

# SURREY SRA

**LEAGUE COMPETITION RULES FOR: SURREY CUP, SUMMER SURREY CUP, ANN PRICE SURREY TROPHY, SUMMER SURREY TROPHY, SURREY VETERANS LEAGUE, SURREY VINTAGE LEAGUE**

## Additions to Previously Published Rules and Other Relevant Notes

A section has been added at the end of this document covering modifications to the rules for each version.

1. The above competitions will be run by Competition Secretaries appointed by the Surrey Squash Rackets Association in accordance with the following rules.
2. To qualify for entry to the Competitions:
  - (a) Clubs **must** be affiliated to England Squash for the current year.  
*[Due to the subscription request date by England Squash and the possibility of legitimate negotiation of subscription levels between England Squash and clubs, the inclusion of clubs not currently affiliated will be at the sole discretion of the Surrey SRA League Secretary. However, if the previous year's subscription remains unpaid, no club will be allowed entry.]*
  - (b) Entry fees **must** be paid prior to the date decided by the Competition Secretaries. If entry fees are not received before the fixtures are issued by the Competition Secretaries, teams will not be included.

### 3. ELIGIBILITY OF PLAYERS

The following shall be eligible to play for a club or other organisation:

- (a) A member liable for, and paying the full subscription for squash rackets.
- (b) A life member elected and paying the full subscription for such membership.
- (c) An honorary member elected by their club or in such special circumstances as the Surrey Squash Rackets Association may approve.
- (d) **Surrey Veterans League:** Men must be over 45 on the day of the match or 40 in the case of ladies.
- (e) **Surrey Vintage League:** Men must be over 55 on the day of the match or 50 in the case of ladies.

Note: A person may be eligible to play for their club immediately upon joining, or meeting the above criteria as long as this does not infringe Rule 5 (a) and (b).

**[PENALTY: Where a person plays for a club without being a member as specified above, they will be immediately excluded from playing for that club for the rest of the league season and the General Penalty will apply – see Rule 14.]**

### 4. COMPETITION FORMAT

#### **Surrey Cup**

- (a) The Competition is for teams of five players.
- (b) The Competition shall be arranged in divisions of nine teams (where possible), to consist of a Premier Section of Divisions 1 to 4 and two parallel sections of equal merit below this level, (called Blue and Red) commencing at Division 5.
- (c) From Division 5 and below, if there are two teams from the same Club in the same Division they will be separated, one in Blue and one in Red.
- (d) Each half of the winter event will have a two week gap approximately half way through designed to coincide with school half terms for both state and private schools. However, changes in dates may make this unworkable.

#### **Surrey Veterans League**

- (d) The Competition is for teams of five players.

#### **Ann Price Surrey Trophy**

- (e) The Competition is for teams of four players.
- (f) The Competition shall be arranged in divisions of up to eight teams

#### **Summer Surrey Cup**

- (g) The Competition is for teams of four players.
- (h) The Competition shall be arranged in divisions of eight teams (where possible), to consist of a Premier Section of Divisions 1 to 2 and two parallel sections of equal merit below this level, (called Blue and Red) commencing at Division 3.
- (i) From Division 4 and below, if there are two teams from the same Club in the same Division they will be separated, one in Blue and one in Red.
- (j) The top two teams in each division at the end of the league matches will play in a play-off to determine the final division placings.

#### **Summer Surrey Trophy**

- (k) The Competition is for teams of three players.
- (l) The Competition shall be arranged in divisions of eight teams

#### **Surrey Vintage League**

- (m) The Competition is for teams of three players.

### **5. RESTRICTION OF PLAYERS**

- (a) No player may represent more than one Club during the same season in each Competition, except with the prior approval of the relevant Competition Secretary. Such applications shall be in writing. Where approval is granted, a player may not play again for the original club during the same Competition.

