



**RULES OF THE  
GWENT SQUASH  
AND  
RACKETBALL  
ASSOCIATION**

**(July 2019 Revision V2)**

## **1 AFFILIATION**

- 1.1 All participating Clubs must be affiliated to the Gwent Squash and Racketball Association.
- 1.2 All players must be bona fide paid up members of the Club they are representing.

## **2 TRANSFERS**

- 2.1 Players will only be allowed to transfer from one club to another at the end of each split season. Players reported to owe membership fees to one Club will not be allowed to play for any other Club until all outstanding debts are settled.

## **3 RANKINGS**

- 3.1 A player may play five times for a higher ranked (Gwent or Welsh League) team and still be eligible to play for his/her lower ranked team. On playing a sixth game for any higher ranked team he/she may not play for original lower ranked team. No higher ranked player may play down in a lower ranked team.
- 3.2 Clubs must play their players / teams in strict order of overall club merit.
- 3.3 Ranking list for all players for each team must be submitted to the Secretary at least one week prior to the start of the season. Teams will be allowed to change their ranking list (i.e. a "re-rank") once only, at the mid-season point. New players entering the rankings for the first time, or returning players from an injury previously reported and agreed with the Secretary, can be added at any time (but please see rule 4.1) and any changes to the ranking lists must be confirmed with the Secretary at least 24 hours before the next match  
Normal "tying up" rules apply for players moving down in the ranking list due to new players joining or a re-ranking within the team
- 3.4 Clubs found guilty of breaking ranking rules will forfeit rubbers from the breach rubber downwards e.g. if players 3 and 4 play out of ranked order only rubbers one and two will be scored; rubbers three, four and five will be walkovers.
- 3.5 The Gwent Committee is empowered to direct a Club to change its order of merit if there is evidence that it is incorrect.

## **4 PLAYERS ELIGIBILITY**

- 4.1 Players must have represented the club in three matches in the split season (or have been registered with the club for 3 weeks) to be eligible to participate in any of the final three matches of that split season.

Normal "play to rank" rules apply.

Rearranged matches shall be deemed to take place at time of playing (not original fixture date) and so will count as one of the last three matches of season.

In the case of players returning from injury or long-term absence, the captain may write to the League Secretary for dispensation against rule 4.1. Players will only be considered for eligibility if they meet both criteria noted below:

- (1) They have been previously registered with the club for at least two split seasons;  
and
- (2) They are, in the opinion of the League Secretary, appropriately ranked.

The League Secretary's decision shall in any case be final and the team requesting dispensation shall have no right of appeal.

- 4.2 All players who play in the League must be registered with the Secretary prior to the match being played. Teams playing a non-registered player will have the match awarded to the opposing team. The match is lost 19-0 irrespective of at what position the non-registered player was played
- 4.3 A player may only represent 1 [one] club in the Gwent Leagues during a season. However, a player will be allowed to play for a team in the South Wales leagues, and also a team playing in the Gwent leagues, provided that the teams are not from the same club, and permission is given by both the South Wales League Manager and the Gwent League Secretary. A player ranked in any Premier Division team within the South Wales leagues will not be permitted to represent any team within the Gwent leagues.

## **5 MATCH ARRANGEMENTS**

- 5.1 Refreshments are to be provided for the visiting team, but Junior teams can be exempt from this rule. This rule can be relaxed for AWAY teams who give prior warning. Those teams not providing home refreshments will not be expected to receive refreshments on away venues.
- 5.2 Matches shall be of five strings, best of five rubbers with every game scoring one point to that team. A bonus of four points will be awarded to the team winning the match.

One bonus point will be available for home teams if a qualified registered marker marks one or more strings; the marker may or may not be a player in the match. A maximum of one bonus point can be claimed by the home team per match irrespective of how many qualified markers are used

If the away team has a qualified marker in attendance an opportunity must be given for the away marker to mark at least one string and one bonus point is available for the away team. A maximum of one bonus point is available for away teams. This also applies if both teams are from the same club.

All markers must be qualified and currently registered with Squash Wales and their registration number entered onto the score card and into League Master for the marker point be claimed.

