

# VAAL TRIANGLE SQUASH LEAGUE RULES

( 2010 - Rev 1)

## 1. V.T.S.R.A.

The Vaal Triangle Squash Rackets League will be known as “League” and will be run by the Committee of the Vaal Triangle Squash Rackets Association (V.T.S.R.A.), hereinafter referred to as “the committee”.

## 2. COMPOSITION OF LEAGUE

The committee will in its absolute discretion determine the number of leagues and the number of teams in each league.

## 3. TEAMS ELIGIBLE

3.1 All clubs which are members of the V.T.S.R.A. and which are in good standing may apply for one or more teams to participate in the league.

3.2 No club may apply for more than two teams per court per league night.

3.3 The committee has the right to refuse participation to any team or to allocate any team to a particular league.

3.4 All fees applicable for the club in terms of participation need to be paid as determined by the committee. Failure to pay fees due can result in disciplinary measures being taken against the club.

## 4. FIXTURES AND POSTPONEMENTS

4.1 Matches will be played on the dates and at the venue specified in the “fixture list” available on the VT website – [www.vaaltrianglesquash.co.za](http://www.vaaltrianglesquash.co.za). The committee is entitled to amend the “fixture list” at its’ discretion.

4.2 League rounds are: Mondays, Tuesdays and Thursdays.

4.3 No fixture should be played on any date later than the allocated one.

4.4 However, permission may be obtained, from the League Coordinator, for the date or venue of an individual “tie” to be changed to another date at an alternative venue when either or both of the players concerned is unable to play at the place or on the date originally specified. (‘Not feeling well’, sickness or injury are not acceptable reasons). The fixture needs to be played before the next scheduled match.

## 5. STARTING TIMES

5.1 All matches will commence at 18h30 or as determined between the clubs or teams participating.

5.2 The first “tie” of a league match will start strictly at or before the scheduled start time with a 15 minutes “grace period”, allowed after the start time, before penalty points may be claimed.

5.3 In the case of one team being late, league points will be awarded to the team, who before the expiry of the 15 minutes period of grace has three or more players present and ready to play, provided that the captain of the team entitled thereof claims such points. If the points are not claimed before further players in the defaulting team arrive and the arrival of such further players results in there being a pairing of opponents, the right to claim the penalty points is forfeited and the match will commence.

5.3.1 Penalty points will be awarded, in terms of rule 9, to the team who has three or four players present and ready to play unless:

(a) Both teams have less than three players available, in which event no league points will be awarded to either team.

(b) Both teams have three players (but neither has four players present) in which case league points will be awarded in accordance with the results of the 3 “ties” actually played and each team will receive one league point for the 3<sup>rd</sup> player present and forfeit one point for the missing player. Neither team will be awarded any bonus league points.

5.4 Irrespective of the number of players present on each side, if there is a pairing of opponents ready to play, play will commence at the starting time.

5.5 In case of the proceeding sub rule, the following will apply:

(a) League points will be awarded in accordance with the result of “ties” actually played.

(b) Neither team will be awarded any bonus league points if two or less “ties” are played.

(c) If three “ties” are played, league points will be awarded in terms of rule 9.

(d) After the start of the league match there will be a maximum “grace period” of 5 minutes allowed between “ties”, if there is no pairing of opponents ready to play after the 5 minutes “grace period”, the league match is deemed completed and league points awarded accordingly.

## 6. COURT USAGE

Each fixture will be played on one court only unless more than one court is available at the prescribed venue in which event more than one court may be used, provided that both captains agree thereto.

