



# Cloneen Sports and Social Club

## CLONEEN SQUASH CLUB

### LEAGUE RULES

1. Each League Table will be posted prior to competition, setting out the Players in each Division and Handicaps where applicable. Note; Handicaps are subject to change at all times, and players must reference the Handicap Chart before each League Competition Game.
2. Each match will be decided by the best of 5 games (i.e. the match is complete when the one player has won 3 games). using the 'Server only Scores' scoring system. Games are up to 9 points, with points on serve only. Where players are tied at 8 all, then the receiver shall nominate to play to 9 or 10 points, and the game shall finish when one player attains those points.

**Double Yellow Dot Ball only**, shall be used for all League Games.

**Heaters must be used for the duration of all League games unless BOTH Players agree for them to be turned off.**

3. All matches must be played at the date, place and time of the fixture. Players must specify on the Timesheet that the match is a League Game.
4. Return of results ; The winner of each match is responsible for ensuring that the result of the tie is written up onto the League Chart. The winner writes their score on the right.



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5. Players are expected to play one League Game per week. If unavailable due to injury / holidays / work etc., please notify the committee in the squash section of [cloneenhall.com](http://cloneenhall.com). Players must not load all their games towards the end of the League Period. The organiser's will monitor progress of games.
6. Within each specified league period each player should endeavour to play every other player within their league division. The more matches you play the more opportunities you have to accumulate points.
7. If Players do not play any matches in any given League without valid reason their status is automatically changed to that of a 'Social Player', which means you will not be included in the subsequent competitions. If you can provide good reasons why you should be included despite playing no matches, then this information should be provided to the organisers for consideration.
8. If a League match commences and is not completed due to injury (i.e. neither player wins 3 games) then it should be reported to the organisers, who will adjudicate on the award of the points based on the cause of the injury. In most situations the injured player loses the match.
9. At the end of each league period, the aim is promote the player with most points in each division, and to relegate the player with the least. However, the membership is expanding rapidly, and so it may not always be possible to apply this system strictly. The bottom line is: the more points a player has accumulated at League -end, the more likely they are to be promoted, and



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vice-versa. There may be a requirement for a Play Off. Queries are welcome, but the organisers decision is final.

10. New players will be added at their requested level provided they have made a proper assessment of their standard of play. This may be done by discussion with the Club Organisers who will recommend a suitable division for entry.

If players feel they have not been positioned correctly, they should contact the League Organisers.

11. If, at the end of the League, players within a league division are on the same number of points, positions will be decided by the match results between the players. Or if a game has not taken place between those opponents, then it will go to the person with the most matches played. Consideration shall be given by the organisers to situations where opponents refuse to play a League game despite reasonable requests to do so.

12. **If you want to play a League Game, but your opponent is unavailable.**

### **What should you do?**

A. Did you wait until the last few days of the League before trying to contact your opponent or have you been trying for weeks? Have you offered your opponent a variety of possible dates/times? In the event that you have made a 'reasonable' effort, i.e, 2 requests and still your opponent is not cooperating for whatever reason ([cancellation](#), [unavailability](#), [injury](#), etc.),



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then the onus is on the player wanting to play to claim those points according to the various guidelines contained elsewhere in these rules.

As a general rule, if a player challenges another player 2 times within a league period and the challenged player is unable to play, then the challenger will be awarded a 3-0 walkover. All applications for walkovers must be communicated to the squash club committee and it will be adjudicated and considered by same, having reviewed the issue with the opponent.

Refusal to play an opponent upon request as set out above, or on direct request by the committee, will result in forfeiture of the points, (3-0).

### **13. If a Player in the League gets injured / becomes ill; What's the procedure?**

A. In all cases of unavailability to play, please

- i. Let your opponents know of your expected period of unavailability.
- ii. Let the squash club committee know as soon as possible, especially if you will be unavailable to play for the remainder of the League.
- iii. Note that players are entitled to claim a 3-0 walkover against you.
- iv. Claims are not automatic, are at the discretion of the committee, and must be made before the final date of the League section.



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### 13. Walk Overs

Players are asked to avoid these by rearranging matches. Points for walkovers can only be awarded by the League Organiser's and will only be agreed to in extreme cases. The preferred option is that all players, play all games.

### 14. Conduct

Players are advised that offensive, disruptive or intimidating behavior in squash is not acceptable. Included in this category are:

- audible or visible obscenities; verbal or physical abuse;
- dissent; unnecessary physical contact; excessive racket swing;
- unfair warm-up; time-wasting; late back on court;
- deliberate dangerous play or action; and coaching other than between games.

Court fees must be shared equally between both players (a typical game would cost €2 each, not bad for lights and heat!!)

### 15. Refereeing

All League Semi-finals and Finals shall be refereed. For League matches, if one or both players wishes to, they can request a referee for League



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matches, and the organiser's will endeavor to organise this, assuming that suitable notification is received and the availability of a referee.

If matches are self-refereed, players should be aware of the following guidelines:

- Strokes cannot be taken or demanded by the player calling the let, but may only be granted by the obstructing player.
- If the let is questionable or in dispute, play a let.

At any point during a match, players may ask other players, organisers or a spectator to referee, if it will reduce disagreement and make the match more fun. However, once designated it must be clear who the 'official' referee is and their calls will stand. The referee's decision is FINAL!!

**16. League Fees;** Each League Competition requires an entry fee of €5.00, payable within one week of commencement. This fee goes towards the prize money for the winners.

**All League Players must be fully paid up Annual Members. Normal fee of €20.00 per year membership to the Cloneen Sports and Social Club. Membership forms are available on our website at [www.cloneenhall.com](http://www.cloneenhall.com). Please attach two photos.**



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### 17. Disputes

Squash is based on an honour system and basic courtesy. We believe that League Rules and player common sense should prevent most disputes. If disputes do ensue, contact the organisers.

All Members have a right to Appeal a decision of the Organisers of the Sports / Squash Club Committee. Appeals will be heard within 7 days, as far as practicable.

**And remember! It's only a game!!!!**