

# East of Scotland Squash & Racketball Association (ESSRA)

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Effective – 1<sup>st</sup> October 2018  
(Updated September 2018 – Version 2018-01)

## 1. League Structure

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- 1.1. The East of Scotland Open/Ladies' Squash League (hereinafter called "the League") is divided into Divisions containing ten teams each. However, from time to time, adjustments to the number of teams in any Divisions may be required to ensure reasonable competition.
- 1.2. In the League competition each team is required to play every other team in the same Division twice during the season, once at home and once away from home.

## 2. Eligibility of Clubs and Teams

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- 2.1. Participation in the League is restricted to teams from Clubs based in the following Administration Areas: Scottish Borders, East Lothian, Mid Lothian, West Lothian, City of Edinburgh, Fife (south of a line drawn between Kinross and Kirkcaldy, including Kirkcaldy and excluding Kinross), except by prior agreement of the East of Scotland Squash & Racketball Association (ESSRA) membership at a general meeting.
- 2.2. Teams must have access to at least two courts for matches, except by prior agreement of the ESSRA Committee.
- 2.3. Clubs which by 31st October in any year have not affiliated to Scottish Squash and Racketball, and have not paid in full their Scottish Squash and Racketball affiliation fees and their League team entry fees, will render all their teams liable to immediate expulsion from the League.
- 2.4. Clubs must provide adequate playing and changing facilities for all League matches. If, in the opinion of the League Secretary, the facilities provided are not adequate, the Club will be requested to make appropriate improvements, which failing the Club may not participate in the League in future seasons.

## 3. Teams

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- 3.1. Teams consist of five players, all of whom must be bona fide members of the Club concerned and have paid all Club subscription and entry fees required of them by 31<sup>st</sup> December in the current season. Exceptions to this rule may only be made with the approval of the League Secretary. This rule means that anyone who is not a paid-up member of a Club by 31<sup>st</sup> December, or who joins a Club after this date, will not normally be eligible to play in the League in the current season.
- 3.2. Players may not represent more than one Club in the League in any one season unless there are exceptional circumstances and only if the prior approval of the League Secretary has been received.
- 3.3. Players in any team must be selected in order of playing ability. The League Secretary may penalise teams not judged to be in the correct playing order or for breaching the other team selection rules below. Penalties may range from an admonition to exclusion from the League.
- 3.4. Where a Club has more than one team in the League:
  - 3.4.1. If a Club has two or more teams in the same Division, they must operate separate pools of players for each team. A player may play for any one of the teams in the same Division twice. Once a player plays for any one of the teams for a third time, then they cannot play for any other team in that Division for the remainder of the season, unless the prior approval of the League Secretary has been obtained.

- 3.4.2. If a Club has teams in different Divisions, the best five available players must be picked for the first team, the next best five available players must be picked for the second team, etc.
- 3.4.3. If a player becomes unavailable for a match in any given week, having previously been available and picked, he/she can be replaced by a player from a lower (but not a higher) Club team. The player being "borrowed" may also play for his/her normal team in that same week, provided that the player does not play twice in a week more than three times in a season.
- 3.4.4. If a higher team does not have a fixture in any given week, then players who would normally have been selected for the higher team are not eligible for selection for any lower team.
- 3.4.5. When a match has been postponed and rearranged, any players selected for the original match may play in the rearranged match, even if they will be playing for a different Club team during the week of the rearranged match.

