

Women's Doubles Squash T&D Rules Updated October 14, 2019

Guiding Principles

- Aim is to balance between competitive and social
- Aim is to grow the league
- Goal of zero defaults
- Website scoring must reflect proper scores

Women can now play OSDL (Men's T&D). We hope that any woman playing OSDL also continues to play Women's T&D Doubles

Fees:

\$ 250 6-player team

\$ 175 for 4-player team – this is an option for new teams in their first year only

Scoring:

	Point count	Notes
6 player team	1 per win	
4 player team	1.5 per win	4 players each week; Declare team size at the start of the league
Spare	Full points i.e. 1 or 1.5 contingent size of team.	<ul style="list-style-type: none"> • Div. 1 - Spares must be from spare list • Division 2 players can spare for any Division 1 team • Division 1 players <u>cannot</u> spare for another Division 1 team or a Div. 2 team • Division 2 players <u>cannot</u> spare for another Division 2 team
Tammie Sangster Default Rule	Minus 1 point for each match defaulted	If you default a match you lose a point; advance notice notwithstanding.
Extreme Circumstance Default Rule	6 player team – remaining 2 matches count for 1.5 points each 4 player team – remaining match counts for 3 points	In the event of an extreme circumstance such as a game day medical emergency or death in a family, a team may default a match without penalty. This rule should rarely be used and not be abused. Convenors must agree that it was an extreme circumstance otherwise the minus 1 point default rule applies.

Playoff Eligibility:

- Player must play 4 times to be eligible for playoffs
- A Division 2 player can qualify for their Division 2 team and a Division 1 team
- Players on the spare list are not eligible to play in playoffs
- If a player starts the season on the spare list but plays for one team only, they may move to that team and be eligible to play in the playoffs. If they play for more than one team they cannot move off the spare list and are not eligible to play in the playoffs

General rules:

- Home team provides a new ball at the beginning of each league night
- Referee for every match – Home team but visitors if need; line judges can be used
- Captains should communicate latest by the Monday afternoon before the match about order of play, line-up etc.

- Captains – to enable players to plan and schedule etc. - should endeavour to give their team the TEAM schedule as far in advance as possible
- Players are requested to be on time and communicate if problems arise. If player is scheduled to play at a set time and barring accidents, or other unforeseen unavoidable incidents, they show up late without prior arrangement, a penalty may apply at the discretion of the captains:
 - 15 mins a game
 - 30 mins a match
- Week to week - Captains field their teams from strongest to weakest
i.e. 1 stronger than 2 stronger than 3
If a captain feels the opposing team manipulated their lineup and did not follow this rule they may appeal to the convenors. If the convenors agree the match will be defaulted and the -1 point rule will apply to the offending team
- Rescheduling for weather only
- If a Division 1 player has not played more than 3 matches and the player or her captain feel that her skill level is better suited to Division 2, the captain, after consulting with the player, may request to the convenors that the player be moved to Division 2. The player may then move to Division 2 if the convenors agree.

Start Times & Social:

- Cricket and Richmond Hill 7 pm, all others 6:30 pm
- On you own for food & beverage. Captains to set up tables and provide menus

Playoffs:

- Both Divisions – top 4 teams make the playoffs
- If teams tied at end of season - go to matches head to head record. If still tied – games head to head.
- Each team must submit their line up in advance to the other captain and the convenors.
- Convenors will review and approve the line-ups.