**[PENALTY: Immediate exclusion from the competition for the player concerned and the General Penalty will apply – see Rule 14. Where it is unclear as to which club the player was correctly nominated, the General Penalty will apply to all teams for which the person played.]**

*[It is perfectly acceptable for a player to be a member of two clubs, but they can only play and be nominated for one. Simply deciding to change the team you play for mid-season where you are a member of both, is not acceptable and the only expected situation is where you genuinely join a new club.]*

- (b) Only players named on the individual competition nomination (or renomination) forms may play in any of the competitions. Initial nomination forms must be sent to the Competition Secretaries, together with fixture lists, prior to the start of the competition, with subsequent renomination forms as submitted under the rules.  
*[Unofficially, for the bottom team in any club, any member of the club meeting the normal requirements for playing in the relevant team are deemed to be 'nominated', even if not included in the current nomination list for that team. However, once played, they are automatically added to the bottom of the nomination list in the correct order in relation to other players. This allows for situations where the bottom team cannot get any nominated players to play, but could still find an unnominated player.]*
- (c) All players are restricted to playing in the team for which they are currently nominated or in a higher team, as allowed under the rules.  
*[You may not under any circumstances play in a lower team than that for which you are currently nominated.]*
- (d) No player shall be eligible to play in any lower team after they have played more than twice in each half for any higher team(s) except as allowed in Rule 5(i).  
*[If a player plays up more than twice in the first half, they are not allowed to play for the lower team at all in the second half.]*
- (e) All players must play in the order as given on the appropriate nomination forms. However one interchange of players may be allowed from that declared on the current official nomination form by no more than one interchange of players and shall be restricted to those in consecutive positions on the form.
- (f) No player from a lower team as allowed under Rule 5(c) may play above a player nominated for any higher team.
- (f) Match cards giving the names of all players in team order and including current nomination status as declared on the official form, shall be exchanged by team captains or their deputies present **prior to the commencement**

**of the match.** The cards may not be amended thereafter and shall be signed by both captains at the conclusion of the match as confirmation of the results recorded.

*[Initial exchange of nomination list is usually ignored in any but the top divisions, but it is to stop any sharp practice should a player not turn up and all teams should be encouraged to adhere to it.]*

- (g) A maximum of two **club** re-nominations in each season will be allowed. Only one such re-nomination shall be allowed before the conclusion of the first half of the season. **The relevant Competition Secretary must receive all second re-nominations by the end of January for the winter competitions.** Applications for club re-nomination shall be made on the official form to the Competition Secretary, with a copy to the co-ordinator for the division concerned, if applicable.
- (h) New players becoming eligible to play for a Club may be nominated, in order of merit, at any time by advising the appropriate Competition Secretaries in writing with at least 24 hours notice prior to them playing in a match.
- (i) No player re-nominated for a lower team may subsequently play for any higher team. A player re-nominated for the same team may play in a higher team only if remaining eligible under Rule 5(c).
- (j) **Surrey Cup only:** Players shall be required to play for their club on a minimum of four occasions before the 5<sup>th</sup> fixture of the second half matches for the team for which you are nominated. Players not so conforming shall be ineligible to represent the club after that date in the same season, except as allowed under Rule 6(d).  
*[This slight change gives everyone the opportunity to play the required 4 matches, regardless of the fixture matrix. This rule, while it may on occasions be tough for clubs trying to encourage young players who are not always available, is nevertheless a fair way to prevent teams from bringing in last minute players against the spirit of the leagues. Note that where a tie is rearranged as allowed under Rule 6(e) this does not bypass the need to have played 4 matches – you cannot play the 5<sup>th</sup> fixture of your nominated team unless you have played 4 times before. Period.]*

## 6. MATCHES – HOW PLAYED

- (a) Each team shall play two matches, one at home and one away, against all teams in the division.
- (b) If two teams from the same club are in the same division then these shall be the first fixtures in each half of the season and may not be re-arranged.
- (c) Matches will be played on the dates agreed by the Fixtures Secretaries within the scheduled dates allocated by the Competition Secretary. The only time a fixture may be rearranged is where unforeseen issues arise at the home club.
- (d) Team members may play their string on a date other than that arranged only if playing in one of the following events: (i) an international match recognised by England Squash, (ii) the British Open Championship, (iii) the British Closed Championship, (iv) an inter-county match or (v) the Surrey Open or Closed Tournaments. No other grounds for playing ties on alternative dates are allowed.
- (e) Individual ties re-arranged under Rule 6 (d) must be played within twenty-one days of the original date or the team requesting the postponement shall concede the tie.
- (f) **(i) Surrey Cup; Ann Price Surrey Trophy; Summer Surrey Cup; Surrey Veterans League:** At least three players from each side should be present at the previously agreed starting time of the match. Once play has commenced it shall be continuous until the completion of the last tie. Failure to comply with this rule will invoke Rule 6(g). In the event of court time running out, the team causing the delay in starting the match shall forfeit the unplayed rubber(s).  
**(ii) Summer Surrey Trophy:** All players from each team must be present at the agreed match start time otherwise as players from both teams may be required to mark. In the event of court time running out, the team causing the delay in starting the match shall forfeit the unplayed rubber(s).

