

RULES OF THE SUSSEX RACKETBALL LEAGUE

1. GENERAL

The league shall be open to clubs affiliated to England Squash and Racketball and situated in East and West Sussex. It is a mixed league for both male and female players.

2. MATCH FORMAT AND RULES OF PLAY

- 2.1 Team captains shall exchange team orders before the match starts.
- 2.2 Each fixture shall comprise 4 singles matches. Each match shall be the best of 5 games
- 2.3 Each game shall be scored using the PAR system to 11 points, with the winner needing to be 2 points clear should the score be tied at 10-10.
- 2.4 The rules of play shall be as laid down by England Squash.
- 2.5 The home team is responsible for providing the match balls. The ball should be a black ball.
- 2.6 Both captains shall sign a copy of the complete match result. The home captain shall arrange for the result to be entered on the League Management System (LMS) within 7 days of the match.

3. TEAM PLAYERS – RANKING AND ELIGIBILITY

- 3.1 Individual players may not play for more than one club in any one season.
- 3.2 Each club shall declare a ranked list of nominated players prior to the first fixture of the season, and post this on the LMS. The ranking order may be adjusted before the end of each calendar month and that order must be followed for each match played during the following month.
- 3.3 The 4 players in the team shall be any of the nominated players. The playing order shall be according to ranked positions save that two adjacent players may swap places for any one fixture. Only one such swap is permitted and this may only be between consecutive strings.
- 3.4 If a non-nominated player plays, that match and all lower strings shall be conceded 3-0.

4. FIXTURES

- 4.1 Fixture dates shall be posted on the LMS. Each team will play all the other teams in the division, home and away. If exceptionally a club is unable to keep to the date of a particular fixture, they must notify the other club at least 14 days beforehand, and get the agreement of the other club to a rearranged date, which should then be notified to the league organiser. The other club is not obliged to agree to a rearranged fixture, but sensible discretion should be exercised.

- 4.2 Dates may be changed less than 14 days beforehand, only in the event of exceptional circumstances, such as adverse weather or unforeseen court closure. Otherwise the defaulting team shall concede the fixture 16-0.
- 4.3 In the event of a “no-show” the defaulting team shall concede the fixture 16-0.

5. RESPONSIBILITIES OF HOME TEAM

The home team is responsible for:

- Making sure sufficient court time is available.
- Providing suitable food and refreshment after the match.
- Providing markers for all matches.
- Providing the match balls.

6. LEAGUE POINTS

- 6.1 Scoring is 1 point per game won in each individual match. Therefore the maximum points either team can achieve is 12 in the event of a victory by 4 strings to 0. In addition, 4 bonus points are awarded to the team that wins most matches played. In the event of a 2-2 draw the team winning the most games will take the bonus points e.g. in a 2-2 draw where the overall games won are 8-6, the final result is 12-6. If the games won are equal then the points in every game are summed and the team with more points takes the bonus points e.g. 2-2, 9-9 in games and 197-186 in points, the result is 13-9. If the points total is equal the bonus points are shared with 2 points each.
- 6.2 At the end of the season the team with the most points will win the division. If teams have equal points, the results between the teams concerned will decide.