

SURREY SRA

LEAGUE COMPETITION RULES
FOR:

SURREY CUP, SUMMER SURREY CUP, ANN PRICE
SURREY TROPHY, SUMMER SURREY TROPHY,
SURREY VETERANS LEAGUE, SURREY VINTAGE
LEAGUE



1. GENERAL ELIGIBILITY

- (a) The above competitions will be run by Competition Secretaries appointed by the Surrey Squash Rackets Association in accordance with the following rules.
- (b) To qualify for entry to the Competitions:
 - (1) 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.]
 - (2) Entry forms and fees **must** be received prior to the final entry date decided by the Competition Secretaries. If entry forms and fees are not received before this date, teams will not be included.

2. COMPETITION FORMAT

(a) Surrey Cup

- (1) The Competition is for teams of five players.
- (2) 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.
- (3) 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.
- (4) Each half of the winter event will have a one or 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.

(b) Summer Surrey Cup

- (1) The Competition is for teams of four players.
- (2) 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.
- (3) From Division 3 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.
- (4) 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.

(c) Ann Price Surrey Trophy

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

(d) Summer Surrey Trophy

- (1) The Competition is for teams of three players.
- (2) The Competition shall be arranged in divisions of eight teams (where possible).

(e) Surrey Veterans League

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

(f) Surrey Vintage League

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

3. ELIGIBILITY OF PLAYERS

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

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

Note: A person being eligible to play for their club does not necessarily allow them to do so for a particular league. See rules below.

[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 10.]

- (b) 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.

[It is perfectly acceptable for a player to be a member of two clubs, and indeed to play Surrey Cup for one club and Vets for another, for instance.]

[PENALTY: Immediate exclusion from the competition for the player concerned and the General Penalty will apply – see Rule 10. 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.]

- (c) Only players named on the nomination list for the relevant period may play in any matches, except as stated below for the bottom team in a club. Initial nominations must be received, prior to the start of the competition, with subsequent nominations as required under the rules. The nomination list for any team must contain at least as many players as make up a side for the particular league.

For the bottom team ONLY in a club, any eligible member (see Rule 3a) is deemed to be 'playable', even if not included in the current nomination list for that team. This allows the team to use players **in the bottom team only** to "make up the numbers" where injury or holidays would not otherwise allow a full team to be available. However, once played, they are automatically added to the bottom of the nomination list and from then on, normal playing order rules apply.

[Players added this way can only play for the bottom team.]

- (d) 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.]
- (e) A player who plays for a higher team(s) that that for which they are currently nominated, has "**played up**" and there are limits associated with the following competitions:

Surrey Cup: Limit of playing up twice per half.

Vets: Limit of playing up three times per half.

Vintage: Limit of playing up three times per half.

Any player who "plays up" **more than the limit**, is deemed to be "**team tied**" to the higher team, and cannot then play in any lower team **for the rest of the season**.

[A player team tied in the first half can remain nominated in their original team for the second half, although cannot actually play in that team. This allows the order of relative strength of players to be maintained.]

The team to which you are tied is considered as follows :

1) If at least one of your "play ups" is to the team immediately above that for which you were originally nominated, then you are tied to that team. (eg: if nominated for the 3rd team in Surrey Cup and you play up twice for the 1st team and once for the 2nd team, you are tied to the 2nd team.)

2) If none of your "play ups" were for the team immediately above that for which you were nominated, then you are tied to at least two teams above. (eg: if nominated for the 3rd team in Surrey Cup and you play up three times for the 1st team, you are tied to the 1st team.)

3) If at the point of being tied to a particular team, any of your "play ups" were to a team above that to which you have just been tied, then those "play ups" remains against you for the rest of that half. (eg: if nominated for the 3rd team in Surrey Cup and you play up twice for the 1st team and once for the 2nd team, then you are tied to the 2nd team, but if you then play up once more into the 1st team, then you are immediately tied to the 1st team.)