## **4. Matches**

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- 4.1. Matches consist of five ties - best of five games per tie.
- 4.2. Matches must be played on the dates set out in the official Fixture List drawn up by the League Secretary unless:
  - 4.2.1. Both Clubs agree on an alternative mutually convenient date, in which case the following must be done:
    - 4.2.1.1. The home team must inform the League Secretary, before the date originally scheduled for the fixture, of the rearranged date.
    - 4.2.1.2. The rearranged date must be no later than the second last week of the season (e.g. week 17 in a ten team Division). In exceptional circumstances, a club may apply for the league secretary to grant an extension to this deadline.
  - 4.2.2. One or both teams are likely to have one or more players participating in a Scottish League fixture on the same date. In these circumstances the Club proposing the change must give at least 14 days notice; the match must be rearranged for a date to suit the home Club during the same week; and the approval of the League Secretary must be obtained.
- 4.3. Matches start at the time published on the Fixture List, unless the home team has notified the visiting team in writing of a proposed variation in the starting time at least 14 days before the date of the match.
- 4.4. Matches should be completed during the course of one day and at the correct venue.
- 4.5. Before any match commences, team lists must be exchanged between the captains and retained in case of subsequent query as regards playing order or eligibility.
- 4.6. Unless otherwise agreed between Clubs at least 48 hours before the scheduled starting time, matches are to be played in reverse order starting with the numbers five and four of each team. The players commencing a match must be changed and ready to play by the scheduled starting time.
- 4.7. Each team must have one marker available by the scheduled starting time of the match.
- 4.8. Ties are to be played according to "World Squash Singles Rules", as approved by the World Squash Federation (WSF).
- 4.9. New "Dunlop Pro" (double yellow dot) squash balls must be provided by the home team. Depending on conditions, e.g. temperature or playing ability, and by agreement of both team captains, "Dunlop Competition" (single yellow dot) may be used. Assuming two courts are being used then a minimum of two balls will be required. If a ball bursts during a match then it must be replaced by another new ball of the same type provided by the home team. Any rule pertaining to the make, speed, or age of the ball can be waived if BOTH players agree.

## **5. Scoring**

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- 5.1. All ties in a match must be marked.
- 5.2. Open Division 1 will be played in accordance with Rule 2 of the WSF's "World Squash Single Rules", i.e. point-a-rally scoring to 11 (PAR11).
- 5.3. Open Division 2 and below, (and Ladies' Divisions), will be played in accordance with Appendix 3.1 – "Alternative Scoring Systems" of the WSF's "World Squash Single Rules", i.e. point-a-rally scoring to 15 (PAR15).
- 5.4. Every game won scores one point for the player's team.
- 5.5. The team winning the greater number of ties in a match receives a bonus of three points.
- 5.6. An official Results Card must be completed at the conclusion of the match and, after signature by both Captains or their representatives, must be entered online by the home captain, and then retained by the home captain in case of any queries.
- 5.7. Failure to enter the results online within three days may lead to penalties being imposed on the Home team; this may take the form of a deduction of up to ten points from the Home team, but Clubs are warned that in serious cases the penalties which may be imposed may include expulsion from the League.

## **6. Defaults, etc.**

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- 6.1. Unless by prior arrangement, any player who is not ready to play, according to the order set out in Rule 4.6, within 15 minutes of a match court becoming available for play, shall be deemed to have played at No.5 and lost. Players listed to play below the absent string who have already commenced or completed their ties will forfeit any points gained and will be deemed to have lost, with full points from these ties being awarded to the opposition.
- 6.2. In the event of an injury to one player during a tie, including the warmup, time shall be allowed for as long as is necessary for recovery, but not beyond the end of all remaining unfinished ties in the match, unless both Captains agree otherwise. In the event of the injured player being unable to continue to play at the end of this period, the tie shall be awarded according to the WSF's "World Squash Single Rules".
- 6.3. Unless agreed under exceptional circumstances by the League Secretary, any team failing to fulfil a scheduled fixture will, in the absence of extenuating circumstances, have zero points recorded as its score as soon as possible. The team gaining the walkover will be awarded 18 points. Walkovers must be entered online within three days of the scheduled date for the fixture. For a fixture to be "fulfilled" a minimum of three ties must be played, i.e. the match winnable by either team.
- 6.4. Any team failing to fulfil two fixtures in a season will be suspended from the League and the results of all previously played matches will be declared void (unless the full first half of the season's fixtures had been completed, in which case these will stand and only the second half's results will be declared void). Suspension will be followed by automatic relegation at the end of the season.
- 6.5. The Home team are responsible for ensuring that there is sufficient and appropriate court time available for the completion of all matches according to the foregoing Rules. In the event of court time running out before all ties have been completed, the Home team will forfeit all unfinished and un-played ties and will be deemed to have lost those ties unless it is shown that the away team were at fault.