*[Clearly there are two issues here. One is that unless teams start promptly, the matches go on very late and the other is that unless there are at least four players at the start, then a match may not have a marker. With the problems of traffic and work commitments, it is possibly wishful thinking to expect all 10 players to arrive on time, but every effort should be made to do so.]*

- (g) If a player fails to arrive and the other rubbers have been completed, that player's team forfeits the contest at the missing string's position and below, i.e. the whole match if it is the 1<sup>st</sup> string player. In exceptional circumstances, and after written application to the Competition Secretary, the missing player's team may be allowed to retain the points from the completed ties as the player may be judged to be technically late as opposed to missing.
- (h) Any tie won by, and below, an ineligible player shall be counted as a loss.
- (i) With the exception of Division 1 in the Surrey Cup, all matches will be played as 'first to 9 points, only the server can score a point' scoring. Division 1 in the Surrey Cup will play 'first to eleven, point per rally' scoring.

- (j) Where courts for fixtures in Division 1 in the Surrey Cup have a moveable 'tin', with the agreement of the opposing team captains it may be lowered in keeping with squash at a professional level.

## 7. SCORING

From the 2006 Annual General Meeting onwards it is obligatory for any club playing in one or more of the competitions covered by these Rules to be represented at the AGM. Failure to be so represented will result in a 10-point penalty for each and every team in all competitions covered by these rules for the next relevant season. (This means that if you are not represented your team(s) will start the season with minus 10 points).

### **Surrey Cup, Surrey Veterans League**

- (a) 1 point shall be scored for each individual game won.  
(b) 4 bonus points shall be scored as a result of a match won. .

### **Surrey Vintage League**

- (a) 1 point shall be scored for each individual game won.  
(b) 3 bonus points shall be scored as a result of a match won. .

### **Ann Price Surrey Trophy & Summer Surrey Cup**

- (c) 1 point shall be scored for each individual game won.  
(d) 3 bonus points shall be awarded to a team winning the match 4-0 or 3-1  
(e) If the ties are 2-2 then the side winning the most games shall be awarded 1 bonus points.  
(f) If the ties are 2-2 and the games are equal and the points scored within the games are equal, then the bonus points are NOT awarded.

### **Summer Surrey Trophy**

- (g) 1 point shall be scored for each individual game won.  
(h) 2 bonus points shall be scored as a result of a match won. .

### **All Competitions**

Walkovers will only be awarded in exceptional circumstances and at the discretion of the relevant Competition Secretary. If a match is cancelled less than 24 hours beforehand a walkover will be given to the non-requesting team WITH bonus points.

If a match is cancelled more than 24 hours beforehand but no re-arrangement is possible then the walkover will be awarded to the non-requesting team WITHOUT bonus points.

### **Withdrawn Team**

Where a team is withdrawn from the leagues before half way, all matches are deemed void and the scores reset to 0-0. Where the withdrawal is after the half way point, all first half scores will stand but scores after the half way will be deemed void and reset to 0-0.

## 8. WINNERS

At the end of the season the team in Division 1 scoring the greatest number of points shall be the winner of the Competition. The winning clubs of the Surrey Cup and the Ann Price Trophy shall represent Surrey in the England Squash National Cup Competition. In the event that the winning club is unable to play in the England Squash National Cup Competition the relevant Competition Secretary shall have the power to nominate a replacement club.

## 9. MARKING

- (a) All matches shall be officiated by both teams from the players present.  
(b) Prior to 1<sup>st</sup> October of any season, the Surrey SRA, requires that a nominated player from each team should have attended an official referee and markers course held by the Surrey SRA.

