



HSRA Box Ladder Rules

1. Basic Rule

1.1. Players must **have fun, play smart, respond emails**, and take full responsibility applying these rules.

2. Players Eligibility

2.1. Players must be **members of a club** with squash facilities or have access to a squash court in the Houston Metropolitan Area.

2.2. Players must have a current **US Squash membership** and be affiliated to the **Houston Squash Racquets Association (HSRA) District**. Status verification can be done at www.ussquash.com

2.3. Membership and district affiliation must have **Active status during the duration of each season**.

3. Scoring

3.1. A match is best of 5 games.

3.2. **Each game can be played to 11 or 15 points. Players must agree on this before starting the match.** The player who scores 11 (or 15) points first wins the game except that if the score reaches a tie (10 or 14), the game continues.

3.3. If the score reaches a tie to 10 (or 14), the receiver can call "1 or 3 points". If the receiver calls 1 point, the player who scores the next point wins. If the receiver calls 3 points, the player who scores 13 (or 17) points first wins. There are not further extensions of a game.

3.4. The winner is responsible to enter the score at www.ussquash.com **within the next 48 hours of the match**. In case of mistake entering a score, contact the Ladder Commissioner. To enter a score:

- Go to <http://www.ussquash.com>
- Click on "My profile" and log in with username and password.
- Click on the appropriate link for the current season with this name structure: HSRA Box ladder. Season Year (Example: Winter 2016, Spring 2016)
- Navigate to find your box. To enter scores, click the link provided for each match within the box.

4. Refereeing

4.1. There are not official referees for the matches. Both players are responsible for controlling the score during each game. Follow the **HSRA Box Ladder Rules 2015** and follow the World Squash Singles Rules 2014 found in <http://www.ussquash.com/officiate/rules-of-squash>



4.2. If players agree, they are encouraged to get a third person to act as referee.

5. Point System, Promotions and Relegations

5.1. Points are given to each player based on the score of each match as follows:

- A result of 3-0: Winner gets 6 points, loser gets 1.
- A result of 3-1: Winner gets 5 points, loser gets 2.
- A result of 3-2: Winner gets 4 points, loser gets 3.

5.2. **Each season between 0 and 4 players of each box will be promoted and between 0 and 4 players will be relegated.** The next variables will be considered during the ladder organization of each season:

5.2.1. Individual player performance including number of played matches and total gained points. **(Players with less than 3 played matches won't be promoted)**

5.2.2. New players and players rejoining the league from injuries and "temporary inactive".

5.2.3. Each box must include no more than 8 players each season (Ideally 7 players).

5.2.4. As this system is not perfect, **Ladder commissioner has the discretion to use his/her own criteria to place ladder players in each box.**

5.3. Players with less than 2 matches in a season could be removed from the next season.

6. Scheduling, Re-scheduling, No-shows and Defaults

6.1. Players must schedule their own matches with 1-2 weeks in advance.

6.2. Players must schedule their own matches at any Houston club. Follow these instructions:

- Go to <http://www.ussquash.com>
- Click on "My profile" and login with username and password.
- Click on the link for the current season with this name structure: HSRA Box ladder. Season Year
- Navigate to find your box. Click the link on the top right corner: "email everyone in this group"
- Check the boxes to send an email to one or several of your opponents in your box.
- **Send personalize emails** to each of your opponents to facilitate the communication process.

6.3. **In case a player needs to call a default, a communication must be sent to the ladder commissioner informing the reason of the default.** A final score for a default match will be 3-0 and should be register by the player calling the default. **The possibility to re-schedule a default match is open and depends on the player calling the default.** Situations of player default are:

6.3.1. If a player needs to cancel, there should be a minimum 24-hr communication to his/her opponent to re-schedule the match. Otherwise this shall be considered as player default.



6.3.2. If a player does not show or is not ready to play within 15 min of the scheduled match start time, the opponent could enforce a player default.

6.3.3. **If a player does not wear protective eyewear**, a player default could occur automatically. In this case the default should be called before starting the match.

6.3.4. If a player does not respond **TWO emails** sent by his/her opponent looking for scheduling a match, a player default could occur automatically taking into account:

6.3.4.1. **Cases of emails without response** are emails addressed **directly to your opponent...**

- **Without response in three business days.**
- With a negative response about your proposal to play, but **without a contra-proposal to find other options to arrange the match.**

6.3.4.2. Emails should have been sent in two different weeks **addressed specifically to your opponent.**

6.3.4.3. **The communication to the ladder commissioner calling the default should be sent before the last two (2) weeks of the end of the season.**

7. Safety and Injury

7.1. Players must **play smart and wear protective eyewear for league matches.** A player could call a player default if his/her opponent does not wear eye protection starting the match.

7.2. If a player is injured while in the court:

7.2.1. If opponent caused the injury, do not re-schedule. Injured player wins the match if any recovered is needed.

7.2.2. If self-inflicted injury, do not re-schedule. The injured player is allowed 5 minutes to recover and must then play on. If he/she cannot continue, injured player concedes the match to the opponent.

7.2.3. If injury is contributed by both players, re-schedule the match.

8. Injuries and Temporary Inactivity:

8.1. Any player that gets injured or ask for temporary inactivity during a season **must inform to the league commissioner and ask to be put on "inactive status"**.

8.1.1. In general, players coming from injuries or temporary inactivity can be relegated one level in the box ladder.

8.1.2. In general, scores of players reporting injuries or temporary inactivity will be deleted and points obtained in each match will not be considered for the final ranking.