## **7. Promotion and Relegation - New Entrants and Withdrawals**

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- 7.1. The finishing position of each team in each Division will be decided by the aggregate points scored, after the deduction of any penalty points.
- 7.2. In the event of two or more teams finishing with the same aggregate points score, the final placings will be decided on the basis of matches won and drawn; which failing the basis will be the number of individual ties

won; which failing the basis will be the total number of individual points scored; which failing the basis will be the total number of individual points conceded.

- 7.3. When the placing of the teams in each Division has been concluded at the end of a season, the top three teams will be promoted to the Division above for the next season, and the bottom three teams will be relegated to the Division below for the next season.
- 7.4. Notwithstanding the provisions of Rule 7.3, no Club is permitted to have more than three teams in any one Division, and the Rules regarding promotion/relegation will be moderated by this consideration but always in such a manner that promotion/relegation will be on the basis of three-up/three-down.
- 7.5. In the event of withdrawals from the League, the League Committee (Rule 9) has the right to authorise play-offs between Clubs in order to resolve any adjustments which may be required to maintain the size of the Divisions of the League.
- 7.6. New entrants to the League are placed in the lowest Division of the League at the beginning of their first season, except at the discretion of the ESSRA Committee.
- 7.7. Clubs wishing to enter new or additional teams into the League must submit entries in writing to the League Secretary by 31<sup>st</sup> August prior to the commencement of the season.

## **8. Code of Conduct**

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- 8.1. All players are required to adhere to the Code of Conduct promulgated by Scottish Squash and Racketball, and are warned that contravention of the code, particularly as regards behaviour on court, may lead to disciplinary action being taken against individual players and, if considered appropriate, against Clubs.
- 8.2. The League Secretary will be responsible for ensuring that the Scottish Squash and Racketball Code of Conduct is implemented for all matches played within the League, and for advising the ESSRA Committee of the development of appropriate standards.

## **9. Administration**

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- 9.1. A League Committee of five persons will be appointed by the ESSRA Committee, when necessary.
- 9.2. The League Committee will be responsible to the ESSRA Committee for the interpretation of the League Rules and for the general control of the League competition.
- 9.3. Membership of the League Committee must include one member of the ESSRA Committee and one male and one female. The quorum for a League Committee meeting is three members of the League Committee.
- 9.4. The League Secretary is elected by Clubs at the Annual General Meeting of the ESSRA. His/her responsibilities include the detailed organisation and administration of the League programme and competition and the imposition of appropriate penalties for non-compliance with the League Rules.

## **10. Disputes**

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- 10.1. Disputes concerning issues within the League Rules should be referred in writing to the League Secretary within seven days of the incident concerned. The League Secretary will give his/her decision in writing to the parties concerned within ten days of receipt.
- 10.2. Clubs which wish to appeal against the League Secretary's written decision, or wish to raise an issue not covered by the League Rules but relating to the League competition, may request that the matter be considered by the League Committee. In such an instance a properly constituted meeting of the League Committee will be held as soon as practicable and the parties and the League Secretary will have the right to make submissions and be in attendance. Decisions of the League Committee will be transmitted to the parties concerned in writing within seven days of the meeting.

- 10.3. Decisions of the League Committee will be final except in cases where the interpretation of the League Rules is in dispute. In such instances the matter may, on appeal, be referred to the ESSRA Committee whose decision will be final.

## **11. Alterations and Additions**

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- 11.1. Alterations and/or additions to these Rules, or any extension thereof, may be made at any time by the ESSRA Committee provided that at least 14 days written notice is given to all Clubs.