

Squash Manitoba - Men's Interclub League 2009-2010

Instructions to Team Captains

The Interclub League organizer for 2009-2010 is Doug Chess (Home: 204-489-2798, Work: 204-833-2500, ext 2285). The following are instructions for Team Captains.

League Objective

The objective of the Interclub League is to promote the game of squash by encouraging friendly competition and social activities between various Squash Manitoba clubs.

Conduct of the Interclub League

The Interclub League is conducted between October and April on Wednesday evenings from 1900 hrs to approximately 2100 hours, followed by a social gathering at a location to be determined by mutual consent among the players present. Teams in the League compete in a multiple round-robin draw, and the team winning the most points at the end of the final round robin draw shall earn a first-round bye in the Closing Tournament. The closing tournament is a single knock-out draw, with eliminated teams competing in a consolation round.

Teams/Players

Teams in the Interclub League shall be comprised of no less than 6 adult players ranging in skill levels from B to E. Each team is to field 3 players at the B/C level and 3 players at the D/E level for each evening of competition, and all teams shall designate one member as Team Captain. Team rosters are to be submitted to the League organizer prior to the start of each season, and may include as many spares as deemed necessary. Players available to compete in the League but not assigned to any one team shall be placed on a Spares List. All players must compete at the highest level achieved according to current Squash Manitoba rankings. Players who are not ranked by Squash Manitoba shall compete at a level consistent with their general skill level, as agreed to by the captains of both teams involved. All team members (including spares) shall be paid members of Squash Manitoba or their match results will not be counted. Team Captains are permitted to recruit spares as necessary to produce a full roster for each evening of competition, provided that person is a member of Squash Manitoba and their skill level (if not previously assigned by the Squash Manitoba ranking system) is established by mutual consent of both team captains.

Conduct of Matches

Winners of individual matches shall be determined on the basis of the best 3 of 5 games. All games shall be scored using the approved Squash Manitoba scoring system, which for the 2009-2010 season is the Point-a-Rally system to 11 (PAR 11). Games that reach a 10-all tie shall continue until one player achieves a 2-point clear advantage, at which point they shall be declared the winner, i.e., 18-16.

Team scoring is based on the total number of games won in any match plus match points. Each game won is worth a single point, and the winner of each match receives an

additional point. Default matches result in a 4-0 score for the player who did not default. All 6 match results are added to provide team totals for each evening of competition. The League organizer (or their designated representative) shall track all match results throughout the season to determine team standings and the final placing of each team at the end of the final round robin draw.

Players competing against others at a level higher or lower than their present skill level shall use the Interclub Handicapping System. Players at the lower level are provided a 4-point advantage at the start of each game. All games using the handicapping system are played to PAR 15. At 14-all, the game shall continue until one player achieves a 2-point clear advantage, at which point they shall be declared the winner

Players arriving more than 45 minutes late for a scheduled match shall be considered in default, unless prior arrangements have been made with the opposing team captain.

Team Captains

Team Captains are responsible for:

- Providing a complete list of team members/spares to the League organizer prior to the start of each season.
- Ensuring that all team members are aware of the Interclub Schedule, game times and general conduct during competition.
- Ensuring all team members are also current members of Squash Manitoba.
- Contacting the opposing team captain the day before scheduled matches to confirm the number of players that will be competing in their upcoming match.
- Organizing make-up matches for all missed or deferred matches with the opposing team captain.
- At the end of each evenings matches, the winning team captain shall submit the results of all matches played to the League Organizer by email or telephone/fax by close of business the next day. All score sheets must be complete, including names of missing/defaulted players.
- Collecting the team fee and submitting it to Squash Manitoba, 200 Main Street, Winnipeg, MB, R3C 4M2, (204) 925-5661 (ATTN: Men's Interclub).

League Fees

Each team in the league will pay a Team Fee to Squash Manitoba, the amount of which will be determined at the start of each season. Team fees are used to offset the costs of conducting the Interclub League including social events, tournaments, trophies, and court/equipment costs. The Team Fee for the 2009-2010 season is \$240.00.