



Rules

1. The competition is run on a league basis with every team playing all other teams. The teams with the highest points in the league determine who plays whom on finals night (Saturday 9th July). The team winning the first and second place play-off on finals night is the overall winner.
2. All matches start at 6.30PM (a part from finals night which is a Saturday at 5PM). As it is a team competition, you are strongly encouraged to arrive at the start and stay through the end. Please arrive at least 15 minutes before your match, "changed-and-ready-to-play". Any team member who is not ready to play at their appointed time may be penalized 3 points per minute they are late. So your opponents will be awarded these points and you will only play for the remainder of the allotted time.

It is the opposing Team Captain's choice to waive this penalty, but only if he/she feels that all reasonable efforts have been made to turn up on time.

3. Match fees are £3 per match. Subs to pay £2.00. Please pay at bar during course of evening.
4. Substitutes:

It is the responsibility of each individual player to find subs – NOT the Team Captains'. Please try and utilize the list of reserves first; this would be great as they are all keen to play but they cannot commit to the full season.

If you are using a sub, inform your Team Captain before the match.

Squash reserves:

- The ranking list will be displayed on the notice board.
- People on the reserves list to be used first.
- Then people **below** the player on the ranking list.
- Then as a last resort a reserve up-to 10 ranked places above can be chosen.
- When a reserve is used the ranking list is to be consulted at all times.
- If there is an issue at the very bottom of the ranking list in finding a reserve no more than 10 ranked places above the team member the Tournament Director will decide what adjustments will apply.
- If a substitute is used who is not on the ranking list, play the match and record score. Inform Tournament Director via email who will apply appropriate deduction if necessary.

Application of Penalties:

There will not be a penalty if the substitute is ranked lower than the team member they are replacing.

In the event that a higher ranked player is used the following applies:

- At the end of the game calculate the number of places the substitute is above the team member.
- Deduct half that number from the substitute's score.
- Add half that number to their opponents score

Racketball: all racketball players, including reserves, have been allocated a handicap – details are posted on the noticeboard. (To be finalized.)

Subs T-shirts will be available on the night – it is the responsibility of the captains to collect these in at the end of each night. The club will then wash these so they are ready for the next night.

How to apply racketball Handicap:

The player with the lower handicap starts at zero. The opponent starts on the difference between the two handicaps. (See published matrix)

5. Each game consists of a 2 minute warm up and a 20 minute continuous game using PAR scoring. The only exception to this is that the first players on court will have a 5 minute warm up. Service is decided initially by the spin of a racket and afterwards is taken by the team winning the last point of the previous game. A maximum of 60 points may be scored by any one player in each match. After that the game continues but only one player will be scoring points. The player who already has 60 will be aiming to stop their opponent from scoring points.
6. Playing orders:
 - a. Tuesday 26th April: Thurs 2nd June inclusive will be 7 3 5 1 6 2 4
 - b. Tuesday 7th June: Thurs 7th July inclusive will be 7 4 2 6 1 5 3
 - c. Finals Night Saturday 9th July 7 6 5 4 3 2 1.

Racketball is String No. 6 (black ball) and 7 (blue ball).

7. The playing order for a match may be altered with the agreement of BOTH Team Captains and ALL players who are affected by the change.
8. Marking of matches: ALL PLAYERS are expected to mark. The winner of previous match marks following match.
This is uncomfortable for many, so support from an experienced marker acting as referee may also be needed. In this way everyone's understanding of the game improves along with enhanced on-court-safety and playing standard.
9. In the event that the game ends in a draw, one final rally "post-time" is allowed to determine a winner of each game.
10. In case of questions or disputes on-the-night; Team Captains are to liaise and agree solution. Common sense to apply at all times.
11. **ALL TEAMS PLAY ON FINALS NIGHT WHICH IS SATURDAY 9th JULY FROM 17.00PM.** There will be a barbeque for all the family, social and presentation of prizes after the games have finished (**plus one free drink for all competitors**). Ask your whole team to put this date in diary at start of Summer Teams – and in case of not being able to make the date, organize a substitute also at the beginning of the entire Summer Teams Competition.