- (f) All players must play in the order as given on the appropriate nomination forms. However, for any match, **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 relevant nomination form**.

[Note this refers to nominated order. Just because two players happen to be playing one below the other on the night, does not allow them to swap, unless their actual nomination order is also one below the other.]

- (g) No player from a lower team may play above a player nominated for any higher team.

- (h) 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.]

- (i) Only two nominations are allowed per season, one for each half of the season, with each being received before the first week of each half.
[The old concept of a re-nomination no longer exists. In addition, new members can only be nominated through the two allowed nominations. If a new member joins after the start of the season, they cannot play until the second half and if they join after the start of the second half, they cannot play at all.]
- (j) 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 3(e), "playing up".
- (k) **Surrey Cup (Winter) only:** Players shall be required to play for their club in the Surrey Cup on a minimum of four occasions before the 6th fixture of the second half matches (ie. you must have played 4 times to be able to play in the last 3 matches). Players not so conforming shall be ineligible to represent the club after that in the same competition. This restriction does not apply to the bottom team in a club as allowed under Rule 3(c).
[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 4(f) this does not bypass the need to have played 4 matches – you cannot play the 6th fixture of your nominated team unless you have played 4 times before. Period.]

4. MATCHES – HOW PLAYED

- (a) Each team shall play two matches, one at home and one away, against all teams in the division. No matches may be played as double headers, i.e. teams may NOT agree to play both home and away matches as one fixture.
- (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) If two teams from the same club are in the same division (Divisions R and B are not considered the same division), they must be treated as completely separate pools of players and no one from one team may play in the other team. A player in a lower team may, however, play for either team, assuming they are eligible and have not been team tied.
- (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. Vets – any regional masters competitions.
- (e) Individual ties re-arranged under Rule 6(f) 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 1st 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) Where an eligible player plays out of their correct nominated order, as specified in the rules, they shall lose the tie.
[If two players swap positions for a match, yet their nominated positions are not consecutive as required under Rule 3(f), only one will actually have played out of position. The rest of the match results stand.]
- (i) Any tie won by, and below, an ineligible player shall be counted as a loss.
- (j) With the exception of Division 1 & 2 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.
- (k) Where courts for fixtures in Division 1 & 2 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.

5. SCORING

(a) Surrey Cup, Surrey Veterans League

- (1) 1 point shall be scored for each individual game won.
- (2) 4 bonus points shall be scored as a result of a match won. .

(b) Surrey Vintage League

- (1) 1 point shall be scored for each individual game won.
- (2) 3 bonus points shall be scored as a result of a match won. .

(c) Summer Surrey Cup

- (1) 1 point shall be scored for each individual game won.
- (2) 3 bonus points shall be awarded to a team winning the match 4-0 or 3-1
- (3) If the ties are 2-2 then the side winning the most games shall be awarded 1 bonus points.
- (4) If the ties are 2-2 and the games are equal, the bonus points are NOT awarded.
[Although you can add up the points scored within all the individual games to obtain a winner, the league web site cannot handle this, so until such time as it can, this rule has been changed]

(d) Ann Price Surrey Trophy

- (1) 1 point shall be scored for each individual game won.
- (2) 3 bonus points shall be awarded to a team winning the match 4-0 or 3-1
- (3) If the ties are 2-2 then the side winning the most games shall be awarded 1 bonus points.
- (4) 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.

(e) Summer Surrey Trophy

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

(f) Walkovers

Rule 8(g) states that no matches should be rearranged. Except where allowed under that rule, if a team cannot provide players for the fixture and cancels, a walkover will be awarded to the opposing team and the score will be 0 to the cancelling team and the full points plus bonus to the opposing team. If a rearranged match is subsequently not played, for whatever reason, neither team will get any points.

(g) 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.

6. MARKING

- (a) All matches shall be officiated by both teams from the players present.
- (b) Prior to 1st 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.

