

## **Vancouver Squash League**

### *Rules & Regulations*

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### **1 - League Structure**

1.1 - The Vancouver Squash League (the “VSL”) is a league operated and sanctioned by the British Columbia Squash Racquets Association (“Squash BC”).

1.1.1 - Squash BC appoints a League Coordinator and other positions to deliver the League, as necessary.

1.2 - The League consists of teams in Tiered divisions.

1.2.1 - The League Coordinator will assign teams to appropriate divisions between four (4) and ten (10) teams. The number of divisions and division size

will be based on the number of registered teams for a season and the league schedule.

1.2.2 - At the start of the season the League Coordinator will determine which teams will be promoted and relegated each season, based on current team rosters and placements in the previous season.

1.2.3 - The League Coordinator is responsible for allocating teams to the various levels and shall have the right to relocate any team to any particular division or to refuse participation to any team.

## **2 - Team Registration**

2.1 - Applications for League teams should be submitted by a date approved by the League Coordinator and Squash BC each season.

2.2 - Clubs/Teams will be required to pay their league fees before the start of their 3rd match in a season. The league fee will be determined by the League Coordinator and Squash BC before the start of each season.

## **3 - Team Regulations**

3.1 - All clubs which are in good standing with Squash BC may apply for one or more teams to participate. Clubs shall not apply for more teams than they can adequately host.

3.2 - Clubs must settle all previous outstanding accounts with Squash BC and the Vancouver Squash League before any team applications will be considered.

3.3 - A club lacking players to form a team may enter a combined team with another club. A combined team must have League approval and must declare a host club.

## **4 - Player Regulations**

4.1 - All players must be in good standing with Squash BC and have an active Squash BC Adult, Young Adult or Junior Full Membership

4.1.1 - A player who, when they play for a team, is a “non-member” (defined as someone without a Squash BC membership), will not be able to record ANY points for a match. This “non-member” will be recorded on the match score as a “Default/Guest” and the team will receive an automatic one-point penalty.

4.2 - All players must follow Squash BC's Code of Conduct

## **5 - Junior Eligibility**

5.1 - All Junior squash players that are between 15 and 18 years of age on the match night must have completed and signed the Vancouver Squash League Junior Application, and have the form signed by the athlete, athlete's parent/guardian, athlete's coach and either the Squash BC Sport Development Manager or Squash BC Provincial Coach. The application must be submitted by Thursday, before the match, by noon.

5.2 - Juniors of 11 to 14 years of age reaching a certain level could submit an exemption request to Squash BC. Squash BC would review the request and determine if the junior is eligible to play in the league.

5.3 - Juniors who are 10 years of age or below are ineligible to participate in VSL.

5.4 - Juniors with a Club Locker rating of 4.5 or greater will be exempted from Junior restrictions.

5.5 - All players 18 years of age and younger must wear eye guards that meet the Squash Canada Eye Guard Policy.

5.6 - Please refer to rule 8.2 for the maximum number of juniors who are eligible to participate on a team during a VSL tie.

5.7 - No juniors will be exempted from playing in the Tuesday Adult Only Division.

## **6 - Spares**

6.1 - A player registered in a lower division may only play for a higher division within their club four (4) times per season. The fifth (5) time a player plays for a higher team in the season, they are added to the roster of the higher division team and may not play in the lower division for the rest of the season.

6.2 - The VSL will have a spare list which will include players not affiliated directly with a team for the season. These players can be used by any team during the season to fill their match day roster. The spare list will be available for all Team Captains to contact during the season.

6.2.1 - A spare can play a maximum of four (4) matches per season on a team, the fifth time the spare plays for a specific team the player will be removed from the VSL spare list and added to the team roster as a regular player.

6.2.2 - Once a spare plays fifth (5) matches in a division they are ineligible to participate in any lower division for the rest of the season.

6.2.3 - Spares must be in good standing and have an active Squash BC Adult, Young Adult, or Junior Full Membership.

## **7 - Transfers**

7.1 - No player may play for more than one club in the same season as a regular player without the approval of the League Coordinator and Squash BC. Transfer application must be made to the League Coordinator if special circumstances should arise.

## **8 - Match Day Team Rosters**

8.1 - Each VSL tie shall consist of four (4) matches during the regular season and playoffs.

8.1.1 - A player can play a maximum of 1 match per VSL tie.

8.1.2 - The team is to be placed in placement order based on Club Locker Rating Points.

8.1.3 - Players without Club Locker ratings are encouraged to record inter-squad matches to gain a rating.

8.2 - Each team can have a maximum of one (1) junior player (as defined in Junior Eligibility) in their Match Day Team Roster in each VSL tie.

8.2.1 - If more than one (1) junior player plays in a tie, the team automatically forfeits the additional junior matches.

