

## **2018 VSRA Richmond City Squash League Rules**

The VSRA Richmond City Squash League runs from the end of September to the end of February. This year, the league expects to have 28 teams of 9 players. (13 from CCV, 3 from Westwood, 3 from Commonwealth Club, 3 from the James Center YMCA and 6 from ACAC). During the course of the season, there will be 9 rounds with no byes. There are 3 divisions and the top 2 teams from each division made the playoffs. In addition, 2 wildcard teams also made the playoffs.

The Virginia Squash Rackets Association administers the league. As such, the league will need each club to work with VSRA to ensure that the fees are paid on time. The cost of the league will be \$85 for the season. Included in this fee is \$60 discounted membership to US Squash. Normal annual membership costs \$99 to US Squash. The remaining \$25 of the \$85 annual league fee goes to VSRA to help with the administration of the league as well as to support junior programs and inner-city programs, such as Squash Rocks.

Because VSRA is a volunteer organization, we want all of the clubs to help us in the collection of the fees. VSRA will invoice each of the organization in the league for the \$85 per player for each player signed up for the league. VSRA wants to get paid this fee within 30 days by the clubs. VSRA will give the clubs a list of the members of the teams that should be billed. VSRA will then ensure that the US Squash memberships are renewed. The clubs sponsoring teams in the leagues will then be in charge of collecting the \$85 per member for their members. The address for the clubs to send in payment is VSRA – P.O. Box 2514, Richmond 23218.

Since the league originated as a CCV league, there are references within these rules that only relate to the CCV teams. For example, the CCV draft is mentioned. Other clubs are welcome to develop their own ways of creating teams. At CCV the league season is preceded by a “draft night”, when all those who sign up are drafted level by level by the team captains until all participants are placed on one of the CCV teams. All levels of player without exception can and should participate on the ladder; though should the number of participants grow much larger, the program may consider dividing the league in some way to be determined later.

The league will be governed by a committee of team captains or players. This committee will be self-perpetuating by any normal means, with consultation from the CCV head pro. Any league member participating in the league may nominate himself or herself for consideration. (The current committee, responsible for interpreting these “league rules,” consists of Ros Bowers, Bob Dewar, George Stephenson, David McCallum, Jim Irby, and Rick Morris, with consultation from the CCV head pro, Patrick Chifunda.) The committee will be empowered to adjudicate all disputes within the league. The committee will use common sense, precedent and sportsmanship in resolving disputes.

### **Rules and Regulations**

- 1) Players must register before the mid-September draft. A fee for participating in the league may apply and will be billed (or collected from non-club members) before the first league match. Each player is drafted to their appropriate level by one of the team captains. Players who wish to join the league in progress may be added to the reserve pool.
  - a. **Protective eyewear is required for all league matches. Failure to wear protective eyewear will result in a forfeit of the match**

- 2) Captains will be league participants and are selected by the league committee. Any league player may nominate himself or herself for consideration. Captains can choose a co-captain prior to the draft, who will constitute the team's draft choice at that player's level of play, or can select a co-captain from his drafted team. Captains are counted as the team's draft choice at their level. Captains are expected to communicate with their team on a round-by-round basis to ensure the maximum amount of participation and are expected to report the team's match scores no later than midnight of the last day of a round. No scores will be accepted after that period.
- 3) Substitutions: Every play period, every player will play an opponent from another team drafted at the same level. A teammate from a lower level may substitute up when necessary. Higher-level players CANNOT substitute for lower level players. While the captains will help facilitate contacts, it is the responsibility of the players to contact one another to schedule their match. No player can play more than two matches in a particular round. For example, a level 4 player could play his/her match and substitute for an injured level 3 player, but he/she could not also substitute for a level 2 player in that round. Outside substitutions by players not on the original roster of nine players must be approved by the committee once the season has begun.
- 4) Match schedule for the season is done in advance so all participants know which opponent they have for every play period. Play periods are all 2 weeks. Each play period has a deadline – THERE ARE NO EXTENSIONS UNDER ANY CIRCUMSTANCES. If you cannot play your match within the play period, communicate with your captain and find a sub from your own team to cover. Any player missing three consecutive matches for any reason will be relegated to the standby list and replaced on the team roster from a player on the standby list.
- 5) While players cannot play a match after a round is over, they may attempt to schedule matches ahead of time for rounds that fall during a time when they know they cannot play. Their opponent is encouraged but not required to try to schedule a match ahead of time when needed.
- 6) Matches are traditional 3 out of 5 games, scoring using the PAR system of scoring, where points may be won by the server or receiver and a game is won by the first player to reach 11 points. Games must be won by two points. Scores are recorded for each match and the points go towards the overall score of each player's respective team. Each player's scores are also put toward their own individual total within their level. All players should report their match scores to their captains promptly following the match. The captains will report their team scores on the US Squash website.
- 7) A forfeit is recorded when one player attempts to contact an opposing player but does not receive any response; more than one contact attempt and early in the play period makes the case stronger. The player should inform his or her captain, who should inform the opposing captain, who can then help arrange the match or get a substitute. If players make contact but cannot find a mutually agreeable time, and one player is generally available while the other is generally unavailable throughout the play period, then a

