

WSRC League Scoring and Conduct Rules

All matches to be played on a best of five basis.

Scoring is PAR 15, Squash if at 14 ALL agree to play 2 clear to win. Racketball if 14 ALL agree to play to 17 to win.

All squash league games are to be played on a single yellow dot squash ball. If you wish to play with a double yellow dot squash ball your opponent must agree.

All squash⁵⁷ (racketball) league games are to be played on a black ball (preferably Dunlop). If you wish to play with a blue ball your opponent must agree.

SCORE 3/0 The winner gets 6 points the loser gets 1 point

SCORE 3/1 The winner gets 5 points the loser gets 2 points

SCORE 3/2 The winner gets 4 points the loser gets 3 points

In the event of one player not turning up for a previously arranged league game without contacting their opponent, the player that turned up gets 6 points and the defaulter gets 0 points.

Should any player who has offered his opponent at least 3 peak time opportunities to play their league game during the month the first player gets 4 points and the defaulter gets 0 points.

Should a player not be able to play a game due to illness or other reasons they forfeit the game to their opponent with the opponent getting 6 points.

In the event of an unfinished match there are two options:

- The match can be replayed by mutual agreement, or

The score should be recorded as:

SCORE 1/1 Both players get 2 points

SCORE 2/0 The leader gets 3 points the other player 1 point

SCORE 2/1 The leader gets 3 points the other player 2 points

SCORE 2/2 Both players get 3 points

All results should be entered into ManageMyMatch. Anyone not playing their league games in a month will be dropped down a league automatically, if this happens twice in a row you will be removed from the leagues.

Please note you have the ability to enter and withdraw yourself from the leagues via ManageMyMatch at any time. MMM/ Events / filter by your sport / select the league and either enter (green button) or withdraw (yellow button).