

Kings Heath Squash League Rules (2024) (v2)



The leagues are intended to encourage friendly competition and to match players against opponents of approximately the same level of skill. They may also be used by club team captains to determine selection and rankings for club teams.

We endeavour to keep these rules as simple as possible.

- New members or any player wishing to enter the leagues should put their name, contact details and an estimation of their possible league position on the record sheets on the noticeboard. The league administrator will then enter their name into the next league session in a division where there is space commensurate with their ability.
- League sessions run for 5-6 weeks during which time each player may have to complete 4 or 5 matches.
- All internal league matches also automatically qualify as ladder matches.
- The responsibility for arranging matches lies equally with both players. Players should not automatically claim points if a match cannot be mutually arranged.
- All matches should be scored using the 'point per rally' system, best of 5 games, each game to 11 points. Games may also be played to 15 points if agreed to by both players prior to the start of the match. At 10-10 (or 14-14 if playing to 15 points) a player must then win the game by 2 points.
- All scores (even if the match is not completed) should be recorded via Squash Levels or on the result sheets posted on the League noticeboard immediately after the match.
- Points will be awarded for each match played and for each game won. Players will be awarded 1 point for playing, 1 point for each game won and a bonus point for winning the match.
- If a match is unfinished then points can be awarded for playing and for games won. Should the match be completed at a later date then neither player should score fewer points than were gained in the original match but further points may be gained by winning more games and/or the match.
- Scores should be entered into Squash Levels as games won. Game scores can also be included.
- Scores should be entered on the League score sheets as below:

Match Score (A-B)	Points A	Points B
3 – 0	5	1
3 – 1	5	2
3 – 2	5	3
2 - 2	3	3

- At the end of each session players may be promoted/relegated from their division depending upon the points scored and final position within the division. Usually the two highest scoring players will be promoted to the next division above and the two lowest scoring players will be relegated to next division below. In the event of a tie a decision will normally be made based on the result of the match between the two players.
- Any player who is injured, likely to be injured or not available to play any matches for more than two weeks should remove their name temporarily from the league. When fit or available to play again they may sign up to re-enter the league as detailed above.
- All players should endeavour to play all of their matches during each session. Any player who defaults from these rules may be removed from the leagues at the discretion of the League Administrator and will then be required to re-enter as a 'new member' (see above).
- Any questions or complaints should be referred directly to the League Administrator.

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