

Rules for the Social Squash Ladder League

Updated 19/8/2018

1. The Ladder League is open to **any senior player**, plus **junior players who are F grade** or higher.
2. **You have 4 weeks to play your 3 matches.** You can play any time, but all matches should be completed and results entered online by 9pm Saturday of the last week. Results entered after this may not be included in calculating points and resulting starting position for affected players.
3. **You must contact your partner** and arrange to play your match at a mutually acceptable time and book a court.
4. **Please clear any bookings** as soon as possible if you find you are unable to play, so that others can use the court.
5. **Turn up to your booking within 10 mins of the booking start time** otherwise others may use the court and you lose that slot.
6. **Matches are the best of 5 games** using normal NZ rules. The first player to win 3 games wins the match.
7. **Enter match results on the ladder website** as soon as possible after completion of the match.
8. **Points will be awarded** as follows:
 - 3-0: Winner 6 points, loser 1 point
 - 3-1 (or 2-0): Winner 5 points, loser 2 points
 - 3-2 (or 2-1): Winner 4 points, loser 3 points
 - 2-2: Both 3 points
 - 1-1: Both 2 points
 - Default/Withdrawal/No Show: Opponent 4 points
 - Self-Inflicted Injury: Your opponent gets 4 points
 - Opponent Inflicted Injury: You get 4 points
 - Bye: You get 4 points
 - Match not played: Both get 0 points
9. **At the end of a league** the top 2 players in each group will move up a group and the bottom 2 players will move down a group
10. **If you don't have more than 1 result entered** you will not automatically be included in the next league. To continue playing, go to www.kpsquash.co.nz/ladder and click Add me to the next league.
11. **If you know you cannot play in the next league** go to www.kpsquash.co.nz/ladder and click "Remove me from the next league"