RULES OF THE SUSSEX MEN'S AND WOMEN'S SQUASH LEAGUES

Consolidated draft for review

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DRAFT STATUS. This consolidated document is for review and approval. It incorporates confirmed decisions and operating guidance discussed through October 2026. It should replace earlier versions only after formal approval.

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1. Scope and administration

1.1 These Rules govern the Sussex Men's and Sussex Women's Squash Leagues.

1.2 The leagues shall be administered by the Sussex Squash Management Committee through the appointed League Organiser.

1.3 Matches shall be played under the current rules of squash recognised by England Squash and the World Squash Federation, except where these League Rules expressly provide otherwise.

1.4 League Master is the official league administration system for fixtures, Nomination Lists, player registration and results.

1.5 The League Organiser may determine administrative matters not expressly covered by these Rules, subject to review by the Management Committee.

2. League structure and entry

2.1 The number and composition of divisions shall be determined for each season having regard to the teams entered, geography and the practical operation of the competition.

2.2 Development divisions may be treated as the lowest divisions within the relevant league structure. Any separate development levy or fee shall be communicated to Clubs before the season.

2.3 League entry fees and payment arrangements shall be set and communicated separately for each season.

2.4 Promotion and relegation shall normally be determined by final league position, subject to the penalties for repeated failure to fulfil fixtures in Rule 10.6 and any structural changes approved for the following season.

3. Fixtures and rearrangements

3.1 Fixtures should normally be played on the date specified in League Master.

3.2 A fixture may be rearranged where both team captains agree. Neither team has an automatic right to require the opposing team to agree to a rearrangement.

3.3 Where a change is agreed, the captains should agree a revised date and ensure that the fixture is updated in League Master.

3.4 Clubs and captains are expected to take a reasonable and accommodating approach, with the objective of playing fixtures wherever reasonably possible rather than allowing matches to be defaulted.

3.5 Where the captains cannot agree a change, the fixture remains due to be played on its originally scheduled date. Failure to fulfil it will be dealt with under Rule 10.6.

3.6 The League Organiser may determine the appropriate outcome where there is a dispute concerning a proposed or agreed fixture change, or where exceptional circumstances prevent the normal application of this Rule.

4. Eligibility and registration

4.1 Every player must meet the current England Squash registration requirements and must be registered in League Master before being selected or added to a Nomination List.

4.2 A player may represent only one Club in the Sussex leagues during a season unless the League Organiser has expressly approved a transfer or exception under the applicable eligibility rules.

4.3 An otherwise eligible player who is not on the current Nomination List may only be added and selected in accordance with Rule 9.6.

5. Team composition and order of play

5.1 Men's League teams shall consist of five players.

5.2 Women's League teams shall consist of three players.

5.3 Players must compete in playing-strength order. This requirement applies to nominated players and to players added during a current nomination period.

5.4 Where a Club enters more than one team, player eligibility for each team shall be determined by the Club's current Nomination List, after disregarding Ghost Players in accordance with Rule 12.

5.5 No rule requires a Club with two or more teams playing on the same night to fill its higher team first. Each selected team must nevertheless comply with the Nomination List and playing-strength requirements.

6. Scoring and match points

6.1 All individual matches shall be the best of five games using point-a-rally scoring.

6.2 The Championship and Division One East shall play PAR to 11 points. All other Men's League divisions and the Women's League shall play PAR to 15 points.

6.3 Each game won is worth one league point.

6.4 The team winning the overall fixture shall receive an additional five league points. This match-winning bonus applies to all Men's and Women's League fixtures.

6.5 For a five-player Men's fixture, the maximum available points are 20. For a three-player Women's fixture, the maximum available points are 14.

7. Match administration

7.1 The home Club is responsible for providing courts, balls and normal match facilities, unless the teams agree otherwise.

7.2 The home and away captains are responsible for ensuring that their teams are listed in playing-strength order and that any eligibility issue is addressed before play where practicable.

