

## **Rules of the IOMSRA Squash Leagues 2021/22**

### **Jurisdiction**

The IOMSRA Committee shall have absolute power to deal with any matter that may arise in connection with all competitions and which is not provided for in these rules. In particular the Committee may waive the application of any rule if it considers that exceptional circumstances warrant it. The decision of the Committee on any such matter or on the interpretation of any rule shall be final.

### **Rules of the Game**

All matches will be played under the rules of World Squash Singles Rules 2020.

### **Eligibility**

Only players who have paid full membership of the IOMSRA are eligible to play in leagues. IOMSRA membership fees are to be paid to the treasurer within 1 month of the start of the season. The fees are £35 for seniors and £20 for under 19's. If a Player joins the IOMSRA after Christmas this fee is reduced to £25 for seniors and £10 for under 19's. Any player who has outstanding debts with the IOMSRA from previous seasons will not be allowed to play in the 2021/22 leagues until the debt has been settled in full.

### **League Format for the 2021/22 season**

- The League is split into 3 Divisions, A, B and C.
- Each league tie shall be a best of 5 matches. The A Division shall play PAR to 11 and the B and C Divisions shall play PAR to 15.
- In the case of the A Division if the score is 10-10 then play continues until a player wins by 2 clear points. However, the score will be recorded as 11-10.
- Match Points Scoring -
  - Matches will be scored by adding the scores of the best 3 games for each player.
  - The match score for each player will then be added together to give a Total score for the Team.
  - Bonus points are then allocated to the team which wins the most matches in the tie to arrive at the Grand Total for the tie. In the A Division the bonus is 15 points. In the B and C Divisions it's 25 points.
- The League takes place over a 20 or 21 week season, starting in September through until May.
- The first half of the league season takes place in the weeks prior to Christmas and the second half takes place after Christmas.
- League fixtures will be scheduled by the League Secretary ahead of the start of the season.
- For the A and B Leagues, a winner will be determined for each of the first half and the second half of the season. If the winner of each half is not the same team, a play-off in Week 21 will determine the winner.
- For the C League, the league will be played over 21 weeks, with each team playing each other 3 times. The winner will be the team with the most points after the 21 week season.

### **Squad Nomination and Team Selection**

- Teams must nominate a minimum of 5 players.
- All nominated players must register as full members of the IOMSRA within one month of the start of the season, else they shall not be permitted to play.
- When nominating players, the captain of the team must be able to demonstrate that there is a genuine intention for the nominated player to play league squash in the Isle of Man and that there is a realistic possibility that the nominated player will play at least one match in the league season.
- Prior to the League commencing, the nominated players will be assessed for eligibility and be ranked within the team based on their national ranking within the IOMSRA national ranking system (currently viewable via the Squash Levels web site). The Rankings on 23 August 2021 will be used to determine eligibility.
- The Rankings immediately after the final league match at the end of the current season will form the basis for the rankings in the league for the next season, in order to curb the unsporting 'gaming' of squash rankings over the summer.

- Players are expected to register for a team in a division that reflects their ability and the IOMSRA national rankings will be used to determine a player's eligibility to play in any division.
  - If a player is ranked 20 or above they may only play in the "A" division.
  - If a player is ranked 40 or above they may only play in the "A" or "B" divisions.
- If a team is struggling to field a team and needs to add a player to their squad, they must contact the League Secretary and, in most circumstances, this will be permitted.
- The top 4 nominated players are deemed to be the core players, and these may not play in a lower division than the one they are nominated in. Players nominated 5 and lower may play down 1 division as long as their ranking allows them to do so as described above.
- Once a player has been nominated for a team, they cannot play for another team in that Division.

### **League Administration**

- The IOMSRA administers the league through the League Master website.
- All team captains and vice captains will be issued with a League Master login, such that the home side can record the results of a league tie. All results and the status of the league can be viewed on League Master. Information relating to each team including contact details and player nominations can also be viewed on League Master.
- 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, as well as which Division they would like to join. In the event of over applications for a Division, the Committee will work to resolve a workable solution.
- Division A will play on Thursday nights, Division B on Monday nights and Division C primarily on Tuesday nights, but may if required, also play on Friday nights.

