

The League Cycle

The league cycle will run over a period of 6 weeks. After which the results will be collated and players will be promoted and relegated accordingly.

Arranging Matches

There are normally **five** players in each division; therefore **four** matches need to be played in each six week cycle. It is the responsibility of each player to contact **two** others (designated below) to mutually arrange a date and time to play the league match.

Player A must contact players B + C

Player B must contact players C + D

Player E must contact players A + B

Player C must contact player D + E

Player D must contact player E+A

Scoring

All matches are to be played as the best of **five** games (possible match scores of 3-0, 3-1 or 3-2). Please enter the match score online at <http://new.sportkings.org/racquet-sports/squash-leagues.php> or on the squash notice board. A bonus point is awarded for a 3-0 win. For every match played 3 points will be awarded and 6 bonus points if all matches are played in the cycle on top of the points gained by winning sets and matches. This will be added to the total score at the end of the cycle.

Promotion and Relegation

Two players from each division will be promoted and **two** will be relegated. However, further changes may well occur due to people leaving or new people wishing to join.

Walkovers

If a player fails to turn up to an arranged match, the other player can claim a walkover and points score of 2-0.

Non-Completion of Matches

Matches that are not completed by the end of the cycle will be awarded to the player who should have been contacted. That player will be awarded 2 points and the player who didn't arrange the match will receive a score of 0.

Extra Rules

- A player who fails to play any matches will be removed from the following league cycle. Unless they contact the Club with a valid reason.

- Injured players must let the Club, and the players in their league know as soon as possible by email.