

**VAAL BUSINESS LEAGUE
INDIVIDUAL CHAMPIONSHIPS 2005**

RULES:-

1. Normal squash rules to apply.
2. Matches to be decided over best of FIVE games.
3. **NO PLAYER MAY BE SUBSTITUTED.**
If a player is not available and has not made any arrangements, he/she will be regarded as to have lost the match.
4. Matches not completed by the following Wednesday shall be decided by any committee member, firstly on the basis of availability of the players (note 3 above), or should both players not have been able to play, by the spin of a coin or any similar method.
5. BOTH contenders of each match shall be responsible for the necessary entries on the score sheet.
6. Handicap rules:-
 - 6.1 Players will be classified as follows:-
 - No 1 players: Category A Handicap -15 to -11
 - No 2 players: Category B Handicap -10 to -6
 - No 3 players: Category C Handicap -5 to 0
 - 6.2 Matches within the SAME CATEGORY, or against a player from ONE CATEGORY UP OR DOWN:
 - starting score will be based on the difference in handicap.
example:
PLAYER A -15 vs. PLAYER B -10
PLAYER A starts with -5. PLAYER B starts with 0
 - the player with the highest starting score to serve first at the beginning of each game.
 - players with the same handicap shall spin in the normal manner to decide who serves first.
 - 6.3 Matches between CATEGORY A and CATEGORY C players:
 - games will commence with the score being the handicap of the players.
example:
PLAYER A -15 vs. PLAYER C -5
PLAYER A starts with score of -10. PLAYER C starts with 0
 - the CAT C player to serve first at the beginning of each game.
 - "SINGLE AMERICAN" game rules to apply: any mistake by the CAT A player shall mean a point to the CAT C player.
 - 6.4 A player's initial handicap and grouping (Category) in ROUND 1 will NOT BE CHANGED during rounds due to the outcome of any match or change in position or due to any other reason.
7. If the player with the higher ranking (position) wins a match during any round, both players will maintain the same positions for the next round. However, if the player with the higher ranking loses a match, the players will swap positions for the next round.
example:
ROUND 1 PLAYER POS 1 (PLAYER A) against PLAYER POS 30 (PLAYER C)
If PLAYER A wins he/she moves to POS 1 and PLAYER C to POS 30 for ROUND 2.
If PLAYER A loses he/she moves to POS 30 and PLAYER C to POS 1 for ROUND 2.