

## OASIS SQUASH CLUB LEAGUE RULES

### Organisation:

1. The League Organisers are:

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Brian Brock	M: 07757 739156	H: 01793 790139	

2. All enquiries concerning the League should be made to the League Organisers, **not the Oasis Staff**.
3. The League Organisers are answerable to a majority vote of the League players and/or to the Oasis management and staff.

### League Membership:

4. Applications to join the League can be made via the club website [www.oasissquashclub.co.uk](http://www.oasissquashclub.co.uk), or by contacting either of the League Organisers by email or telephone (details above).
5. The Club uses an online league management system called [SportyHQ](#) to manage the League. Players are only permitted to participate in the league if they have:
  - activated their account in [SportyHQ](#).
  - provided at least one telephone contact number, which must be viewable to league members.  
(If a player has any issues with the above requirement they should contact the League Organisers)
6. It is the responsibility of players joining the League to check that their name has been included at the beginning of the next league period following their application. However, space permitting, players whose applications are received during the first week of a new league period **may** be included in that period if a suitable space is available in the League table.
7. The League Organisers have the right to insert a player of proven ability anywhere into the League Table. (If this rule is applied, it will be applied to the satisfaction of the League Organisers and with as much fairness as possible to existing players).
8. The League Organisers have the right to act on any complaints about a player and expel or suspend that player if it is felt to be in the best interests of the League.

### League Conduct:

9. Each division in the League Table will consist of 5 - 7 players and a league period will normally cover 5 weeks.
10. A condition of joining the League is that players agree to play a minimum of 3 matches per league period. Players that play less than 3 matches in a league period, without justification to the League Organisers, may be removed from the League.
11. All matches should be played by the date given on the Squash League detailed in [SportyHQ](#). The League Organisers have the authority to extend the League end date if necessary.
12. Although preferable, a League match does not have to take place at the Oasis. If both players are agreeable it can take place elsewhere, but players must remember to enter the score in the League Table within [SportyHQ](#). **It is not intended that this should be a regular occurrence.**

## Match Arrangements:

13. Each individual should make an effort to book a court. **Don't always rely on others.**
14. Every effort should be made to play a match on the day and time offered by an opponent, courts at popular times are not easily obtainable. Players are encouraged to use the [SportyHQ](#) "Playing Time Preferences" feature within the player profile area to indicate preferred playing times, shift work patterns etc.
15. Sufficient advanced notice (where possible) that a court has been obtained to play a League match should be given to an opponent. **Notice on the day is not acceptable.**
16. Two courts must have been offered to an opponent, at reasonable times and notice and on separate weeks before a player can claim a match. **Claims can only be made to the League Organisers at the end of the league period and only after Rule 17 has been applied.**
17. If a player has been offered two dates and has been unable to play on either of them, then it will be their responsibility to book alternative times. Failure to do this will allow their opponent to claim the match (through the League Organisers).
18. If a player confirms that they will be available to play a match and then fails to turn up, then their opponent has the right to claim the match (through the League Organisers). **The defaulting player should also compensate their opponent for the cost of the unused court.** However, if both players are agreeable the match may be replayed at a later date rather than recording the match as a claimed one.
19. The cost of the court should be shared equally between the two players as follows:
  - **Matches between "Pay and Play" members:** Either player can book the court and share the cost of the court equally.
  - **Matches with a single "All Inclusive" or "Racquets" member:** The "All Inclusive" or "Racquets" member must inform the other player of their membership status and offer to book the court. The "Pay and Play" or "Corporate" member should pay the "All Inclusive" or "Racquets" member half of the court fee based on the "Pay and Play" or "Corporate" rate, whichever is applicable.
  - **Matches with a single "Corporate" member playing a "Pay and Play" member:** The "Corporate" member must inform the other player of their membership status and offer to book the court. The "Pay and Play" member should pay the "Corporate" member half of the court fee based on the "Corporate" rate.

## Match Conduct:

20. Matches will be played according to these rules and the World Squash Federation "[World Squash Singles Rules 2014](#)".
21. The squash ball spot colour should be agreed between the players. It is recommended that the ball used should be:
  - Divisions (Box) 1 – 4 a **double yellow spot**.
  - Below division 4 a **single yellow spot**, and this should be the ball used if the players cannot agree on the ball spot colour.
22. If a player arrives more than 10 minutes late for a match the opponent has the option to:
  - be awarded 1 game for every 10 minutes late (match awarded at 30 minutes late).
  - if there is time to re-arrange the match they may elect to play the remaining time as a non-League match. In this event it will be the responsibility of the player arriving late to arrange another match. Failure to do so will allow their opponent to claim the match (through the League Organisers).

