

UW Squash Club
Squash Ladder Rules

1. Starting positions on the ladder each year will be determined by both the final standings at the end of the previous season and the level at which new players are ranked by Squash Manitoba.
2. New players joining the ladder after the start of the season will begin in the bottom group unless positions are vacated at a higher and more appropriate level. Provision will be made for experienced players and those with a Squash Manitoba ranking.
3. All groups will normally consist of six or seven players, although it may be necessary to adjust some groups to fit in the number of players registered.
4. Matches will be decided on the basis of five games played. All five games must be played in a match and the total number of games won and lost entered on the score sheet that is posted at the courtside bulletin board. Points are awarded for each game won.
5. Players should use the PARS-11 scoring system, as it is the scoring mandatory for all Squash Manitoba events. This is not a requirement for participation on the ladder; players can agree, at the beginning of a match, to use an alternative scoring system.
6. Player positions within the ladder groups will be determined, first, by the number of matches won. In the event of a tie between players in a given group, the higher position will be awarded to the winner of the matches between those who are tied. If players are still tied, standing in the group will then be determined the total number of games won (points).
7. At the end of each round, the top two players in each group will advance to the group above, while the bottom two will move to the group below.
8. Under certain circumstances discretionary adjustments may be made to move a new player up the ladder faster if it is clear from the results that his/her matches are uncompetitive (e.g. no opponents winning a game in all matches).
9. In the case of a defaulted match (no-show at an agreed upon match), the winner will score 3 games won and the loser with 0, and note a default win on the score sheet (for the resolution of potential ties).
10. All matches must be completed by the time the courts close on the final day of each round.
11. Players are responsible for organizing their own matches.
12. Injuries must be reported to the coordinator immediately. If the injury occurs after a player has completed 2 or more matches in a round, or after 2 weeks (of the usual 4 weeks) into the round, the player's scores will be counted for that round. Otherwise, the player can sit out the round and remain at their current position. If the injury requires sitting out for 2 rounds of play, the player will be removed from the ladder, and re-entered at an appropriate level when the injury is healed.

13. Participation in the ladder is expected from all registered players. Any player who does not complete a match in two consecutive rounds will be contacted and asked to withdraw from the ladder.

14. Dunlop "Revelation Pro," Double Yellow Dot is the 'official' ball for the ladder.

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