

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 in the Winter league and four players in the Summer league.
- (2) The Competition shall be arranged in divisions of eight teams (where possible), to consist of two top Divisions 1 and 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) Where applicable, there will be a one or two week gap designed to coincide with school half terms for both state and private schools. However, changes in dates may make this unworkable.
- (5) Where applicable, and assuming that the dates have been published before the start of the league, the week of the British National Squash Championships will be left clear from the fixture schedule.

(b) 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.

(c) 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).

(d) **Surrey Veterans League**

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

(e) **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:

- (1) A recognised member of the club.
- (2) **Surrey Veterans League:** Men must be over 45 on the day of the match or 40 in the case of ladies.
- (3) **Surrey Vintage League:** Men must be over 55 on the day of the match or 50 in the case of ladies.

Note: For the Vets and Vintage leagues, a player may play as soon as they reach their birthday but they must have been nominated at the start of the relevant half. If not, they must wait until the second half when they can be correctly nominated, or in the case of a birthday during the second half, they will not be allowed to play that season.

[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, will be deemed ineligible for any matches they have played and the associated penalties applied.]

- (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. Under most circumstances, it is also acceptable for a player to move clubs half way through a season and play for a different club than they did in the first half. However, as stated above, this MUST be agreed by the League Secretary.]

[PENALTY: Immediate exclusion from the competition for the player concerned, they will be deemed ineligible for any matches they have played and the associated penalties applied. Where it is unclear as to which club the player was correctly nominated, penalties may be applied 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 entered on the league web site prior to the night of the first match of the relevant team, with second half nominations entered prior to the first match of the second half. 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 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.

Such players can be added by a club via the admin login and MUST be done prior to playing.

- (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, except as stated in Rule 3c.
[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 twice per half.

Vintage: Limit of playing up twice 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) **Playing order**

(1) **Surrey Cup:** All players must play in the order as given on the appropriate nomination list. 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.]

(2) **Vets and Vintage:** All players must play in the order as given on the appropriate nomination list. However, for any match, **one** interchange of players may be allowed from that declared on the match card.

[As long as two players are next to each other in the order of play, they may swap, regardless of the underlying nomination]

- (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 nominations, 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.

The old duplicate match cards are no longer used. Please download a 'match card sheet' from the web site, print it out and cut it two as required.]

- (i) Only two nominations are allowed per season, one for each half of the season, with each being entered before the first match 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 only:** Players shall be required to play for their club in the Surrey Cup on a minimum of three occasions before the last 3 matches of any division.
[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(d) this does not bypass the need to have played 3 matches.]

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.
- (d) **Rearranged Strings**

(1) Surrey Cup: The only event where individual strings may be rearranged is the week of the British National Squash Championships. However, the league schedule will be arranged so that no fixtures are played on that week, so in effect no rearranged strings will be necessary or allowed.

(2) Vets: Due to Vets matches being played on a Saturday and the number of events that are scheduled over weekends, individual strings may be rearranged for the Surrey Closed Tournament or for any regional masters competitions.
- (e) Individual strings re-arranged under Rule 4(d) must be played within 14 days of the original date or the team requesting the postponement shall concede the tie. In addition, the string must be played at the home club of the team that did not request the rearrangement.
- (f) **(1) 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. In the event of court time running out, the team causing the delay in starting the match shall forfeit the unplayed rubber(s).

(2) Summer Surrey Trophy: All players from each team must be present at the agreed match start time. 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 Divisions 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 & 2 in the Surrey Cup will play 'first to eleven, point per rally' scoring.
- (k) Where courts for fixtures in Divisions 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.
- (l) All matches shall be officiated by both teams from the players present.
- (m) 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.

5. PLAYOFFS

- (a) A playoff match shall be considered as an additional fixture to the relevant league and as such will use exactly the same rules for eligibility of players.
[For the Winter playoffs, this includes the requirement to have played a certain number of times - see Rule 3(k). So if a player was not eligible for the last matches, they are not eligible for the playoffs.]

6. 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 total games are the same, the the side winning the most individual game points shall be awarded 1 bonus points.

- (5) If the ties are 2-2, the total games are equal, and the total points are the same, the bonus points are NOT awarded.

(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(d) 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.

(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.

7. PROMOTION, RELEGATION & WINNERS

Promotion and relegation shall be decided as follows:

(a) Surrey Cup

- (1) The bottom team in Division 1 will be relegated and the winner of Division 2 will be promoted. The second from bottom team in Division 1 will play the runner up of Division 2 in a playoff, the winner being promoted or remaining in Division 1 as applicable.
- (2) The bottom two teams in Division 2 will be relegated. The winners of Divisions 3B and 3R will be promoted. The second place team in Divisions 3B and 3R will remain in Division 3.
- (3) The bottom two teams in Divisions 3B and 3R will be relegated to Division 4 and the top two teams in Divisions 4B and 4R will be promoted. This system will continue for all lower divisions.

(b) 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.

(c) **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.

(d) **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 19:30 in order to complete the overall match by an acceptable time.

(b) **Winter 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.

(d) **All Competitions**

(1) Results of all ties shall be recorded on the League web site, 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.

(e) The official recording of all match results will be via the League web site. 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, you should contact the relevant coordinator.

(f) **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.]

(g) **Usage of League Master Web Site**

All nominations and results are to be entered on the League Master web site, as directed within the rules. However, it is the responsibility of each team to know when their matches are to be played and who is eligible, regardless of what may or may not be indicated on the web site.

All automatic emails sent by the League Master results monitoring system are advisory only. Where there is any apparent conflict or contradiction with the rules, the current rules as stated in this document shall be the deciding factor.

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.
- (c) All disputes or queries shall be notified in writing to the relevant Competition Secretary whose decision shall be final.
- (d) The decision of the Competition Secretary in all matters not covered by the forgoing rules shall be final.
- (e) 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.
- (f) 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

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 5(c).4: Due to the current limitations of recording individual match scores on the web site, where an even number of players make up a match (Summer Surrey Cup), a 2-2 tie with equal overall games will count as a draw - no further countback will be made.
3. Rule 3(e) concerning "playing up" has been expanded to cover all situations but essentially remains the same.

surrey sra rules v5: Issued Oct 2014

1. Extensive rewriting of rules to allow for new league format. See Main Changes document.

surrey sra rules v6: Issued Nov 2015

1. A number of rules changed. See Main Changes on the web site.