## 7. COMPOSITION OF TEAMS AND ORDER OF PLAY

- 7.1 Each team will consist of four players, except for the First League which will comprise of 3 players.
- 7.2 Only *bona fide* members of clubs that are paid up members of the V.T.S.R.A. may play in the league.
- 7.3 Ladies may play in the Vaal Triangle Men's leagues.
- 7.4 Any player who breaches rules 7.2 will forfeit his/her match 0-15, 0-15, 0-15 to his opponent and such breach will be deemed to be "default" in terms of rule 8.3.
- 7.5 No player may play in more than one team, in the same league, during any one season, without obtaining the permission of the committee.
- 7.6 No player may play in more than one league in any round except at the discretion of the League Coordinator.
- 7.7 No player may play for more than one club per season without obtaining the permission of the committee.
- 7.8 Any player who breaches rules 7.5, 7.6, and 7.7 will forfeit his/her second match 0-15, 0-15, 0-15 to his opponent and such breach will be deemed to be "default" in terms of rule 8.3.
- 7.9 All teams of a club will be selected on the basis of the best players available and able to play. A team will consist of its' best players available, provided that:
- 7.9.1 The maximum number of positions that any one player moves, relative to his teammates or club ladder, between consecutive fixtures actually played by that player, is **one** (1).
- 7.9.2 Nothing in the above should be construed as prohibiting the selection and use of a genuine reserve for each team. The reserve may only come in at position 4 (3 in 1<sup>st</sup> league).
- 7.9.3 The committee may, in its' absolute discretion in advance, give permission for specific players to play in any position or team lower than that in which they would play if selected strictly on merit and provided further that thereafter such player may not play in any other team or position without first getting the permission of the League Stewards, and
- 7.9.4 When any team has a "bye", the selection of players who are available and able to play will be as if the team concerned, did not have a "bye", i.e. the correct players will be allocated to the team and those players will not play for any other team.
- 7.9.5 A player from a lower league team may help out in a team from a higher league in the same week, but not for two consecutive weeks:  
*For example:*  
Week 1: No 1 of second league team plays on the Tuesday, he/she may help out for the reserve league team on the Thursday at **no 4 only**.  
Week 2: The player may only play as no 1 in second league, or as no 4 in reserve league, **but not for both, again**.
- 7.9.6 At no stage may a higher league team player play for a lower league team other than if such a player has moved down his club ladder due to ladder movement or because a new player has taken up his/her position on the ladder. The league coordinator can at his discretion allow this.
- 7.10 Players in each team will be arranged in descending order of merit so that the best player occupies no.1 position and so on to the weakest player in no.4 position.
- 7.11 Before the start of each match, the home captain will list the members of his team on the scorecard, in order of merit, before handing the card to the visiting captain who will then do the same.

### **For example:**

TEAM: Rovers "B"

No. 1 Gert van Antwerp

No. 2 Nico van Biljon

No. 3 Johan Calitz

No. 4 Piet van Diggelen

TEAM: Jeppe "A"

No. 1 Ian Smith

No. 2 Mark Jones

No. 3 Roger Black

No. 4 Freddy Peters

- If Smith of Jeppe "A" is unable to play, the team order must be:

Jones

Black

Peters

Replacement

- If Calitz of Rovers "B" is unable to play, the team order must be:

Van Antwerpen

Van Biljon

Van Diggelen

Replacement

### Note:

- When considering whether or not there has been a breach of any of the rules in rule 7 the League Coordinator will consider all relevant facts including and in particular the league history of the players concerned.
- If, in the opinion of the League Coordinator a player has breached any of the rules in rule 7, he/she may, in their discretion, penalise such breach by disallowing as many league points as they consider fit in the circumstances, provided that in so doing the principles embodied in rule 9 apply.

- 7.12 In the event of a club having to withdraw a team from the league, the clubs lowest team should withdraw and the players will be moved up to the higher team. The committee will make the final decision based on the circumstances at that time.

## 8. MATCHES

- 8.1 Each player of the team will play one “tie” consisting the best of five games.
- 8.2 Scoring will be according to the “PAR” system with a game having to be won by two clear points.
- 8.3 Should a player fail to arrive for a fixture or arrive late in terms of rule 5, his/her “tie”, and those of the player/s below him/her in the team, will be awarded to the opposing team by “default”.  
*For example: If a no.1 player “defaults”, all four “ties” in the match will be awarded to the opposing team. If a No.4 player “defaults”, only that “tie” will be awarded to the opponent.*
- 8.4 Subject to the provision of rule 16 of the **Rules of World Singles Squash**, should a player retire or be unable to continue for any reason, the remaining games in the “tie” will be awarded to the opponent.