### **League Finance**

- The annual cost of registering a team in the league is £80. This is to be paid to the IOMSRA Treasurer, within 1 month of the start of the season.
- The NSC invoices the IOMSRA for court costs on a quarterly basis. The IOMSRA treasurer will calculate the amount owed by each team and invoice the team captains accordingly. The cost of this will be a match fee of £5 per player per league match.
- A player that is not a member of the IOMSRA can guest for a team. A guest must pay a £5 'Guest' fee in addition to any team match fees. A player may only guest for a team on 2 occasions, as on the third occasion they must join the IOMSRA. It is the team captain's responsibility to collect the IOMSRA guest fee, and to pass this on to the IOMSRA treasurer.

### **Ball**

- The double-yellow dot ball (very slow) is recommended for Divisions A and B unless court conditions are cold enough to warrant using a single-yellow dot ball (slow).
- The single-yellow dot ball (slow) is recommended for Division C, unless the ability of the players or court conditions are such to warrant a different ball.
- Any change of ball from the preferred ball must be agreed by both players, if both players fail to reach an agreement then the recommended ball should be used.

### **General League Rules**

- Only nominated or eligible guest players can play in a match.
- The home team must enter the result of a tie on League Master within 2 days of the tie having taken place.

### **Match Night Rules**

- At least 3 of the team must be there at the start of the match, preferably the players playing at 5, 4 and 3. The 1 and 2 players may arrive 30 minutes later BUT it is best if the team captains contact each other prior to the match to arrange the order of play as there may be special requests regarding this.
- The position that a player plays within a team is determined by their national ranking on the night of the tie, as per the Squash Levels website. The highest ranked player must play at no. 1, the 2<sup>nd</sup> highest at no.

2, etc.

There are two exceptions to this rule -

- If a captain feels that the ranking order is temporarily wrong due to an unusual result, players can play in a different order from the rankings, BUT ONLY if the opposing team captain agrees.
- If a player does not have a national ranking, then the team captain should play him in a position that reflects his ability compared to the rest of the team.
- The Order of Play on Match nights is to be 5, 4, 3, 2 then 1.

### **League Sanctions**

- In a situation where it has not been agreed between the two team captains beforehand that matches will be played out of ranking order and the next match in the sequence is ready to start and one of the players is absent, the team whose player is present is within its rights to claim a walkover for that match.
- In a situation where a player fails to arrive for his match without good reason, all matches from that position downward are voided in favour of the opposing side. Should the player have a genuine reason (at the league secretary's discretion should the two captains not be able to agree), then just the match that was not able to be played shall be scored 45-0 in favour of the player able to play.
- If a team is found to have played out of the National Ranking order without consent from the opposing team captain, the offending team will be given a final warning. Should a team transgress again during the course of the whole season, the tie where the 2<sup>nd</sup> offence (and any subsequent offending ties) shall be awarded 180-0 in the case of Division A and 250-0 in the case of Divisions B and C in favour of the opposing team.
- In a situation an illegible player is fielded, all matches from that position downward are voided in favour of the opposing side. Should the team transgress again during the course of the whole season, the tie where the 2<sup>nd</sup> offence (and any subsequent offending ties) shall be awarded 180-0 in the case of Division A and 250-0 in the case of Divisions B & C in favour of the opposing team.
- If the scores are not entered on League Master within 2 days by the home team, a forced match result of 180-0 for Division A and 250-0 for Divisions B & C will be applied in favour of the away team.

### **League Etiquette**

- The home team (the team first named on the fixture list) will provide the balls, marking sheets and pens for all matches.
- The home team is responsible for marking the matches and entering the scores on there League Master Website
- In the warm up do 'Share the Ball', limit yourself the 4 or 5 hits back to yourself before you hit it to your opponent.