7.3 Where a match is marked or refereed, the official shall apply the current England Squash/World Squash rules, including the rules on conduct, dangerous play and injury.

8. Results entry and verification

8.1 The home team captain is responsible for entering the complete fixture result into League Master within seven days of the fixture.

8.2 The away team captain must verify the result by logging into League Master, checking the participating players and individual game scores, and entering the away captain's name in the verification field.

8.3 Captains must ensure that the result is correct before verification. Disputed results should not be verified until the discrepancy has been resolved or referred to the League Organiser.

8.4 Walkovers and injury retirements shall be entered and verified through the same process, subject to the specific recording rules in Rule 10.

9. Nomination Lists

9.1 Each Club shall maintain a Nomination List in League Master, listing players in playing-strength order.

9.2 A Club may make changes at any time during a calendar month. The Nomination List recorded in League Master at 23:59 on the final day of that month shall apply throughout the following calendar month and shall be locked for that following month.

Example: changes made during January determine the Nomination List applying throughout February. The list applying during January was determined and locked at the end of December.

9.3 Once a Nomination List has been locked for a month, a Club may not change the list applying to that month. Changes subsequently entered will take effect with the next monthly Nomination List.

9.4 All players must be ordered according to playing strength. SquashLevels may inform that judgement but the guidance in Rule 13 is not an eligibility test.

9.5 Players who are Ghosted remain on the Nomination List so that they remain eligible to play, but their positions are disregarded when determining the eligible range for lower teams under Rule 12.

9.6 Non-nominated players

9.6.1 A player not included on the Club's current Nomination List may be added during the current nomination period only for the Club's lowest-ranked team, or its only team where the Club has one team.

9.6.2 Before being added, the player must first be registered in League Master.

9.6.3 There is no limit on the number of such players who may be added during a nomination period. The former limit of two additions does not apply.

9.6.4 Each added player shall be placed at the bottom of the current Nomination List. Once added, the player may be selected from the player dropdown when the result is entered.

9.6.5 A player added in this way will be carried forward automatically into the next nomination period in League Master.

9.6.6 All such players must be fielded in playing-strength order.

10. Defaults, no-shows, walkovers and injuries

10.1 Individual no-shows

10.1.1 Where a team fulfils a fixture with at least three players but one or more individual players do not play, each missing player's string, and any lower string affected by order-of-play requirements, shall be awarded to the opposing team as a 3-0 walkover.

10.1.2 The defaulting team shall also incur a penalty of two points for each missing player. The penalty shall be deducted from the points otherwise earned by that team in the fixture and applies whether or not advance notice of the absence was given.

10.1.3 Where two players are no-shows but at least three players attend, two walkovers shall be awarded and four points shall be deducted from the defaulting team's fixture points.

10.2 Recording a walkover

10.2.1 For an individual walkover, the player who was available to play must be selected in the League Master result screen and the absent opposing player must be set to “Walkover”.

10.2.2 A walkover is not a completed match and does not count towards either player's 12-match half-season limit or the Ghost Player appearance thresholds.

10.3 Injury retirement

10.3.1 Where a player starts a match but cannot continue because of injury, the outcome shall be determined under the current England Squash/World Squash injury rules.

10.3.2 Unless those rules require the match to be awarded to the injured player, the match shall be awarded to the player able to continue. That player shall be selected as the participating player in League Master and the injured player shall be recorded as "Walkover".

10.3.3 Completed games shall be entered using the actual scores. In the game in progress, the player awarded the match shall receive the remaining points required to win that game, while the other player's score remains as it stood. Any further games required to complete the match shall be recorded to zero.

Example for PAR15: if the score at retirement is 15-10, 11-15, 9-5 and the leading player is awarded the match, enter 15-10, 11-15, 15-5, 15-0.

10.3.4 Where an injury is caused by deliberate or dangerous play or action by the opponent and the injured player cannot continue without delay, the match shall be awarded to the injured player in accordance with the current England Squash/World Squash rules.

10.3.5 Where a Club does not want an injury-related score to appear on SquashLevels, the League Master Administrator should be contacted.