- 23. A match will be played in a period of 40 minutes (this includes any warming up time the players agree upon).
- 24. A match will consist of a maximum of 5 games (i.e. the first to win three games wins the match) or the completed games played within the allocated 40-minute time period.

A game is finished when either player has reached 9 points. However, if the situation arises where the score reaches 8 all, then the player receiving the serve may elect whether they wish the game to end when one player achieves either 9 or 10 points (i.e. game score is 9-8 or 10-8).

- 25. If a player is injured during a match and is unable to continue playing then the following rule applies:
  - If there is sufficient time to allow a re-match, and both players agree, then the match should be replayed and the match score will be null and void.
  - If there is insufficient time to organise a re-match, and both players agree, then the uninjured player wins by default. The injury player may record any games won (e.g. If a match stops at 1-1 because of an injury then the recorded match score should be 3-1 to the uninjured player). When entering the result of the match in [SportyHQ](#) the status should be recorded as "Loser Retired".
  - The League Organisers will adjudicate any disputes concerning this rule.

**Recording Match Results:**

- 26. The players' are responsible for entering the match score onto the [SportyHQ](#) (Note there is **no requirement** to record the match result on the copy of the league published on the club notice board). The match score should be recorded on [SportyHQ](#) in games won and lost (e.g. 3-0, 3-1, 3-2, 2-1 etc.). All of the results entered on [SportyHQ](#) are exported to [SquashLevels.com](#) to allow players to find out their playing level worldwide, covering all playing abilities. To improve the information in [SquashLevels.com](#) it is recommended that players record the detailed game scores after each game (in order to remember the detail) and record this with the match result in [SportyHQ](#), as shown opposite.



- 27. To record an incomplete match result (i.e. where a match could not be completed in the 40 minute court session) in [SportyHQ](#) place a "\*" after the first game score. This will allow [SportyHQ](#) to record the partial result. For example:

- Record a 2-1 win as  game(s) or a 2-2 draw as  game(s)
- game(s) or  game(s)

**Claiming Matches:**

- 28. The League Organisers must approve claimed games **before** they are entered on the score sheet.
- 29. A claim will only be permitted if the player is disadvantaged in terms of division placing at the end of the league period.
- 30. Notwithstanding Rule 16 a match may be claimed if reasonable grounds can be put forward to the League Organisers.

Successfully claimed matches will be awarded a games score of 3-0. The match status in [SportyHQ](#) will be recorded as "Loser Defaulted".

## League Promotion/Demotion:

31. At the end of each league period the League Organisers will calculate each players match scores, comprising of points for and points against. The scores will be used to determine a player's position in the following league period as determined in Rule 32. In the event of 2 or more players ending up with the same number of points, then the following criteria, in the order stated, will be used to identify who gets the higher positional ranking: -
  - The player with the lowest difference between points for and points against.
  - If one player beat the other.
  - The player with the least number of games won against them.
  - The player who has the higher league position.
32. There are normally two players promoted and two players relegated from each division. However, these movements are theoretical and the actual movement of players may vary due to other players leaving or returning to the League, or by the League Organisers applying Rules 7, 10, 33, 34 or 36.
33. The League Organisers have the right to move a player up by more than 2 divisions if the player concerned is assessed to be capable of playing in a higher division.
34. The League Organisers have the right to transfer a player to a lower division if that player plays less than 2 matches in each of the 3 previous periods and has given the League Organiser no reasonable explanation.
35. If a player consistently fails to turn up for matches when they have indicated they would then the League Organisers may apply Rules 8, 10 or 34.
36. Players who have failed to record any scores at the end of a league period and who have not given the League Organisers any reason for this, or asked to be left in for the following period, may be removed from the League. Their names will be posted on the League notice board during the next league period to allow them to request reinstatement, after which their name will be removed from the League records.

## League Absence:

37. Players who wish to drop out of the League due to injury or other reasons should let the League Organisers know **before** the end of a league period. Their names will be displayed on the League notice board and it is their responsibility to sign themselves back into the League.
38. If a player withdraws from the League for any reason before they have completed all their matches, then:
  - If they have played no matches, no action will be take.
  - If they have played at least one match all other players will be awarded a walkover.
39. It is a player's responsibility to ensure the League Organisers are informed of your playing status before the end of the league period in order to correctly set the next league. The League Organisers will send out a newsletter to all players 2-7 days before the league period change asking players to confirm any change of playing status. Players can ignore this message if there is no change to their playing status.