## 9. LEAGUE POINTS

- 9.1 Each “tie” won will earn 1 (one) league point.
- 9.2 The winning team will earn an additional, bonus point for each “tie” (rubber) won. The losing team does not get any additional points.
- 9.3 In the event of the opposing teams winning two rubbers of the match each, the result will be decided as follows:
- 9.3.1 The team winning the most games will be the winner.
- 9.3.2 If both teams have won the same number of games, the team winning the most game points will be the winner.
- 9.3.3 If both teams have won the same number of games and points, the match will be drawn and each team will earn a bonus of two points (i.e. one point for each tie won).
- 9.4 The maximum number of points a winning team can earn is 16. (First League 12)
- 9.5 If a team misses a league match without arranging with the opposition, it will be penalised 16 points (First League 12) and a fine of R400 will be imposed on the club.

## 10. RESULTS

- 10.1 Official “score sheets and marking sheets” for each fixture can be downloaded from the VT website.
- 10.2 At least one captain must advise the League Coordinator of the result of the match by fax or e-mail.
- 10.3 Should the coordinator not receive the result within the specified time and no arrangement has been made with him, points will be deducted as follows:
- (a) If the result is not received within 3 days of the start of that specific league match, five points will be deducted from each team.
- (b) If the result is not received by the start of the next league match, neither team will receive any points.

## 11. RULES OF PLAY

All matches will be played under the laws of the game as adopted and laid down by the **Squash South Africa**.

## 12. BALLS

- 12.1 In all league matches the new Revelation Pro, yellow, double dot squash ball will be used.
- 12.2 At the start of any league matches a new official squash ball is to be provided by the home team.

## 13. DRESS

All players must wear clothes and shoes as prescribed under the laws of the game as adopted and layed down by **Squash South Africa**.

## 14. DISPUTES

- 14.1 Captains of the teams concerned, by agreement, may settle all disputes arising out of the fixtures.
- 14.2 In the event of a deadlock being reached on a dispute, it will be referred to the League Coordinator whose decision is final, subject to the right of appeal in terms of rule 17.
- 14.3 Captains must appoint Markers and Referees or a Single Official who will see that the individual “ties” are played in a ‘sporting’ manner and according to the **Rules of World Singles Squash**. The decision of the Referee is final.

## 15. LEAGUE WINNERS

The winner of each league will be the team who has the most league points upon the completion of the league fixtures.

- 15.1 If two or more teams have the same number of league points, the team, which has won the most “ties”, will be the winner.
- 15.2 If two or more teams have the same number of league points and have won the same number of “ties”, then the team, who has won the most games, will be the winner.
- 15.3 If two or more teams have the same number of league points and have won the same number of “ties” and have won the same number of games, then the team, who has won the most game points, will be the winner.
- 15.4 If two or more teams have tied in all of the above, then they will be declared the “Joint Winners”.

**16. PROMOTION AND RELEGATION**

16.1 The winner in each league will be promoted to the next higher league and the team at the bottom of each points table will be relegated to the next lower league for the following league season.

16.2 However should any teams feel, at the beginning of the season, that their moves are not justified, they must appeal, in writing, to the committee, before the fixtures are drawn up.

**17. APPEALS**

Any club who feels aggrieved by any decision or penalty imposed, by the League Coordinator, may appeal against that decision or penalty to the full committee, provided that such club notifies the Secretary of its intention to appeal, within 48 hours of having been informed of the decision or penalty by the League Coordinator.

**18. MISCONDUCT**

18.1 The committee has the power to take disciplinary action against any player, team, or club, for misconduct.

18.2 The power of the committee, in this regard, includes the right to suspend any player, team or club from participation in the league for any period of time, in its discretion, and/or declare points which have been earned, forfeited.