



KENT SQUASH & RACKETBALL ASSOCIATION

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Racketball League Rules - Updated April 2025

These Rules are in addition to the Rules of Kent SRA . They take effect at the start of the 2022 Summer League.

The competition shall be open to clubs in Kent and adjoining counties. All clubs and players must be affiliated to England Squash & Racketball Association (ESR), Kent SRA and membership must be maintained. Participating clubs must have at least two courts that comply with ESR specifications.

Changes to these Rules may be made at meetings of Kent SRA. Voters must attend the meetings and must represent a participating Club.

1) Objective:

The objective of the League is to organise and encourage the playing of team squash in Kent, in a fair and sporting manner, with an emphasis on socialising after matches.

2) Competition Format:

- A) The Rules shall be the World Squash Federation Squash 57 which is what UK Racketball has adopted or as modified by these rules.

Link here - https://www.worldsquash.org/wp-content/uploads/2025/01/202411_Squash-57-Standard-Rules-V2.6-asof_AGM2024.pdf

The scoring in all Divisions shall be PAR 11. If the score is 10-10 a player must win by 2 clear points. This applies to all 5 games.

The balls shall be as approved by WSF. Balls for league matches should be Dunlop Pro double dot ball.

- B) Vacancies caused by any team ceasing to compete or any subsequent vacancies shall be filled at the discretion of the League Secretary.
- C) Teams will usually consist of 3, 4 or 5 players. 1 or 2 singles players can double up and play the doubles match too if required. If the 4th string is singles you can leave the additional player in League Master blank. Each match shall be the best of 5 games.
- D) The standard format is 3 singles matches and 1 doubles match. However, if both captains agree the doubles match can be substituted for another singles match.
- E) The league is run on League Master. Clubs must enter their club and team details. The league is monitored by the League Monitoring System (LMS) which sends notices to team captains and advises of errors and mistakes. Captains must confirm their fixtures at the start of each half. Subsequent changes to those fixtures would be classed as a rearrangement.

3) Eligibility and Nominations:

- A) At the beginning of each season, an entry fee will be charged for each team competing in the league. The entry fee will be fixed at the Kent SRA AGM and be payable 2 weeks before the first tie of each season. Any club not having paid by this date will be deemed to have withdrawn from the league.
- B) To play in either the league or cup ties, clubs must nominate players in known order of merit i.e., a club strength nomination with number 1 being the best player. Clubs may re-nominate players for the second half of the season no later than the first fixture date of the second half of the season. The league secretary may amend nominations retrospectively by agreement with the club where a genuine mistake has been made. Players must be entered by clubs into their Players List within League Master together with the player's ESR membership number.
- C) Players must have a Just Play or Play Plus active membership with England Squash. It is the club's responsibility to ensure all nominated players are active members of England Squash.
- D) Clubs with more than one team may allocate players across teams to balance the strength of teams.
- E) Players may play for their nominated team or a higher team, but not a lower team.
- F) Players may play up to a higher team twice in each half-season. On playing up a third time, they will be team tied to the higher team for the remainder of the half-season. Where players have played up to different teams, they will be team tied to the lower of the higher teams. Playing up from the tied team will team tie the player to a higher team.
- G) Before the start of each tie, the two captains shall confirm the name of each team member and their player's nominated position.
- H) Any team playing a non-nominated player will result in that player's match and all those below them being void and the points being awarded to the opposition.
- I) The players within a team must play in club nominated order. Otherwise, all players who are playing below their nominated position will lose their points and the points being awarded to the opposition. All players are eligible for the doubles match regardless of nomination order.
- J) In exceptional circumstances, when double-header ties are played, each player will have been considered as playing twice regarding eligibility to play. Approval for a double header fixture must be sought from the league secretary at least 7 days prior to the fixture.
- K) No player may be nominated by two different clubs in the League or for two teams in the same division during a season. Requests from players to change clubs during the season will be at the discretion of the league secretary following written agreement by both clubs.

4) Fixtures, Venue and Court times:

- A) All matches within a tie must be played at the same venue, to start and conclude after the agreed start time.
- B) Teams playing on a day other than that originally scheduled in League Master, shall at the earliest opportunity once the new league is activated, and in any case at least 5 days prior to the league commencing, change the day/date of their home fixtures. Team captains must 'check' the Confirmed box adjacent to the dates for each home game prior to the first fixture. Ties must be played in the scheduled week unless agreed otherwise with the league secretary.

