



Playing in the Squash and Squash 57 Leagues

Dorking Lawn Tennis and Squash Club

Welcome to the Squash and Squash 57 leagues. The way the leagues operate is based on the previous paper leagues and adapted for the League Master software. As with the paper leagues, the system is meant to be as simple and as fair as possible. If you have any comments or feel you have been treated unfairly, please get in touch: feedback is always welcome at squashleagues@dltsc.co.uk.

General

1. The Squash and Squash 57 leagues are run on League Master <https://dorkingtsc.leaguemaster.co.uk/>. The League Master link can also be found on the club's website on the squash page <https://www.dltsc.co.uk/adult-squash-and-squash-57>.
2. The leagues can be seen as a ranking system of club league players. This is an important frame of mind when considering the re-introduction of returning players (as described in 11 and 12 below)
3. Leagues run over a six-week period and opening and closing dates are posted on League Master
4. The target number of players per league is five but this may be altered depending on the total number of players. For example, for a league size of 50, there will be ten leagues of five. If one player drops out, league ten will have four players. If another player drops out, league nine will also have four players, and so on until 40 players are reached where every league will have four players
5. Scores should be entered on League Master as soon as possible after the match. Scores not entered by 9pm on the closing date will not count towards that league's standings
6. Players not playing any games in a league cycle will be removed from the next league unless they email squashleagues@dltsc.co.uk as to why they should be included (e.g. injury has cleared up). The aim is to keep the league alive and full of active players (existing players please note 13 below)
7. League rollover, i.e. the publication of the next league, will be carried out on the closing date of the league at 9pm in time for the first day of the next league cycle. Email notification of the new leagues will be sent from League Master as well as a News article being posted on League Master
8. Where not specifically called out in these rules, World Squash Federation rules apply. See <https://www.englandsquash.com/get-involved/play/master-the-basics>
9. The leagues are run for the benefit of all and in the case of any dispute the League Administrator's decision is final

Joining and leaving the league

10. Players joining the league fall into two categories



- a. New players should write to squashleagues@dltsc.co.uk where they will be emailed a user ID with which to get onto the League Master website. They should then follow the steps for a returning player below
 - b. Returning players, or new players with log in details, should use the link on League Master to register for the next league cycle
11. Returning players will be added to the league one league below the league which they left, unless they finished in the top two of that league, in which case they will re-enter the same league which they left
 12. New players will be added to the leagues at a position based on their ability gauged on, for example, club night matches or friendlies
 13. Existing players aware of upcoming holidays or general unavailability should use the link on League Master to remove themselves from the next league cycle ahead of the league commencing. Late withdrawals deprive other players in your league of matches as well as block promotions from leagues below

Scoring

14. Scoring system
 - a. Box league Squash games are point a rally (PAR) to 15, best of five, player to win by two clear at 14 all
 - b. Box league Squash 57 games are PAR to 11, best of five, player to win by two clear at 14 all
15. To enter results, go to League Master, follow the links and
 - a. For Squash, enter the game scores, i.e. 15-12, etc.: the use of game scores will give better updates on SquashLevels (see 24 below for details of SquashLevels)
 - b. For Squash 57, enter the match score in games only, i.e. 3-2, 3-1, etc. Scores do not flow to SquashLevels and the extra detail is not required
16. Match scoring: players get one point for playing, one point for each game won, and a win bonus as follows: three points for winning 3-0, two points for winning 3-1, one point for winning 3-2. This is mentioned for information only as League Master will do the computation when game and match scores are entered
17. One player should enter the scores on League Master. The opponent is emailed as confirmation when the match score is entered but no further action is required by the opponent at that point
18. Completed games only should be entered. Any incomplete game scores will be removed by the League Administrator
19. In the event of an incomplete game, e.g. 9-7, no final game score should be entered. Unfinished matches can be
 - a. left as they finished rounded down to whole games or
 - b. played to conclusion at another time agreeable to both players
20. Where unfinished matches end in a draw, e.g. 2-2, 1-1, players will be awarded four points each
21. Where unfinished matches end 2-1, players will be awarded the standard one point for playing and one point for each game won, i.e. three and two points respectively (although inconsistent with other match scoring, the software won't allow any other outcome)
22. Unplayed games with no walkover registered will be scored at 0-0 (see 28 to 31 below for details of walkovers)



23. The top two positions in a league will be promoted one league and the bottom two demoted one league
24. All Squash results flow into SquashLevels (www.squashlevels.com). SquashLevels is the national ranking system for Squash players from the top professionals down. Squash 57 results do not flow into SquashLevels

Court booking and payment

25. Court bookings are made on <https://dorkingtsc.clubsolution.co.uk/>
26. Either player can book the court at a time agreed as convenient to both players
27. In order to even out the cost of the courts, the non-booking player should use the Pay Share function on the Your Information page of the club's court booking system <https://dorkingtsc.clubsolution.co.uk/>. Although costs are relatively small, please pay your share to avoid inconveniencing the player who has taken the trouble to book the court

Walkovers

28. Every effort should be made to play all of your matches
29. If, when arranging a match with your opponent, three separate peak hour courts are offered (and all three are not in the same two week period) and your opponent is unable to accept any of them, then a walkover can be claimed
30. The score entry system on League Master should be used to enter a walkover and a reason must be given in the text box provided
31. In the event of a walkover, three points will be awarded to the claimant and none to the opponent

League Cup

Annual trophy scoring to be decided but most likely based on

32. Most improved player as of month end before finals night according to squashlevels (closing ranking points minus opening ranking points (might get corrupted by Surrey Cup), or
33. Most league wins in the year as of month end before finals night according to squashlevels