



Winter Racketball Corporate Team League 2024 Season: Rules

Structure:

- 2 Divisions
- Season Jan to March
- Matches per to be played on courts A-E on a Monday and Thursday night
- Earliest Matches start from 5:45pm court C&D, next matches follow on Courts A&B from 6:15 the C&D 6:30 followed by A,B,C&D
- Each team captain shall confirm the name of the players in his / her team before the start of the league (note 1).
- Each team shall sport four players on match night
- Team standard must be varied, committee discretion
- Teams must be stated in advance and individuals can only play for one team per season (however they may swap after each cycle if agreed by both Captains and league Administrators).
- The duration of each cycle shall be determined by reference to the number of teams in each division.
- If it is decided that a team is far too strong then the Corporate Team League Committee reserves the right to request that players change teams.
- Team with most points at the end of the winter cycle will be crowned champions there will be a Trophy and prize presentation for the overall winners from each Division at the end of the Winter Cycle.

Scoring:

- All matches shall be the best of 5 games, 'point a rally' scoring to 11
- How the winner of each round is calculated Games ,Points then matches
- Points for each match won: 1 point
- Points for each game won: 1 point
- Winning bonus point : 2 points
- Every game counts so never give up!
- Each team captain or player must use the sportyhq scoring app to record results by using the Sportyhq score app on their mobile phone. The results can be recorded live when scoring each match by login in on the sportyhq app
- **Android**
<https://play.google.com/store/apps/details?id=com.sportyhq&hl=en&gl=US>
- **Apple**
<https://apps.apple.com/us/app/score-squash/id985431089>
- The League Administrator will monitor that results have been added in SportyHQ
- Failure to add results into sportyhq before the next scheduled match will result in a no score. Captains can also send scores to League admin if having problems entering scorings through sportyhq app.
- **If there is more than one cycle in a season.** One team will be promoted from Div. 2 and 1 team relegated from Div. 1

- Failure to field a player / team:
- Where a player is a 'no show' for a team league match or a player arrives more than 15 minutes late without prior notice, the team shall forfeit that match score by 3-0
 - Where a team is a 'no show' for a league match, it shall forfeit the matches by 11-0
- Player injury:
- Where a player is injured or withdraws from a team, the team shall be entitled to bring in another player.
- Etiquette:
- All players are expected to arrive promptly ready for play at the scheduled match time
 - Players are expected to adhere to the Club's fair play and sportsmanship rules
 - The losing player of a match is expected to mark the next team's match
 - The winning player is expected to offer their opponent a drink in Boasters Bar
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- Note 1:
- Where a team fields an ineligible player (a player not named in his / her team), it shall forfeit the match result by 3-0.

CLUB'S FAIR PLAY AND SPORTSMANSHIP RULES

1. Players will not engage in unsportsmanlike conduct with any, player, participant, Score marker, or any other attendee.
2. Players will not engage in any behaviour which would endanger the health, safety or well-being of any player, participant, score marker, any other attendee.
3. Players will not engage in the use of profanity.
4. Players shall treat any player, participant, score marker, or any other attendee with respect regardless of race, creed, colour, national origin, sex, sexual orientation or ability.
5. Players shall not engage in verbal or physical threats or abuse aimed at player, participant, score marker, or any other attendee.
6. Players will not engage in a fight or argue with any player, participant, score marker, or any other attendee.
7. Players shall respect the score marker and their authority during a match and will never question, discuss, or confront players or officials before, during or after a match. The score marker has the right to give conduct warnings if any player breaks the above court etiquette. More than two conduct warning will result in the player being requested to leave the court and forfeiting the match
8. Note: Failure to follow the fair play and sportsmanship's rules can lead to a league ban at the committee's discretion.

If any Teams are confused or have any questions on the night of match play please ask the resident coach on duty they will be more than happy to help.