- 5.3 At least three players for each team must be in attendance at the start time; the remaining two must be in attendance within one hour. If only two players have arrived, the fixture will be deemed not to be fulfilled. If a player fails to turn up, all matches from that string down will be forfeited. Late attendance times are to be noted on the scorecard.
- 5.4 Gwent league matches must be played as per the published fixture list whenever possible. Home team managers/captains should contact the away team to confirm the fixture and arrangements for the match at least 48 hours prior to fixture.

Gwent Cup matches must be played in the designated week. Results must be given to the

League Secretary in the normal way, and the home team captain is responsible for contacting the away side.

Please see GSRA Rule 6 regarding walkovers and re arranged fixtures

- 5.5 Scorecards will be completed by the Home team and must be entered online. If a result is not entered within 5 (five) working days of the match being played, then this will result in 5 penalty points being incurred.  
Match Cards must be filled in by both Captains entering each players name in full prior to the match commencing; no changes can be made to the Match Card once the match has started.  
If a player is missing from a drop down list the League Secretary must be informed. He will add the player for the result to be entered. Under no circumstances should a Captain enter a result with incorrect players. Teams who enter incorrect players can also be docked 5 penalty points.
- 5.6 The order of play will normally be five to one but can be changed at the discretion of both Captains.
- 5.7 The double yellow dot ball must be used unless agreed between both captains prior to the match when a single yellow dot ball may be used
- 5.8 All League and Cup competitions run under Gwent SRA will comply with the International Squash Rackets Federation Rules e.g. One Serve Rule, one and a half minutes interval between all games). Point a rally scoring up to 15. If 14 all game the player who first got to 14 must decide to play to 15 (1 point) or 17 (3 points)  
The scorecards must carry the names of players, match result and be signed by both captains. The home captain is responsible for filling in the match card.
- 5.9 Players playing in Knock out matches cannot play for more than one team.  
Ranking rules apply.

## **6 WALKOVERS**

- 6.1 Matches **must** be played in the stipulated week whenever possible
- 6.2 An offending team not turning up or cancelling a Match will be liable to contribute all the Out of Pocket expenses incurred by the opposing team.
- 6.3 A team conceding two match walkovers in any one split season will cease to take part in the leagues for that split season
- 6.4 Walkover (19-0) and 20 Penalty Points will usually be deducted for cancellation by either team on the day of the match.  
Walkover (19-0) and 10 Penalty points will usually be deducted for cancellation by either team within 72 hours before the match is due to be played.  
Walkover (19-0) and 5 Penalty Points will usually be deducted for cancellation by either team more than 72 hours before the match is due to be played.

If by mutual agreement between the two teams a re-arranged fixture can be arranged within the season, then the results of the re-arranged fixture shall be used. The penalty points above will still be applied to the cancelling team.

If the cancellation occurs for a match within 2 weeks of the end of the season no re-arranged fixture is allowed, and the cancelling team will forfeit the match 19-0, have the penalty points

deducted as above, and have 15 penalty points deducted for the start of the following season irrespective of the notice period of the cancellation

- 6.5 Mitigating circumstances, such as unavailability of courts, or dangerous weather, will override these penalties. Matches that must be re-scheduled will be with the Secretary's approval of date and venue.

## **7 DISPUTES**

- 7.1 All protests and disputes must be made to the Gwent Squash Rackets Association. The secretary will make a decision with approval from the Gwent Committee.
- 7.2 Appeals must be made within 21 days of receiving notification of the initial decision made by the Gwent Committee.

## **8 PROMOTION & RELEGATION**

- 8.1 First Division winners will be promoted into the South Wales Squash League.
- 8.2 The bottom two teams in each Division will normally be relegated into the Division below. The top two teams in Divisions 2 and below will normally gain promotion to the division above. This may change at the discretion of the League Secretary due to numbers of teams available in the league.
- 8.3 In the event of a tie for places at the end of the season, the team having won the most matches shall be placed higher. If the teams are tied, then a play-off will be arranged by the League Committee on neutral courts.

## **9 MISCELLANEOUS**

- 9.1 The Gwent SRA shall not be held responsible for the injury of any players in any game sponsored by them or otherwise. Each Club is responsible for any action by court of law that may come about.
- 9.2 The Gwent SRA reserve the right to amend or revise these regulations at **any time**.

ENDS