheduled matches are nullified.

**ELIGIBILITY:** All league players must be current members of the US Squash (which includes membership of the SSRA) and their membership must not expire during the league season.

- SSRA Membership Benefits
  - Local Quarterly Newsletter
  - Annual Local Member Roster
  - Instructional & Referee Clinics
  - Local Squash Library (books, DVDs, videos)
  - Annual Banquet/Party
  - Subscription to Squash Magazine
  - National Ranking
  - Sanctioning Fee waived for US Squash sanctioned tournaments

**FORMAT:** There are 3-4 divisions of play, with each division roughly corresponding to skill levels (i.e. division 1 to player rating of 4.25 and above, 2 to player rating of 3.25 and above, division 3 to player rating of 2.25 and above and division 4 to player rating below 2.25). The final placement of teams in divisions is dependent on the number of applications received for each division and the rating of the players on that division. Each team must be composed of players having the appropriate rating for their division. **A rating system will be used to verify the correct placement of players in different divisions.** The ratings are available for viewing on the web-based score reporting system. If a team player does not have a rating, the league will determine the rating for that player. If a player is determined by the league to be in an inappropriate division, regardless of the time of year, that player will be required to move to the appropriate division.

Best effort will be made to place the teams in the divisions they have applied for, but this is **not** guaranteed. The goal is to make the divisions as competitive as possible and at the same time spread teams as evenly as possible among the divisions.

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 the majority (4 or more) of their players be a member of that club. It is strongly preferred that all team members are 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.

**ROSTER:** Each team is made up of up to six players, but a team can be formed with a minimum of four players. Team roster and order of play must be determined in the application form and cannot be changed (i.e. no substitutions/additions) until the midseason break (usually around the Christmas holidays). At the mid-season break, changes in roster and/or order of play will be implemented for the second half of the season. Team rosters may not be changed through the rest of the season and playoffs.

**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 will be considered. Five players are considered adequate to complete the season without a replacement. A team with an original roster of five or six players (**and not four**) 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.

New Rules for the 2007-2008 season –

1. The roster for the team cannot be changed for the last 4 matches of the season or for the playoffs.
2. To be eligible to play in the playoffs a player must have played at least two regular season matches.
3. Eye guards must be worn for all matches. We are a US Squash sanctioned league and this is one of their requirements.
4. All players must be members of one of our participating clubs.

New rules for the 2008-2009 season -

1. The minimum age to play league is 13 years old (on the start date of league)

**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 one point for each individual match won, plus one bonus point for fielding a full team (four players on the given night) **and** for refereeing. The team that wins the most individual matches will be the winner of that contest and will receive two additional points. 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	0	1
<u>Team Match Winner</u>	<u>2</u>	<u>0</u>
Total Points for Match	5	2

**Bonus Point:** The bonus point is awarded to a team for fielding a full team of 4 players **and** refereeing two of the four matches.

**ORDER OF PLAY:** Each team will play their highest ranked player as #1, second highest as #2, etc. If there is a question as to the proper order of rank within a team the league will make a determination. Order of play is not arbitrary and is determined from the order of players on the team's roster. Match results for players playing out of order will be nullified.

**ABSENCES:** If one team member can not show up to play a match, the team captain may choose to either:

- 1) Default the number four match
- 2) Play the **lowest** ranked player twice (in other words, **only** the player at position #3 can play twice)

In either case, no bonus point will be awarded to that team. If more than one player from a team does not show up, the team will lose by default. If both teams show up with less than a full roster, 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. **If a team defaults more than two times within the season, all players on the roster of that team will be banned from participation in the league in the following season. In addition, all the previous results of that team will be nullified and all the remaining matches of that team will be cancelled.**

**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)

**INCIDENTS:** If there are any incidents or disputes during a match, complaints must be filed in writing (email OK) with the league within one week after the match. The league will then conduct an investigation and do its best to resolve the disputes by following the league rules and the recommendations of US Squash or WSF (World Squash Federation).

**REPORTING SCORES:** Scores should be **recorded** and **confirmed** as soon as possible after each match, using the 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 can not be challenged. In addition, rating of league players will be updated every week on the web-based score reporting system.

**PLAYOFFS:** The top four teams in each division will be eligible for the playoffs at the end of the regular season. If necessary, ties will be broken by comparing the matches won, followed by the individual matches, games and points won. Teams may play only players from their roster. No outside substitutes are allowed. All regular season rules apply, except that no player can play twice to replace a missing player in the playoffs. **No delayed matches or matches played in advance will be allowed.**

**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.

**APPLICATIONS:** Each captain will submit the team application and the league entry fee (\$240 per team) along with any SSRA membership applications for the team members and the corresponding membership fees (check payable to SSRA) to:

League  
c/o SSRA  
P.O. Box 481  
Seattle, WA 98111-0481

In addition, an electronic copy of the application form **must** also be sent to [league@seattlesquash.com](mailto:league@seattlesquash.com). Only complete application forms will be accepted. Applications forms must have the name, the address, at least one phone number and the email address of each player on the team. A team application must include a minimum of four players.

**TEAM CAPTAIN RESPONSIBILITIES:** The team captains need to contact each other a day before the match to confirm the roster and order of play of their teams for that match. The team Captain will be responsible to have all players present for each match. The winning team Captain will be responsible for ensuring that the match scores are properly reported.

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

**QUESTIONS:** Email: [league@seattlesquash.com](mailto:league@seattlesquash.com)

**SPONSORSHIP:** Have a sponsor you know of? Please let us know...