

MERSEYSIDE AND CHESHIRE SQUASH 57 LEAGUE RULES

1. SCORING

- 1.1 The winner of a rally scores 1 point and serves to begin the next rally.
- 1.2 Each game in Divisions 1 shall be played to 11 points, except that if the score reaches 10-all, the game continues until one player leads by 2 points.
- 1.3 A tie between 2 players shall be the best of 5 games.
- 1.4 A team will be awarded one point for each game won; and the team winning the match will be awarded five bonus points. If a team concedes a tie as a walk-over, the other team will be awarded 3 points for that tie as if it had won by 3 games to nil. If any match is conceded as a walk-over, the winning team will be awarded 3 points for each tie plus five bonus points.

2. EQUAL POINTS

- 2.1 In the event that at the end of a season two or more teams have the same number of points, the teams shall be placed in order by reference to the number of matches won so that the team which has won more matches shall be placed higher.
- 2.2 If any of the teams concerned have also won the same number of matches, those teams shall be placed in order by reference to the number of points scored against them so that the team which has had fewer points scored against shall be placed higher.

3. TEAMS

- 3.1 Clubs must select and play available players in order of merit and in accordance with the clubs' playing order.
- 3.2 Captains must present a list containing their respective team orders to their opposite numbers before the commencement of a match. If a team is known to have a missing player before a match starts, the remaining players in the team shall move up in position in the playing order. If a player does not turn up after the start of a match, where still possible the remaining players in the team shall move up in position in the playing order.

4. MATCH DATE ALTERATIONS

- 4.1 Match dates may only be altered for bona fide reasons outside the control of the clubs concerned and these reasons may not include failure to turn out a full team except in the case of bad weather hindering travel between clubs.
- 4.2 A walk over is defined as a fixture for which one side fails to raise more than two players.

5. ELIGIBILITY OF PLAYERS

- 5.1 Any person playing in a league match ('a player') must be a bona-fide member of the club for which he or she plays and must be registered on the League's web site
- 5.2 No player may play for more than one club in a league match in any one season
- 5.3 No player may play in a league match after 31s December in any season unless he or she has already played in a league match during that season.

6. NOTIFICATION OF RESULTS

- 6.1 Where a match has been played, both teams must upload their scorecards including full details of the results of the match online to the website www.merseysideandcheshiresquash57.leaguemaster.co.uk.
- 6.2 Where a match is a walkover the team claiming the walkover must send full details of the circumstances of the walkover in the comments box on the scorecard

7. STARTING TIMES

- 7.1 Clubs must make their courts available from, and matches must commence by 7 p.m. At least three players from each side should be present by this time.
- 7.2 Clubs can agree to start a match at 7.30pm provided that the home club makes two courts available for the duration of the match. At least four players from each side should be present by this time.
- 7.3 There is no prescribed order for the matches to be played in. Once play has commenced, it shall be continuous until the
- 7.4 Failure to comply with this rule shall be regarded by the Committee as sufficient reason for awarding points to the other side or imposing a fine or both. In the event of a Club's late arrival every effort must be made to complete the match. No club or player has the right to claim a tie, only the committee can make that decision.

8. AVAILABILITY OF COURTS

- 8.1 The home club should try to make two courts available for the match.

9. MARKING

- 9.1 All matches must be marked. The home team should provide the necessary marking equipment. Unless agreed otherwise by the opposing captains the home team shall be responsible for marking the one (1), three (3) and five (5) strings and the away team the two (2) and four (4) strings.

10. MATCHBALLS

- 10.1 A ball approved by the League must be used in all matches unless agreed otherwise by the opposing Captains. The Dunlop double yellow spot Blackball is the default ball.

11. AFFILIATION FEES

- 11.1 Each team must pay to the League Coordinator the fees for the season.