

VAAL TRIANGLE SQUASH LADDER AND TOURNAMENT RULES

(2011/06 – Rev 1)

1. The ladder is closed between 1 November and 31 January, so no matches within this period will affect ladder positions.
2. The Vaal Triangle Squash Ladder will be carried over from year to year unless the committee decides that a clean up is required in which case a new ladder will be started at the end of the championships.
3. Scoring of games will be based on the PAR system as decided by Vaal Triangle Squash.
4. Players who are paid-up members of a club affiliated to the Vaal Triangle Squash Rackets Association and who participate in the Vaal Triangle Men's Squash League will be included in the ladder. The following rule will apply for "open" or "free" challenges:
 - 4.1. Two "open" challenges for any position on the ladder below position 20 for men and below position 10 for women.

Should the challenger win either of these, he/she will take up the ladder position of his/her opponent. If the first challenge is won (by the challenger), no second "open" challenge will be allowed.

If both challenges are lost (by the challenger), he/she will be placed at the bottom of the ladder.
5. Players must register their intent to challenge with the Ladder Coordinator. The coordinator will confirm whether it constitutes a legal challenge, i.e. that players are "within reach" (see rule 6) and that the challenged player is not already engaged in a prior, registered challenge.

Failure to register a challenge will cause it to be disregarded as a legal challenge.

 - 5.1 The challenger must issue the challenge personally to the challenged player.
 - 5.2 A legal challenge may not be refused and the match must be played within 7 days of date issued (not the date registered with the Ladder Coordinator). If the match does not take place due to the challenged player "defaulting", he/she will automatically be moved to the position immediately below the challenger. If the challenger is not yet on the ladder, he/she will take up the position of the challenged player, on the ladder.
 - 5.3 The challenged player sets the date, time, and venue of the challenge. The time must be outside 'normal' working hours and at a reasonable hour. If the original arrangement is not acceptable to the challenger, his/her opponent shall propose three alternatives, still within the same 7-day period. The challenger is obliged to accept one of the proposals otherwise his/her rights to challenge will lapse until expiry of the 7-day period.
 - 5.4 Neither of the players committed to a challenge may issue nor accept another challenge until theirs is completed.
 - 5.5 If a challenged player moves "out of reach" of his/her challenger, as a result of a match having been played as described under rule 7, the challenge must nevertheless be completed. If the challenger wins, he/she will take the position originally challenged for, except if he/she ends up directly below the challenged player, in which case he/she will still take the position of the challenged player.
 - 5.6 Two players may not challenge each other again within 7 days of the day that their last match took place.
 - 5.7 Players challenged and unable to take up the challenge for a period exceeding two weeks, for any reason acceptable to the Ladder Coordinator, will be temporarily taken off the ladder. On their return they will have two "open" challenges subject to rule 6 below and with regards to the position that they vacated.
- 6 Challenges may only be issued to players "within reach", as follows:

(And this also stipulates movement of the winner.)

 - A maximum of 1 positions up the ladder, for positions 10 and above
 - A maximum of 2 positions up the ladder, for positions between 11 and 20
 - A maximum of 3 positions up the ladder, for positions between 21 and 30
 - A maximum of 4 positions up the ladder, for positions between 31 and 40
 - A maximum of 5 positions up the ladder, for positions between 41 and 50
 - A maximum of 6 positions up the ladder, for positions 51 and below.
- 7 The losing player's position on the ladder will be adjusted as follows:

Losing player will move down 1 position if beaten by player ranked 10 positions below him/her,
Losing player will move down 2 positions if beaten by player ranked 11 to 15 positions below him/her,
Losing player will move down 3 positions if beaten by player ranked 16 to 20 positions below him/her,
Losing player will move down 4 positions if beaten by player ranked 21 to 25 positions below him/her,
Losing player will move down 5 positions if beaten by player ranked 26 to 30 positions below him/her,
Losing player will move down 6 positions if beaten by player ranked 31 to 35 positions below him/her,
Losing player will move down 7 positions if beaten by player ranked 36 to 40 positions below him/her, and so on...

