

AYLESBURY SQUASH CLUB – SQUASH & RACKETBALL BOX LEAGUE RULES

UPDATED MARCH 2024

The ASC Box Leagues have a long and credible history of being one of the best within the county, and matches are competitive and self-governed by the players. To ensure the leagues remain a fun experience for all our members the following rules are in place. The latest version of these rules can be found on our website on the internal leagues page.

MATCH PLAY	
1. Length of Par	<p>Squash: It is the players' decision as to which Par (11 or 15) will be played in the fixture. If there is a disagreement, the default for fixtures in Leagues 1-2 is a Par-11 (best of 5), and in Leagues 3+ is Par-15 (best of 5).</p> <p>Racketball: Racketball fixtures are to be played to Par-11 (best of 5).</p>
2. Match Ball	<p>Squash (Open Draw): It is the players' decision which speed of ball they will use in their league match. However, on the odd occasion when a disagreement occurs, the default is a 2-dot ball for those in leagues 1-13, and a 1-dot ball for those in leagues 14+.</p> <p>Squash (Ladies Draw): It is the players' decision which speed of ball they will use, but if there is a disagreement, the default ball is a 1-dot.</p>
3. Incomplete Match	<p>Only completed games are to be entered into MMM. Should a game finish 2-2 and 8-1 in the fifth, then a 2-2 score is entered. Where possible, the game should be continued on the next available court or within the same month, if time allows for both players.</p>
4. Withdrawal Mid-Match	<p>If a player withdraws mid-match for any reason, the remaining points of any in-progress game are awarded to their opponent as well as any un-played games. Withdrawal from the match means a player is not willing or able to continue while there is still time on the court clock.</p>
5. No Show	<p>If a player does not arrive for a fixture whatsoever (without any prior communication), a 'Walk-Over' is to be entered into MMM (6 points awarded to the player who is on court, and 0 points attributed to the player who was a 'no show'). If prior communication was made, but due to the date of the match a rematch within the month is not possible, the player who couldn't make the match will receive a forfeit, with the other player receiving a 'Walk-Over'.</p>
6. Late Arrival	<p>Players should aim to arrive before their court start time. On the occasion a player arrives more than 10 minutes late (35 minutes or less showing on the court clock), the match is to be played in full but if time expires, the unfinished and remaining games are awarded to the player who was there on time. This is only actioned when the match can not be continued at another time, as agreed by both players.</p>
7. Safeguarding/ Protection	<ul style="list-style-type: none"> - In addition to the Aylesbury Tennis & Squash Club Safeguarding Policy, children under the age of 11 must have parental supervision throughout the match. This is defined as watching the match from the warm-up/start to finish. - Players under 19 years old must wear goggles throughout the duration of the match. - Contact the ASC Safeguarding Officer with any safeguarding concerns.

LEAGUE SYSTEM	
8. Box Score Points	<p>All matches are best of 5 games. When a score is submitted into MMM, the following league points will be attributed:</p> <ul style="list-style-type: none"> • 3-0: 6 points to the winner, and 1 point to the loser • 3-1: 5 points to the winner, and 2 points to the loser • 3-2: 4 points to the winner, and 3 points to the loser <p>If the match is not completed in full, each player is awarded 1 point for playing and 1 point for each game won.</p>
9. Promotion/ Relegation	<p>A typical month will see the top 2 players from each league being promoted and the bottom 2 players being relegated. However, this is at the League Administrator's discretion, as new players, re-joiners and players who are withdrawing from the leagues will mean this is not always possible. At a minimum, the League Administrator will try to honour the top 2 players from each league being promoted.</p>
10. Withdrawal from the League	<p>If a player withdraws from the league at any point, for any reason, they are not to be automatically re-entered into the same league the following month. This decision is to be taken by the League Administrator, as the player will re-enter into the league in the nearest available (empty) place in lower or equal box to where they were previously situated.</p>
11. Submission of Scores	<p>Scores are to be submitted within a 24 hour period after the match. For matches played on the last day of the month, they must be submitted into MMM before 10:00pm – otherwise they will not be counted. This is to allow time for the creation and distribution of the new leagues for the following month.</p>
12. No Reply	<p>If a player has made contact with their opponent through MMM 3 times within a 7 day period and has not received a reply, the player is within their right to claim the 'Walk-Over' on MMM, but not before the last two weeks of the month. This is to ensure the player who wants to play the fixture is not punished by not having the chance to earn the points.</p> <p>This is different to two players not being able to agree on a date/time to play, and any disputes are to be raised to the League Administrator.</p>
13. Strike Policy	<p>In the event of a complaint being raised by a player to the League Administrator, where there was a breach of rules, the Committee may issue a 'strike'. Strikes are a warning system and aim to create an environment where all players are respected appropriately. The following rules from this list are eligible for 'strikes':</p> <ul style="list-style-type: none"> - No. 5: No Show - No. 6: Late Arrival - No. 8: Incorrect Entry of Scores - No. 12: No Reply <p>If a player is given three strikes within a 6 month rolling time period, they will be withdrawn from the league for one month. Further action is permitted to be taken by the Committee for repeat offences beyond this description.</p>

The Aylesbury Squash Club Box Rules detailed in this document are subject to change. Please direct any questions or concerns to the League Administrator (James Saker via MMM or james.saker@outlook.com).