

Squash Leagues 2018/19

League Format:

- All Divisions will operate a 5 man team (with a squad minimum of 5 and a maximum of 10).
- Matches will remain a best of 5 format playing. The A Division will play PAR to 11 and the B and C Divisions will play PAR to 15.
- League scoring will be determined by adding the scores of the best 3 Games of each player together for the team. These scores for each team member will then be added together to give a Total Points scored for the Team.
- There will also be some additional points added to the Total points detailed above. In the A Division the team that wins the most matches will receive an additional 15 points. In the B Division and the C Division the team that wins the most matches will receive an additional 25 points.

League Administration

- League applications will need to be made by Saturday 1st September 2018
- For a team entering League A or B then you only need a Core team (players that can play in that league and no lower) of 4 players. The players playing at 5 and lower in the team can be made up of players playing in a lower league. However a team entering League C will need a minimum of 5 players as there is no lower league to get players to play up from.
 - The Core team will be the top 4 ranked players in the team that has been submitted. This will be determined at the start of the season.
 - As the season progresses some discretion will be given to teams and the league secretary so they can amend the core players in a team if - (A) The 4th and 5th ranked player in a team are very close in ranking position. (B) In the event of a player starting to play for a team who has a higher ranking than one of the existing 4 players in the core team nominated at the start of the season. (C) A player having what is considered by the league Secretary to be an ranking higher than he should due to having a good run of results.
- The top 4 ranked players in any A league team effectively exclude themselves from playing in a lower league. Similarly the top 4 ranked players in any B league team exclude themselves from playing in a lower league.
- At the start of the Season teams are asked to submit applications to join the League. They are to give details of the Team name, the names of the Team Captain and Vice-Captain along with contact email/telephone numbers, and they are also to state which league they would like to join. In event of over applications for Leagues the League that the team will be put into will be determined by -
 - The Strength of the first five players submitted on the application (the Ranking points for those first 5 players will be added together and the team with the largest total will be considered stronger).
 - The final finishing position of team during 2017/2018 season.
 - Some discretion is awarded by the league secretary in event of new team applications and players who do not have a ranking.
- Teams will be allocated to Leagues as determined by the League Secretary – Ideally there should be 5 teams in the A League, 5 teams in the B League and the rest of the teams in the C league. However in the case of Leagues being undersubscribed or oversubscribed the League Secretary will.
 - In the case of an undersubscribed league - the league secretary will contact the strongest team (in accordance with the rankings) in the league beneath the undersubscribed league and ask them if they want to play in the higher league. They will have the option to step up a league or not.
 - In the case of an oversubscribed league - the league secretary will use the combined player ranking points for the top 5 players in the team (in the case of a player with no ranking points a provisional ranking will be given to the player). These combined points will be

used to determine the strength of the Teams in the League. The weakest team in accordance with these points totals will be put in the lower league.

- League A will be played on Monday nights, League B will be played on Thursday nights and League C will be played primarily on Tuesday nights but in the event of lots of teams joining the League they may also play on Friday nights.

League Finance

- To compete in the league players must become members of the IOMSRA. The benefits of this include membership of English Squash, discounts on various squash related products through the IOMSRA Website and other various benefits.
- To cost of becoming an Individual Member of the IOMSRA is £30 (Seniors) and £20 (under 19's) for the season. It is to be paid to the IOMSRA Treasurer.
- The cost of registering a team in the league is £80. This is to be paid to the IOMSRA Treasurer.
- IOMSRA Membership fees and Team Registration Fees are to be paid by the End of September 2018.
- All NSC based teams will be responsible for NSC court costs as invoiced by IOMSRA. An estimated cost will be provided prior to the first match.
- A player that is not a member of the IOMSRA can guest for a team. If the guest for a team they must pay a £10 'Guest' fee. They are only allowed to 'Guest' for a team on 2 occasions on the third occasion they must become members of the IOMSRA, however the money already paid in 'Guest' fees can be deducted from the IOMSRA Membership fee.

