

Rules on a Page (updated July 2025)

(Intended for guidelines only. Please read the full rules for further detail).

1. All matches played in line with England Squash or UK Racketball rules as published on their website. It is expected all players should conduct themselves at all times in a sporting and polite manner. No abusive behaviour or foul language will be tolerated. All disputes or queries should be sent by email to the League Coordinator.
2. Club/Sports Centre affiliation to England Squash is a requirement and Individual ES membership must also be current through their LeagueMaster Individual Player Logins. **Penalty-3 points.**
3. Nominate your team in ability order prior to the season. Nominations are locked during the season. **Penalty-Players not listed for results will be deemed a missing player.**
4. Play in a fixed order in line with the nominations. Playing out of registered order: **Penalty-each player playing out of their registered playing order will be deemed to have lost that rubber 3 games to 0 and all lower rubbers.**
5. No player shall play in a lower team than they are registered for. **Penalty - The team will forfeit the rubber of the offending player and all lower rubbers.**
6. The player who 'plays up' plays at the bottom of the higher team. Captains, if both agreed before the start of the match (League Coordinator informed too), may very occasionally move a particularly strong player to a position higher than the bottom.
7. Players may have five 'play ups' for a higher team. On the sixth occasion (including cup matches) they become 'team tied' for the remainder of the season.
8. Matches must start on time in respect of the clubs (and your opponents) who are hosting. Wherever possible have four home players ready before the start (two for marking and two ready to play).
9. Matches between clubs with two teams in the same division to be played at the start of each half of the season (no interchanging of players between the teams (except the lowest division). **Penalty-10 points to offending team.**
10. Captains must exchange team lists by the start time.
11. Home teams are responsible for marking and refereeing.
12. Any team arriving with one or more players short (known before or at the start of the match) shall play its available players at the top of its order and shall forfeit string 5 if one player is short, and strings 4 and 5 if two players are short.
13. Teams can only rearrange **Fixture Dates and Team Order** prior to the season and at the mid-season break. **Fixture Dates and Team Order are locked** during the season.
14. Rearranging a team order mid-season may be allowed if a significant change in playing standards has occurred. Requests must be made by email to the League Coordinator by the end of the month to be implemented the following month. Allowance and decision on timings are at the discretion of the league coordinator.
15. Honour the original fixture date you agreed to with your opponents. ***It is understood that contrary to this rule, teams ring up and rearrange fixtures and the opposing teams feel obliged to accede. This simply creates problems further down the line. If you do rearrange and the match is subsequently not played neither team gets any points.***
16. Under no circumstance is unavailability of players an acceptable reason **to rearrange a match** during the season. If matches have to be rearranged a **penalty will be given - 5 points** to the team who requests the change. A minimum of **four days' notice** must be given to league coordinator and opponents.
17. Cancelling a fixture: **Opponents awarded 20 points (minimum - 4 days' notice given). Defaulting team 0 points.**
18. New club members wishing to join the leagues mid-season may apply to the league coordinator (including previously omitted players), implemented the first day of following month after the request. Allowance and decision on timings are at the discretion of the league coordinator.
19. Providing players are named on the nomination list they can play in the last 3 matches of the season.
20. Enter results (Home team) within 48hrs **Penalty-3 points.** Away team to verify 48 hours after results have been entered.
21. Buy your opponent a drink. **Penalty-No friends!**