7. PROMOTION, RELEGATION & WINNERS

Promotion and relegation shall be decided as follows:

(a) Surrey Cup

- (1) The top two teams in each Division shall be promoted to the next higher division.
- (2) In Divisions 1, 2, 3, 5B, 5R and lower the bottom two teams shall be relegated to the next lower division.
- (3) 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.

(b) Summer Surrey Cup

- (1) The top two teams in each Division shall be promoted to the next higher division.
- (2) In Divisions 1, 2, 4B, 4R and lower the bottom two teams shall be relegated to the next lower division.
- (3) 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.

(c) All Competitions

- (1) In the event of a tied position between two or more teams, the team with the most number of match wins during the season will determine the winner. If they are equal, the team with the least number of points against them will determine the winner.
- (2) The top two teams in each Division shall be promoted to the next higher division and the lowest two teams shall be relegated.

(d) Next Seasons Divisions

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

(e) 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. (This may vary depending upon England Squash).

8. ORGANISING

- (a) 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.
- (b) **Matches in the Surrey Cup, Summer Surrey Cup, Surrey Vintage League, Ann Price Surrey Trophy and Summer Surrey Trophy shall be organised as follows:**
 - (1) The first match must be scheduled to commence by 19:45 in order to complete the overall match by an acceptable time.
 - (2) 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.
- (c) **Surrey Cup only:** All Division 1 matches will be played on Wednesday evenings.
- (d) **Surrey Veterans League only:** Matches shall all be played on Saturday afternoons, in accordance with the fixtures schedule issued by the Competition Secretary.
- (e) **All Competitions**
 - (1) 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, **if required by your league organiser.**
 - (2) Matches will be played on the dates agreed by the Fixtures Secretaries within the scheduled dates allocated by the Competition Secretary. **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 or Co-ordinator prior to the scheduled date of the match. Any such request **must** be accompanied by an agreed rearranged match date, accepted by both clubs.

[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, and remember, if you do and the match is subsequently not played, no team gets any points.]

- (3) 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.

(f) **Surrey Cup (Winter and Summer), Surrey Vets and Vintage Leagues only:**

The official recording of all match results will be via the League web site (<http://county.leaguemaster.co.uk>). However, duplicate match cards must be filled in and signed on the night, with a copy being kept by both teams, to provide a record of the result in case of dispute. The home team is responsible for entering the result on the web site by the end of the week following the match. Failure to do this will result in a 4 point penalty and the away team will be asked to provide a copy of the match card. The away team then have a further 7 days in which to verify the result. If this is not done, then the result as entered by the home team will be deemed to be correct. In the case of any dispute, only a copy of the signed match card will be accepted as evidence. Further details for club administrators entering results can be found on the League web site.

(g) **All other leagues**

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.

(h) **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.]

9. 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.]

10. 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.

11. DISPUTES ETC.

- (a) All disputes or queries shall be notified in writing to the relevant Competition Secretary whose decision 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.

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.

surrey sra rules v3: Issued Oct 2009

1. A number of rules have been merged into others in the interest of clarity.
2. Rule 3(i): The option to re-nominate teams has been removed. You will nominate your teams at the start of the competition and enter a new nomination at the start of the second half.

3. Rule 3(i): Where a player joins a club, they may no longer be immediately added to the nomination list, except as part of the two allowed nominations.
4. Rule 3(k): Previously, you were required to play 4 times before the 5th match of the second half. This has been extended to require you to have played 4 times before the 6th match of the second half.
5. Rule 4(c): Where two teams from the same club are in the same division, they must be treated as separate pools of players.
6. Various rules now include reference to using the League Master web site to handle all results.
7. Rule 4(k&l): The use of the Par11 scoring system has been extended to include Div 2 as well as Div 1.

surrey sra rules v4: Issued Oct 2011

1. A number of rules have again been rearranged in the interests of clarity, and small corrections made.
2. Rule 3(e) concerning "playing up" has been expanded to cover all situations but essentially remains the same.