C) If subsequently a team wishes to alter a fixture date, it may do so with the agreement of the opposition and the league secretary. If agreement is not reached, the fixture must go ahead, or the team must concede. In the event of a conceded fixture, the points will be awarded to the opposition.

D) If a club has 2 teams in the same division, then the matches will be scheduled to play each other within the first 2 fixtures of each period. These fixtures cannot be rearranged for later in the period. This is to prevent result manipulation.

E) Ties are to commence at 7.30pm unless otherwise agreed by the captains involved. It is imperative that as many of the team as possible arrive promptly. Three players from both teams should be present and ready to play by the agreed start time.

F) If a player from either team arrives so late that it prevents the tie from being completed within two hours from the confirmed start time, that player may be treated as a 'walkover'. If they do not arrive at all, the points gained by the strings below them may also be forfeit. It should be regarded as exceptional to arrive more than 30 minutes late. If, without reasonable explanation, a team has not one member present and ready to play within 30 minutes of the agreed start time, it shall forfeit the tie. Similarly, if any team member is not present when all other matches have been played he/she shall concede his/her match and any other strings below him/her.

G) It is the responsibility of the home team to provide sufficient court time. The minimum requirement is two courts, each available for at least two hours play. If after a prompt start has been made, a tie must be curtailed because courts are unavailable for further play, then the home team shall forfeit the uncompleted matches.

5) League Results:

- A) On completion of every tie, the home captain must enter the result and game scores on the website within two days. The away captain shall validate the result within 2 days of being requested to by an e-mail from the league administrator. Any disagreement with the result entered by the home captain is to be raised immediately with the league secretary. Failure of the home captain to enter the result within 3 days will result in the offending team having an automatic five-point penalty applied by the LMS.
- B) Non-entry or incorrect entry on the website of player's names, league points or results will result in a one-point deduction to the home team for each incorrect or non-entry.
- C) Entering a false name for a player will be regarded as a serious offence and the tie awarded to the opposition by 17-0 points.
- D) One point shall be scored for each game won in a best of five games match between two players. Four bonus points will be awarded to the team winning most matches in the tie. In the event of a 2-2 tie in matches, the winning team will be determined on games won and then points won. If tied on points, both teams shall be awarded 2 bonus points. The result of the League Competition shall be decided on the total points scored, and in the event of a draw between two or more teams, the order of precedence shall be decided by the greater number of ties won and then the games won.
- E) A 2-point penalty will be awarded for each walkover i.e. 2 points per string, 8 points for a team walkover.
- F) A club that does not pay ESR affiliation or Kent County Subscription fees within 30 days of receiving the invoice will receive penalty points to drive their teams to the bottom of their league. Penalty points will be removed when due payments are made.
- G) A plaque or trophy will be awarded to each team winning a division of the league.

6) Marking:

- A) All matches in all competitions must be marked. The home team is responsible for supplying markers unless specifically agreed otherwise between the opposing team captains. In the event of a referee being called for, he/she must be from the opposing team to the marker.
- B) Any differences should be amicably settled between the Team Captains at the time if possible. If this cannot be achieved, both Team Captains should email to the League Co-ordinator within one week of the date of the match. If the league coordinator cannot settle the matter or the team's dispute the decision, the matter can be escalated to the Dorset Squash Committee whose decision will be final.

C) Disputes & Discipline:

- A) All disputes shall be submitted in writing to the League Secretary who will either decide the matter or refer it to the Leagues & Rules Committee.
- B) The League Secretary has authority to take certain actions as specified in the Kent SRA Code of Conduct.

7) Miscellaneous:

- A) If a team does not play a return home fixture in the season they shall contribute half of the food and beverage costs of the away fixture, with make a £40 minimum contribution to the opposition. All cases in dispute shall be submitted to the League Administrator in writing, who may refer it to Kent SRA. Failure to comply with this rule will result in the club being removed from the league.
- B) The cost of any bar bill shall be shared equally between the two teams, unless mutually agreed by the two captains before the first match is played. Any abuse of the bar bill should be notified to the league secretary without delay. The offending team will be penalised in the league until the matter is resolved.
- C) The cost of supplying the balls, courts and adequate refreshments for the visiting team is the responsibility of the home team. To prevent unreasonable costs anyone who is unable to stay for the post tie food should inform the home captain 48 hours before the tie.
- D) Players are responsible for their own travel costs.

Barry Prescott – League Secretary – April 2024