## 10. PROMOTION & RELEGATION

Promotion and relegation shall be decided, subject also to Rule 4(c), as follows:

### Surrey Cup

- (a) The top two teams in each Division shall be promoted to the next higher division.
- (b) In Divisions 1, 2, 3, 5B, 5R and lower the bottom two teams shall be relegated to the next lower division.
- (c) In Division 4 the bottom four teams shall be relegated to Division 5 (Blue) and Division 5 (Red) alternately. The top two teams in Division 5 (Blue) and Division 5 (Red) shall be promoted to Division 4.
- (d) In the event of a tied position between two or more teams, the aggregate result of the home and away matches between each other during the season will determine the winner(s). For this purpose the number of ties won will be counted, followed by the number of games won and finally by the number of points scored. If a tied situation still exists then a deciding match(es) will be played at a time and venue to be determined by the relevant Competition Secretary.

### Summer Surrey Cup

- (e) The top two teams in each Division shall be promoted to the next higher division.
- (f) In Divisions 1, 2, 4B, 4R and lower the bottom two teams shall be relegated to the next lower division.
- (g) In Division 3 the bottom four teams shall be relegated to Division 4 (Blue) and Division 4 (Red) alternately. The top two teams in Division 4 (Blue) and Division 4 (Red) shall be promoted to Division 3.
- (h) In the event of a tied position between two or more teams, the aggregate result of the home and away matches between each other during the season will determine the winner(s). For this purpose the number of ties won will be counted, followed by the number of games won and finally by the number of points scored. If a tied situation still exists then a deciding match(es) will be played at a time and venue to be determined by the relevant Competition Secretary.

### All Other Competitions

- (i) The top two teams in each Division shall be promoted to the next higher division and the lowest two teams shall be relegated.

## 11. FURTHER TEAMS

Provided that promotions gained under Rule 10 are not disturbed, the relevant Competition Secretary may fill vacancies, add further divisions or reduce the number of divisions. In exceptional circumstances teams may be promoted or relegated by more than one division at the absolute discretion of the Competition Secretary.

## 12. ORGANISING

Home clubs shall be held responsible for arranging the dates and starting times of the matches and for reporting results. The first match must be scheduled to commence by 19:45 in order to complete the overall match by an acceptable time.

- (a) **Matches in the Surrey Cup, Summer Surrey Cup, Surrey Vintage League, Ann Price Surrey Trophy and Summer Surrey Trophy shall be organised as follows:** There shall be no matches played on Saturdays or scheduled to be played before 19.00 hrs on Sundays without the unanimous approval of the players concerned.
- (b) **Surrey Cup only:** All Division 1 matches will be played on Wednesday evenings.
- (c) **Surrey Veterans League only:** Matches shall all be played on Saturday afternoons, in accordance with the fixtures schedule issued by the Competition Secretary

### All Competitions:

- (d) Results of all ties shall be recorded on the official result cards, giving the names of all players and the full scores or a note added in respect of ties postponed under Rule 6(d). Ties not so recorded shall be deemed to have been won by the away team. The entry of the match result onto the League Master website does not negate the need to send in the result card by the due date.  
*[However, the web site does indicate if the match card has been verified by a coordinator and by definition this shows that the match card has been received. It is the responsibility of any club to check that a card has been*

*received so that missing cards can be dealt with as soon as possible after the match was played. In the event that a missing card is not brought to the attention of the relevant coordinator, Rule 12(e) will apply.]*