forfeit of the unavailable player results, unless a substitution is arranged. If two players make contact but cannot find a mutually agreeable time due to conflicts on both parts and no substitutions are arranged, then a “did not play” (dnp) results, and no points are awarded to either team.

- 8) If a player is injured in the course of a match and has to retire, that player gets 1 point for participating and 1 point for each game he or she has won up to that point. The opposing player scores 5 points for the win.
- 9) Team scoring is awarded as follows: each player scores 1 point for showing up and 1 point for each game won. The match winner gets 1 additional point. All winners therefore score 5 points for their team while losers receive 1 point for a 3-0 loss, 2 points for a 3-1 loss and 3 points for a 3-2 loss. If ‘player 1’ defaults to ‘player 2’ then a 5-0 score is recorded in player 2’s favor. In the event that neither player can play, no points are awarded. No match may be counted more than once, but two players can play twice, if they are substituting for higher players.
- 10) All team totals and individual totals are recorded and posted on-line on the US Squash website (and now also using US Squash’s [www.clublocker.com](http://www.clublocker.com) website) after each play period. The squash committee is responsible for keeping a running tally of the cumulative team points. The points are calculated on the [US Squash website](http://www.us-squash.com).
- 11) League structure and playoffs. Teams will be divided randomly into three divisions for a nine-match regular season. Regular season division winners will be honored. The regular season will be followed by playoffs. The top two teams in each division will advance to the playoffs. Two at large teams will also qualify based the highest points accumulated during the season. During the playoffs, matches will not be scored by the point system but rather by how many individual matches a team wins. For example, two nine person teams meet in the playoffs and each team get 1 point for a win and 0 for a loss. No outside substitutions will be allowed during the playoffs with one exception. If a team’s #9 player cannot play a match due to injury, the injured player’s captain can appeal to the league committee to allow a valid outside substitution. All matches in the finals of the league will take place on one night to be determined by the league committee based on team availability. Beginning in the 2014/15 season, the league is going to allow a finals match to be played before the designated finals night if necessary. Any matches that need to be played early should be pre-approved by the committee.
- 12) There will be a separate CCV league champion and playoff.

### **Team Issues**

- 13) At CCV , after the initial draft including all players who have applied for admission to the league, a reserve pool of players will be formed for use as needed by the captains to replace injured or absent players. These reserve players will be graded either by one of the club professionals or a member of the league committee. A list will be kept on the website of the available players at each level. Captains may petition the league committee

for replacement players as needed; the committee must approve the assignment of a player before that player competes for a team. (The captain also has the option to play lower players up while an injured player heals.) A player joining a team from the reserve pool is deemed a replacement player for two matches and will return to the reserve pool if the player he or she is replacing returns during that time. If the replacement player plays a third match for the team, he or she is considered a permanent member of that team. The player replaced moves to the reserve pool when ready to play again.

- 14) Any player missing three matches for any reason other than injury is suspended from his or her team but can return to league play through the reserve pool when reinstated by the league committee.

### **Challenge Matches**

- 16) As players will improve or decline in competitiveness for a variety of reasons during the course of a season, it is important for the proper functioning of the league that captains encourage their team members to challenge within the team to maintain a fair playing field in matches. All clubs have challenge ladders and these intra-team challenges should be recorded there to help players maintain an accurate rating. All moves within a team's roster need to be reflected on the appropriate club's challenge ladder. All challenge matches and resulting shifts in a team's lineup need to happen prior to the beginning of a round. For example, if Team A has a challenge in which two players trade places during Round 3, the players will not switch places until Round 4.

### **Links to the Club Challenge Ladders:**

[ACAC ladder](#)

[James Center YMCA ladder](#) **Will be updated to the Downtown YMCA ladder.**

[Commonwealth Club ladder](#)

[Country Club of Virginia ladder](#)

[Westwood Club ladder](#)