8.2.1.1 - If two (2) juniors are scheduled to play in a tie, the highest ranked junior will be the match that is recorded to the tie results. The lower ranked junior will be placed in the lowest position on the match day roster, regardless of Club Locker ratings.

8.2.1.2 - If three (3) juniors are scheduled to play in a tie, the highest ranked junior will be the match that is recorded to the tie results. The second ranked junior will be placed in the third position on the match day roster, regardless of Club Locker ratings. The third ranked junior will be placed in the fourth position on the match day roster, regardless of Club Locker ratings.

8.2.2 - If a team violates Rule 8.2 multiple times in a season can result in suspension or removal from the league.

8.3 - Match day team rosters are to be posted on the Club Locker league tie a minimum of 24 hours before the scheduled match time

8.3.1 - If a team has to adjust the match day team roster after 24 hours due to unforeseen circumstances (injury, illness...), they must notify the opposing team captain and League Coordinator of the change as soon as possible.

8.3.2 - If a team fails to have their match day team roster posted by the deadline, the team will be penalized by the following process:

1st Occurrence - Warning

2nd Occurrence - 1 point deduction to VSL standings

Any Additional Occurrence - 2 point deduction to VSL standings

8.4 - Order of matches

8.4.1 - All players must be available to play at the designated start time. Selecting from the pairings available to play, the visiting captain decides which is to be the first match, while the host decides which is to be second match, and so on alternating until all matches are scheduled.

8.4.2 - If the commencement of a match is delayed for more than 10 minutes because of a player's lateness, then the late player forfeits his/her match.

8.4.3 - Matches should be played continuously throughout the night, with a maximum of 10 minutes between a match ending and the next match warm-up start

## **9 - Courts and Match Times**

### **9.1 - Start Times**

9.1.1 - VSL play is on Mondays for Divisions 1-6, and on Tuesdays for Division 7 and Tuesdays Adult Only Division or above.

9.1.2 - VSL matches shall start between 6pm and 9pm and be scheduled by the host club a minimum of 10 days prior to the scheduled match. Travel time should be considered, particularly by clubs in more remote locations.

### **9.2 - Rescheduling**

9.2.1 - A match may start earlier or later by mutual consent. Otherwise, matches are not to be postponed or rescheduled, except for extraordinary circumstances.

9.2.2 - Clubs wishing to reschedule a match must inform the League Coordinator and arrange a mutually agreeable time with the affected club.

9.2.3 - Matches missed for unforeseeable circumstances (i.e., snowstorms) must be rescheduled promptly.

9.2.4 - The rescheduling of an individual match, between two players, will not be allowed unless agreed to by both team captains in advance. The rescheduled match must be played BEFORE the date that the two teams are scheduled to meet.

### 9.3 - Court Usage

9.3.1 Clubs must aim to use at least two courts concurrently for the duration of the match. Exemptions can be made but must be submitted to the League Coordinator a minimum of 14 days before the match.

9.3.2 Home teams must book courts and control court utilization.

### 9.4 - Time Between Matches and Games

9.4.1 - Players should be prepared to start warm-up a maximum of ten (10) minutes after the conclusion of a previous match.

9.4.2 - Players should limit time between games to two (2) minutes.

## 10 - The Game and Ball

10.1 - Matches may be played on International, American or converted racquetball courts. The International Game of Squash will be played no matter which type of court is used.

10.2 - All matches are to be played according to the laws accepted by Squash Canada.

10.3 - VSL uses PAR (point-a-rally) to 11 points scoring for all matches. The player who scores 11 points first wins the game, except that if the score reaches 10-all, the game continues until one player leads by two.

10.4 - Each team player shall play one match consisting of the best of five (5) games.

10.5 - The official VSL ball will be the Dunlop Pro (Yellow Double Dot).

10.6 - It is the responsibility of the home team to supply a ball in good condition (i.e., the printed logo is still visible on the ball) for each match.

10.7 - Teams are required to enter match scores on the Club Locker league website a maximum of 24 hours following the conclusion of the matches.

## 11 - Standings

11.1 - In all VSL ties, one (1) point for a game win and one (1) point shall be awarded for all individual match wins. No points for a loss. For defaults, four (4) points shall be awarded for a default win, and two (2) points shall be taken away from the team that is defaulting on a match. The teams having the most points at the end of the season shall be declared champions of their respective divisions.