- (e) Result cards must reach the relevant Competition Secretaries/League Co-ordinator within SEVEN days of the latest scheduled date allocated for each match, except as allowed under Rule 12(g). If the card is not received by the due date the home team will incur a penalty of the relevant bonus points, even if they were the losing team. Cards not received by half time will be awarded as a win to the away team.
- (f) No matches may be played as double headers, i.e. teams may NOT agree to play both home and away matches as one fixture.
- (g) **No matches may be re-arranged** but home and away fixtures may be reversed if both teams are in agreement. If exceptional circumstances dictate then a written request for re-arrangement should be made to the relevant Competition Secretary / Co-ordinator prior to the scheduled date of the match. Any such request **must** be accompanied by an agreed re-arranged match date accepted by both clubs. The Competition Secretary's decision shall be final.  
*[It has long been accepted that in violation of this rule, teams ring up and rearrange matches and the opposing teams feel obliged to accede. This simply creates problems further down the line. Do not do it.]*
- (h) Any first half matches that have been authorised for re-arrangement by the Competition Secretary **must** be played before the start of the second half of the season. Any re-arranged second half matches **must** be played by 2 weeks after the final scheduled match date. If any re-arranged match is not played by the required date the club requesting the re-arrangement will forfeit the match and a walkover be awarded.
- (i) Winter Surrey Cup and Winter Surrey Trophy only: The Home Club must provide adequate refreshments for the visiting team. Anyone who is unable to stay for these should inform the home team captain 48 hours before the match in order to avoid home teams being charged for match food that is not required. The onus is therefore on the player not staying to inform the opposition - failure to do so may result in that player having to pay for the cost of the meal. **(Meals are not provided for the Summer Surrey Cup or Summer Surrey Trophy matches)** Common rules of hospitality will apply in that it is not expected that the home team will have to pay for more than two drinks per opponent after the match unless agreed otherwise by the respective captains.  
*[This is a rule that must be treated sensibly. If players turn up on time and matches start when they should, then there will be time at the end for a sociable meal, drink and conversation, something that most people would agree, is part of the reason for playing team squash. However, some clubs have no normal catering facilities at that time in the evening and usually have to send out for a curry or fish and chips. In these cases, it is quite reasonable for them to wish to offer a light meal, such as sandwiches, crisps and any other food that is easy to prepare in advance and will not necessarily need heating up. If this is the case, then most teams will understand.]*

### 13. RULES OF PLAY

- (a) The Rules of Play shall be those of England Squash.
- (b) Although the Rules of Play include behaviour on court, a specific requirement for the Surrey Leagues is that of good conduct. All players are required to conduct themselves at all times in a sporting and polite manner and no swearing or abusive behaviour will be tolerated.

**[PENALTY: For a first offence, a warning will be given to the individual concerned and any further occurrences will result in that person being immediately banned from the current league. Under excessive circumstances, the person may be banned from the league immediately without any initial warning.]**

### 14. PENALTIES

The general penalty for an ineligible player playing in a match is that he and any member of his team for the particular match playing below him or her will forfeit their individual match.

### 15. DISPUTES ETC.

- (a) All disputes or queries shall be notified in writing to the relevant Competition Secretary whose decision thereon shall be final.
- (b) The decision of the Competition Secretary in all matters not covered by the forgoing rules shall be final.
- (c) Any matters of unacceptable conduct in the course any match being played in these competitions shall be referred to the SSRA Disciplinary sub-committee who are empowered to deal with all such matters.
- (d) It is accepted that these rules may not cover every situation. Clubs are expected to comply with the spirit of these rules, particularly where any loopholes exist.

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## **ADDITIONS TO PREVIOUSLY PUBLISHED RULES**

As of Nov 2007, rules will be issued as files named '**surrey sra rules vn**', where n is the current version. These rules will be available either from the league website or directly from the league secretary.

### **surrey sra rules v1: Issued Nov 2007**

1. Rules 6(i) and 6(j) added: Division 1 in the Surrey Cup now playing 'point per rally' scoring and tin height.
2. Certain rules have *[notes]* added below them to explain issues contained within them. They are advisory ONLY and form no part of the rule itself.
3. Rule 5(c) has a phrase added concerning playing in the team for which you are nominated. This was originally stated in Rule 5(j) but has been moved to highlight it.
4. Rule 7 Scoring for the Vintage League has been altered to give 3 bonus points for a win not 4.

### **surrey sra rules v2: Issued Nov 2008**

1. Rule 2 stated that a club was required to designate Surrey as their County for the purposes of England Squash affiliation. This has been simplified.
2. Rule 3(a) stated that a player had to be a member of a club for at least 21 days before being eligible to play. This restriction has been removed.
3. Rule 7 has a clarification on the match points if a club withdraws from the leagues.
4. Rule 13 has been extended to include a statement on behaviour of players.
5. Rule 14 A new rule category has been added under the heading of Penalties which formally states the general penalty for playing an ineligible player.
6. Generally, a statement of penalties have been added to selected rules. These are shown in red.