10.3.6 An injury retirement does not attract the two-point no-show penalty. Because play commenced, it counts as a match played for both the 12-match half-season limit and the Ghost Player appearance thresholds.

10.4 Fewer than three players

10.4.1 Where fewer than three players attend, the team shall be deemed not to have fulfilled the fixture. Rule 10.6 applies, including the escalating consequences for repeated failures during the season. The individual two-point no-show penalties do not additionally apply.

10.5 Award and deduction for an unfulfilled fixture

10.5.1 On each occasion that a team fails to fulfil a fixture, the opposing team shall be awarded 20 points and the defaulting team shall receive no fixture points and have 10 points deducted from its total league points, subject to Rule 10.6.

10.6 Repeated failure to fulfil fixtures

10.6.1 On the first occasion, the penalties in Rule 10.5 apply and the team may be declared ineligible for promotion.

10.6.2 On the second occasion in the same season, the penalties in Rule 10.5 apply and the team shall be automatically relegated.

10.6.3 On the third occasion in the same season, the team shall be withdrawn from the league and its previous results for that season shall be voided.

11. Match limits and player movement

11.1 A player may play no more than 12 completed league matches in either half of the season, subject to any formally approved exception published before the season.

11.2 A walkover does not count towards the 12-match limit because no match was completed on court.

11.3 A match that starts but ends through injury retirement counts towards the 12-match limit.

11.4 All selection and movement between Club teams must comply with the current Nomination List, Ghost Player adjustments and playing-strength order.

12. Ghost Players

12.1 A "Ghost Player" is a nominated member who appears in the Nomination List, generally at the top end, but who does not play matches. This may distort the genuine strength of lower teams by enabling higher-ranked players to participate in those teams.

12.2 To prevent Ghost Players from distorting Club Nomination Lists, players must qualify to be included by playing the minimum number of matches set out below.

12.3 By 1 December, one match must have been played by each player in a Club's Nomination List. Otherwise the player becomes Ghosted. The Ghosted player's nominated position is not counted for the purposes of determining a lower team's highest eligible player.

12.4 By 1 February, two matches must have been played by each player in a Club's Nomination List for the player to remain un-ghosted.

12.5 At the end of the season, a Ghost Player remains Ghosted until playing again, including at the start of the following season.

12.6 Ghost Players must remain included in the Nomination List so that they remain eligible to play. Ghosted status does not prevent a player from playing when available.

12.7 A walkover does not count as a match played for ghosting purposes. A match that starts but ends through injury retirement does count.

> *Example: a Club has two teams and 15 players. Normally its second team may select from position 6 downwards. If players 3 and 4 have not played by the end of November, they become Ghosted. Until either plays, the second team must select from effective position 8 downwards.*

13. SquashLevels guidance

13.1 SquashLevels ratings are guidance to help Clubs select teams of an appropriate competitive standard. They do not determine player eligibility.

Division	Guidance upper limit
Championship	No guidance limit
Division One East	7,500
Division One West	5,000
Division Two East	4,000
Division Two West	4,000
Division Three East	3,000
Division Four East	2,200
Division Five East	1,800

13.2 As a courtesy, where a Club intends to field a player whose SquashLevels rating is above the guidance limit for that division, the team captain should inform the opposing captain in advance of the fixture.

13.3 Playing above a guidance limit does not by itself make the player ineligible or invalidate a result. Players must still be fielded in playing-strength order.

14. Disputes, interpretation and amendments

14.1 Captains should seek to resolve routine issues constructively and promptly, with the objective of playing fixtures wherever reasonably possible.

14.2 Any unresolved eligibility, result, fixture or interpretation dispute shall be referred to the League Organiser with the relevant facts and supporting information.

14.3 The League Organiser may make an administrative determination, subject to review by the Management Committee where appropriate.

14.4 Substantive amendments to these Rules shall be approved through the League's governance arrangements. Administrative updates, including changes to system names and published guidance, may be incorporated where they do not alter substantive rights or penalties.