League Organisation:

- The League matches will be played over a 20 week season.
- For Weeks 1 to 10 (the Pre-Christmas Season) – Division A will be Division A (1st half), Division B will be known as Division B (1st half) and Division C will be known as Division C (1st half). Matches will be played between teams so that each team will play each other team twice in the case of the League A and League B. (Note - In the case of Division C if there are more than 5 teams in the Division the fixtures will be arranged at the League Secretary's discretion.
- For Weeks 11 to 20 (the Post-Christmas Season) the points will be reset to 0 and the Leagues start all over again – Division A will be Division A (2nd half), Division B will be known as Division B (2nd half) and Division C will be known as Division C (2nd half). Matches will be played between teams so that each team will play each other team twice in the case of the League A and League B. (Note - In the case of Division C if there are more than 5 teams in the Division the fixtures will be arranged at the League Secretary's discretion.
- Final Night for Division A - If the same team in Division A wins both Division A (1st half) and Division A (2nd half) – then they will be the undisputed League champions. However if different teams win Division A (1st half) and Division A (2nd half) then these teams must compete in a Final which will be played on Monday in Week 21. The winners of the final will be the Division A champions.
- Final Night for Division B – If the same team in Division B wins both Division B (1st half) and Division B (2nd half) – then they will be the undisputed League champions. However if different teams win Division B (1st half) and Division B (2nd half) then these teams must compete in a Final. which will be played on Thursday in Week 21. The winners of the final will be the Division B champions.
- Final Night for Division C – If the same team in Division C wins both Division C (1st half) and Division C (2nd half) – then they will be the undisputed League champions. However if different teams win Division C (1st half) and Division C (2nd half) then these teams must compete in a Final. which will be played on Tuesday in Week 21. The winners of the final will be the Division C champions.

- Division A - Weeks 21 to 24 (Note - one of these weeks is a Bank Holiday on which no fixtures will be played). For these weeks players in Division A will play matches determined at the discretion of the League Secretary.
- Division B and Division C - Weeks 21 to 24. During these Weeks of the season a Handicap cup competition (the SRA Cup) will be played for the teams in Division B and Division C. Each team will be given a Handicap and the teams will play a 'Swiss' system handicap cup competition from Week 21 to 24 of the season.

League Rules

- All rules (with exception of "Supplying results" details) will carry a single yellow card warning and each of all future transgressions will carry a 150 point penalty.
- The Home team is to submit match results within 2 days of the match or a forced match result of 250 - 0 will be applied in favour of away team.
- A player may only play for one team in any given League.
- There will be no changes to League fixtures allowed unless in exceptional circumstances conveyed by the League Secretary.
- Players are expected to register for a team in a Division that reflects their ability. The IOMSRA rankings should be used as a 'very rough' guide to enable this however we appreciate teams can be made up of players of wide ranging abilities. However 'ideally' a player ranked between 1 and 30 should be trying to play in the 'A' Division and players ranked between 30 and 60 should be trying to play in the 'B' Division. However as I said above this is just a 'very rough' guide that will be used when it comes to allocating teams to Leagues. When Teams are submitted for entry into the league this is not meant to be used as a restriction on where players can play.
- Playing Order - Teams must play in ranking order as per the Players position on the IOMSRA 'Current Rankings' on the night of the match. Two provisos are:
 - If the captain feels that the ranking order is temporarily wrong due to an unusual result, they can play in a different order from the rankings, IF the opposing team captain agrees.
 - Note - If a player is new to the league and does not have a ranking then the team captain can play him in a position that reflects his ability compared to the rest of the team.
- With both captains agreement any game maybe declared void and 45-0 attributed to one of the teams. This should only be used in extreme circumstances of emergency or failure to turn out a team. The ordering of any void matches is at the joint captain's discretion, with precedent set that the lowest ordered matches are void first.

League Etiquette Rules

- The home team (the team first named on the fixture list) will provide the balls and marking sheets/pens for all matches.
- The ball to be used is at the agreement of both players. In the event of disagreement a double yellow will be used.
- Both home and away teams must have one player and one marker available at the allotted start time of a match.
- By convention and unless by agreement with captains, all matches should be played in ascending order 5->1.