

2023/24 VSRA Richmond City Squash League (RCL) Rules

The Virginia Squash Rackets Association administers the league.

The league will be governed by a committee of team captains and players (the Committee). The Committee consists of **Sanjay Hinduja, David Bibb, Eddie O'Leary, George Stephenson, Andy Mack, Jim Irby, and Will Allen**, with consultation from the CCV head pro, **Patrick Chifunda**. The Committee will adjudicate all disputes within the league.

If anyone has any questions about the league or would like to get the Committee to rule on a particular interpretation of the rules, please email the League Commissioner, **Sanjay Hinduja** at **sanjay.s.hinduja@gmail.com**. The Committee will strive to get back to you within 24 hours.

Team Captains are expected to understand and help enforce the league rules with their team, including complying with the CDC's protocols for players that have COVID-19.

Rules and Regulations

1. Protective eyewear is required for all league matches. Failure to wear protective eyewear will result in a forfeit of the match without exception.
2. The season will consist of 8 rounds, followed by playoffs. Unless an approved substitution is playing, players will play the same seed from another team.
3. Matches are best of 5 games to 11 points (games must be won by two points), using the World Squash Federation's Point-a-Rally (PAR) scoring system. Players can record their scores in Club Locker or report them to their respective Captains for them to record. Accurate game scores should be reported as opposed to reporting each game score as '11-7'. See below regarding the deadline for reporting scores.
4. Team scoring is awarded as follows: each player scores 1 point for playing a match and 1 point for each game won. The match winner gets 1 additional point. Therefore, a winning player scores 5 points for their team while the losing player scores 1 point for a 3-0 loss, 2 points for a 3-1 loss and 3 points for a 3-2 loss. If 'Player A' defaults to 'Player B' then 'Player A' will receive zero points and 'Player B' will receive 5 points, recording each game as 11-0 wins. If neither player can play, no points are awarded.
5. All team standings and individual scores can be found on US Squash's Club Locker website (www.clublocker.com) after each play period.
6. The schedule for the season is available in advance so players will know which opponent they have for every round. Rounds are generally 2 weeks long, except for the holidays when they will be 3 weeks long. The deadline for each round is 11:59 pm on the Monday of the following round. For example, Round 2 will be October 16th through October 30th, 11:59 pm and Round 3 will be from October 30th through November 13th, 11:59 pm. **THERE ARE NO EXTENSIONS UNDER ANY CIRCUMSTANCES AND ALL SCORES NOT REPORTED BY THE DEADLINE WILL BE RECORDED AS FORFEITS FOR BOTH TEAMS.**
7. If a player cannot play their match within the play period, they should communicate and coordinate with their Captain as early as possible in the round to find an acceptable substitution. If opponents can't play (or find a substitute themselves) because they weren't contacted until later in the round, the opponent will generally be given the benefit of the

doubt and awarded a forfeit victory. This is an example of a matter that might be escalated to the Committee.

8. While the Captains will help facilitate contacts, it is the responsibility of the players to contact one another to schedule their match. **THE PLAYER THAT REACHES OUT FIRST AFTER 8 A.M. THE FRIDAY BEFORE THE ROUND BEGINS WILL GET TO CHOOSE THE COURT WHERE THE MATCH WILL BE PLAYED.** For example, Round 2 begins on October 16th, so players cannot reach out to their opponent until 8 a.m. on the morning of the Friday before that date, October 13th. **IF A PLAYER REACHES OUT TO SCHEDULE A MATCH BEFORE THE ABOVE TIMELINE, THEIR OPPONENT GETS TO CHOOSE THE COURT WHERE THE MATCH WILL BE PLAYED.**
9. While players cannot play a match after a round is over, they may attempt to schedule matches ahead of time for rounds that fall during a time when they know they cannot play. Their opponent is encouraged but not required to try to schedule a match ahead of time when needed. **PLAYERS THAT WISH TO PLAY A ROUND BEFORE IT BEGINS MUST ALLOW THE OPPONENT TO CHOOSE THE COURT IF THE OPPONENT IS WILLING AND ABLE TO PLAY EARLIER.**
10. A teammate from a lower level may substitute up when necessary. Higher-level players **CANNOT** substitute for lower-level players. No player can play more than two matches in a particular round. For example, a level 4 player could play his/her match and substitute for an injured level 3 player, but he/she could not also substitute for a level 2 player in that round. No match may be counted more than once, but two players can play twice if they are substituting for higher players.
11. Outside substitutions by players not on a team's roster of nine players must be approved by the Committee. An outside sub player may play for only one team per round. The same outside sub could play for more than one team for different rounds during the season. **ALL SUBSTITUTES NEED TO BE CURRENT MEMBERS OF US SQUASH SO THAT THEIR RATINGS AND THE RATINGS OF THEIR OPPONENTS ARE UPDATING THROUGH THE LEAGUE.**
12. If a player is forced to retire during a match for any reason, that player gets 1 point for participating and 1 point for each game he or she has won up to that point. The opposing player scores 5 points for the win.
13. A forfeit is recorded when one player attempts to contact an opposing player more than once but does not receive any response. However, the player should also inform his or her Captain of the opponent's failure to respond and the Captain should inform the opposing Captain to help arrange the match or get a substitute. If players make contact but cannot find a mutually agreeable time, and one player is generally available while the other is generally unavailable throughout the play period, then a forfeit of the unavailable player results, unless a substitution is arranged. If two players make contact but cannot find a mutually agreeable time due to conflicts on both parts and no substitutions can be arranged, then a "Did Not Play" (DNP) results, and no points are awarded to either team.
14. Teams will be divided randomly into two divisions for an eight-match regular season. The regular season will be followed by playoffs. The top four teams in each division will advance to the playoffs. During the playoffs matches will not be scored by the above point system but rather by how many individual matches a team wins. For example, two nine person teams meet in the playoffs and each team receives 1 point for a win and 0 for a loss. **NO OUTSIDE SUBSTITUTIONS WILL BE ALLOWED DURING THE PLAYOFFS, WITH THE**

FOLLOWING EXCEPTION: If a team's #9 player cannot play a match due to injury, the injured player's captain can appeal to the Committee to allow a valid outside substitution. All matches in the finals of the league will take place on one night to be determined based on team availability.

15. As players will improve or decline in competitiveness for a variety of reasons during the course of a season, it is important for the proper functioning of the league that Captains encourage their team members to challenge within the team to maintain a fair playing field in matches. **All movements within a team's roster need to be supported by a challenge match recorded in Club Locker.** All challenge matches and resulting shifts in a team's lineup need to happen prior to Friday at 8 a.m. before the end of a round. For example, if Round 2 starts on October 16th and ends at 11:59 pm on October 30th, all challenge matches must be played and recorded before October 13th at 8 am. Matches that conclude between Friday October 13th at 8:01 am and Friday October 27th at 8 a.m. will result in the movement occurring at the beginning of the following round, which, in this case would be Round 3.