For example:

*If no 30 beats no 5 (25 below), no 30 moves up 4 positions to no 26 and no 5 moves down 4 positions to no 9,
If no 20 beats no 5 (15 below), no 20 moves up 3 positions to no 17 and no 5 moves down 2 positions to no 7,
If no 10 beats no 5 (5 below), no 10 moves up 2 positions to no 8 and no 5 moves down 1 position to no 6.*

- 8 If players are taken off the ladder for a period longer than 6 weeks due to an injury, operation, hospitalisation, or other reason acceptable to the Ladder Coordinator, they will be treated, on return, as new participants and will be subject to rule 4.1 above. If they wish to challenge for a position lower than 20 for men and 10 for woman they will be allowed to challenge within 2 positions of where they moved off the ladder.
- 9 All Official Matches under the auspices of Vaal Triangle Squash, as well as matches deemed, by the committee, to be 'official', such as Club Championships, Vaal Triangle Squash League matches, etc will be taken into account in the maintenance of the ladder.
Results of such matches must be specifically reported to the Ladder Coordinator within 3 days of the match being played. Only in the event of the Ladder Coordinator not being available must the results be reported to the Secretary/President of Vaal Triangle Squash.
 - 8.1 Lower ranked players who beat higher ranked players, in any of the tournaments mentioned in rule 8 above and regardless of the difference in ladder positions, will be moved in accordance with the appropriate challenge criteria (as described in rule 6).
 - 8.2 Players not yet on the ladder who beat players already on the ladder, in any 'official match' as described under rule 8 and regardless of ladder position occupied by loser, will not get onto the ladder unless they have complied with rule 4.
- 9 If a player is "out of reach", but in beating his opponent according to rule 8, should end up directly below the loser, the winner will still be placed above the loser (as described in rule 5.5).
- 10 The Ladder Coordinator will move the winner of a match first and then move the losing player in accordance with the rules.
- 11 If a situation arises, in the maintenance of the ladder, where a player would move down unnecessarily due to various results, the rules would favour the highest ranked player.
- 12 Players who feel that the strict application of the rules has caused them an injustice should approach the committee, without hesitation, through the Ladder Coordinator.
- 13 The committee reserves the right to make any ruling it deems fair, with due regard to the natural rules of justice, the true intent of the ladder and the advancement of squash in the VT.

TOURNAMENTS

1. Players selected to represent the Vaal Triangle at official tournaments (Mielieland, Country Districts, Festival, etc) will only be taken into consideration if they are on the official VT ladder.
2. The ladder as it stands at the time of selection will be used to determine the availability of players to participate in the tournament.
3. The ladder will be used as a basis to "seed" players who enter the VT Championships
4. Players that want to be considered for selection to a VT team need to have played or be busy playing league in the Vaal Triangle (e.g. Mielieland availability is determined on the previous year's ladder and league representation). If players have moved into the VT from another area or have not played league previously, the committee will make a decision based on the specific circumstances at the time of selection.
5. Players can indicate their availability by completing the necessary forms, by contacting the tournament coordinator or by responding to a query from the tournament coordinator.
6. Availability will not constitute automatic placement into the team as the selection criteria will need to be applied.
7. Selection for teams to attend the Mielieland tournament will be restricted to players who have left school. The committee can decide to waive this rule if player availability becomes an issue.
8. Players who wish to play in a team but are not in the correct ladder position may challenge for a position in terms of the ladder rules above.
9. Challenges will be allowed up to 3 weeks before the tournament start (or at a date determined by the VT Committee)
- 10. The ladder is used as one criterion for the selection of teams but the Committee can/will utilise other factors such as attitude, previous tournament history, conduct, etc to determine the final team.**
11. Players will be required to pay a deposit as determined by the coordinator to confirm availability.
12. All fees need to be paid prior to the tournament start as indicated by the team coordinator.
13. If a player should withdraw from the team after finalisation of the names with the organisers, all monies paid will be forfeited and it will be the player's responsibility to obtain a refund from the replacement player.
14. The VT Committee reserves the right to withdraw a team from any tournament if they feel that the team will not represent Vaal Triangle Squash adequately.
15. Selected teams should play in positions according to the ladder as available at the time of the tournament start. However, if the players in the team all agree, positions can be changed at the tournament.
16. Only Country Districts, Festival and Masters IPT participation will be used to determine whether a player will qualify for VT colours. A player needs to play at least 5 games before colours are awarded.
17. In order to qualify for colours the player also needs to adhere to rule 4.

The team selection rules as described above do not apply to the Masters.