



## 2019-20

# Season Rules

*Please read carefully!*

- 1) The Uxbridge Squash Club is a not-for-profit, volunteer-run organization that has the privilege of scheduling league play on the squash court at Uxpool, a public facility of the Department of Parks & Recreation of the Township of Uxbridge, ON.
- 2) **Club members must maintain facility membership in good standing at Uxpool.** Separately, the Club charges \$25.00 per person for the season, which runs from September to April.
- 3) Club members must observe all Uxpool rules. **All players must wear protective goggles and non-marking shoes on the court at all times.**
- 4) By registering with the Club, members commit to following these rules. Acceptance of Club members is at the sole discretion of the Club's executive committee.
- 5) Club volunteers operate various scheduled, scored leagues (currently including Monday/Tuesday and Wednesday/ Thursday evenings, and Saturday day-time) and less-formal groups (currently including Sunday Ladies and the Daytime Group). Club members may play in multiple leagues and/or groups depending on availability. Creation and cancellation of leagues and groups is at the discretion of the Club's executive committee in association with Township staff at Uxpool. Assignment of Club members to leagues and groups is at the sole discretion of the Club's executive committee.
- 6) Club members are expected to arrive in the court, dressed and ready to play, at the assigned start of the court timeslot. **A member who cannot play at the scheduled time must either find a replacement player at the same level or arrange an alternate time with the scheduled match partner.** Contact information for active players is available on the Club bulletin board at Uxpool and on our website at [www.uxsquash.ca](http://www.uxsquash.ca) (login and password available from executive members).
- 7) **RELEASING COURTS: If a match is not going to be played at the scheduled time, one of the players must contact Uxpool to release the court for others' use. This is especially important because we have only one court.** *To assist others who are looking for open court times, please also mark the court 'open' on the league schedule... but remember, Uxpool staff have the official book.*
- 8) Except as noted (e.g. for certain tournaments) or as agreed by players in the informal groups, Each match is 3 games with games played to 11 points. The player who scores 11 points first wins the game except if the score reaches 10-all, when the game continues until one player leads by two points. Either player may score points (PAR – point-a-rally). The server, on winning a rally, scores a point and retains the service; the receiver, on winning a rally, scores a point and becomes the server.
- 9) **Scored leagues** (currently three) are organized into boxes of four players. In a three-week cycle, each player will play every other in the same box. At the end of each cycle, results will be tallied. The top player in each box will move up one box; the bottom player will move down. Then the next cycle of play will be scheduled. *This means schedules cannot always be posted in advance but it ensures competitive play with a variety of partners for everyone.*
  - a) Except as noted for some tournaments, league matches always follow normal conventions of squash play on International courts and consist of three games per match. Each game is played to 11 points. The player who scores 11 points first wins the game except if the score reaches 10-all, when the game continues until one player leads by two points. Either player may score points (PAR – point-a-rally). The server, on winning a rally, scores a point and retains the service; the receiver, on winning a rally, scores a point and becomes the server. **Match scores should be marked on the schedules in the Uxpool lobby immediately after play is completed.**
  - b) Normal Scoring: The winning Player scores four points for the match. The losing player scores one point for a game won plus one point for showing up. So possible scores are 4-0 (forfeit or no-show), 4-1 (winner took all three games) and 4-2 (winner took two games, loser took one). If you do not finish all

- c) **Rescheduling:** As noted above, a player who cannot make it at the scheduled time is responsible for communicating with their playing partner. Notification by e-mail is not considered sufficient notice, no matter how far in advance, unless a response is received several hours before match time.
- d) **Unintentional forfeits:** A player who cannot play at the scheduled (or rescheduled) time forfeits the match. If you cannot meet to play, the player who first cancelled or asked to reschedule the originally scheduled match time forfeits. The partner is awarded a match score of **four** to zero.
- e) **No-shows & lates:** A player who misses a match without notifying the scheduled partner ahead of time, or who is more than 10 minutes late to be ready to play, forfeits the match. Missing players will also be marked "no-show." The partner is awarded a match score of four to zero. Players who are marked more than two no-shows in a season may be asked to withdraw from the league.
- f) **No-scores:** If no score is recorded for a match, the scheduler will record a score of zero-zero.
- g) **Absences:** If a player is going to be away for more than a couple of consecutive weeks (for travel or injury or whatever) they should make appropriate arrangements ahead of time with the Scheduler, by e-mail at [scheduler@uxsquash.ca](mailto:scheduler@uxsquash.ca).

10) Players are responsible for finding out when they play and with whom. League schedules are posted as promptly as possible and are available in the Uxpool lobby or at our website, [www.uxsquash.ca](http://www.uxsquash.ca). Groups schedules are as agreed by group members. **Players should avoid calling Uxpool for their match times.** *Our schedulers do their best to give everyone their preferred playing times but this isn't always possible.*

If you have any questions, please contact the Club chairperson, by e-mail at [chair@uxsquash.ca](mailto:chair@uxsquash.ca).

Most of all, *enjoy your season!*