11.1.1 - If two (2) teams are tied at the end of the season the following tie breaker will be used to determine the higher-ranked team

1. Head-to-Head record between the teams (based on matches won)
2. Head-to-Head record between the teams (based on games won)
3. Overall matches won
4. Overall games won minus games lost
5. Overall games won
6. A coin toss will be used to determine the higher seeded team

11.1.2 - If three (3) or more teams are tied at the end of the season the following tiebreaker will be used to determine the higher ranked team:

1. Head-to-Head record among all teams tied (based on matches won)
2. Head-to-Head record among all teams tied (based on games won)
3. Overall matches won
4. Overall games won minus games lost
5. Overall games won
6. A coin toss will be used to determine the higher seeded team

11.2 - If a team withdraws from a division after the start of any cycle, all points from matches played prior to the withdrawal shall be voided.

11.2.1 - If the VSL can find a replacement team for the division, points from previous matches against the team that withdrew will be determined by the League Coordinator and Squash BC.

11.3 - An individual defaults from a match prior to its commencement, the opposing team will receive maximum points from the match towards the standings.

11.4 - If a player is unable to complete a match that has already started, the opponent will automatically receive the maximum points for the match. The player who had to withdraw will be awarded points for any games won during the match.

## **12 - Playoffs**

12.1 - The playoff format for each division will be determined by the League Coordinator at the start of each season, depending on the number of teams in a division and schedule availability.

12.2 - A single elimination format will be used for all playoffs.

12.3 - The team that wins the most matches during a tie will advance to the next round. If each team has an equal number of matches, the winner will be decided by games, then points. If each team has an equal number of points, the winner will be determined by the team that won the most head-to-head ties during the season. If still tied, the winner will be determined by the team that won the most head-to-head matches, games, and then points. If still tied, the winner will be determined by the higher seeded team during the regular season standings.

12.4 - The higher-seeded team from the regular season will be designated as the host facility for the tie.

12.4.1 - In a scenario where a host club will have too many matches scheduled on a playoff night, Squash BC and the League Coordinator will designate which of the teams will play their match away.

12.4.2 - VSL has the right to select central venues for finals nights (determined by the League Coordinator).

12.5 - For a player to participate in the VSL Playoffs for a team, they must have played a minimum of two (2) matches for the team during the season.

12.6 - Playoffs will use match day rosters of four (4) players, as mentioned in rule 8.1

12.7 - Players can play for a maximum of one (1) team during the VSL playoffs.

12.8 - One (1) junior player, as outlined in rule 5, will be eligible to participate in each VSL playoff tie.

### **13 - Officiating**

13.1 - The host team will ensure that a Referee is assigned to each match to help ensure games are played in a sporting spirit and in accordance with the laws of the game.

13.2 - VSL recommends that all matches use the Club Locker Live Scoring feature through an electronic device to keep score of matches. If Live Scoring is unavailable at the venue, the host team is required to provide scoring sheets for the referee.

13.3 - VSL requires a minimum of two (2) players per team to have completed the Squash Canada Club Referee certification as of January 1, 2026.

### **14 - Penalties and Appeals**

14.1 - Correct Placement on Team

14.1.1 Improper placement of any player in a team's order to gain an advantage must result in forfeiture of the match at the position of violation and all positions below.

14.1.2. If a match at a position is not played for reasons other than 14.1.1, only that position will be forfeited.

14.1.3 Club Locker ratings are to be used by captains to decide a player's position on their team roster, unless otherwise agreed before play.

14.2 - Reporting Results – Please see rule 10.7

14.3 - Junior Eligibility Requirements - Please see rule 5.1

14.4 - Officiating Requirement - Please see rules 13.3

14.4.1 - Failure to meet the minimum required Squash Canada Club Referee certification for the first offence will result in a written warning

14.4.2 - Any occurrences for not meeting 13.3 following the written warning will result in a 1 point deduction for every match played until the requirement is met.

#### 14.5 - Protests and Appeals

14.5.1 - A protest of any alleged violation of the rules must be made in writing to the League Coordinator within 72 hours of recognition of the alleged violation, or longer in the case of extenuating circumstances. The League Coordinator and Squash BC are responsible for ruling on any protest. Please complete the VSL Incident Form from the VSL Page.

14.5.2 - An appeal of any ruling made by the League Coordinator and Squash BC must be received in writing within one week of the decision. The League Coordinator and Squash BC will select three (3) Club Representatives from a pool of those Club Representatives willing to serve on the Advisory Committee when required. The appeal letter plus any other pertinent documentation will be forwarded to the Appeal Committee members for a decision to be reached by a feasible deadline. The decision will be forwarded to the League Coordinator who will forward to the Club Representatives and Team Captain of the appealing team, and others where applicable. The decision of the Appeal Committee is final.

14.6 - Ignorance of any Rule set down or failure to read and understand any Rule will not be accepted as an excuse for any infraction of such rule and any penalty applied thereto.

### **Glossary of Terms**

Tie - An evening's match-up between two teams. A tie typically consists of four matches during the regular season and five matches during playoffs