

ODSA Open City League Rules / Guidelines

Preamble

The ODSA Open City League (CL) is the lead squash activity for the promotion of a healthy squash community in the Ottawa / National Capital Region. Wednesday evenings is designated as the evening for Open CL in the ODSA. For the most part (there are some exceptions) matches are started in the early time slot of 1830 hrs or the later slot of 2000 hrs. **Early matches need to start sharply at the scheduled time to ensure later matches are not delayed in their start time.** All play should be on Wednesday evenings as scheduled. If however a rescheduling of a particular match is required all play for each week should be completed by Saturday of the week of play. Matches should be played in a spirit of good sportsmanship and squash fellowship.

Routinely there have been 36 teams in the 6 division (6 teams per division) ODSA Open CL. However, if demand grows beyond 36 teams, additional teams and divisions will be added. To enter a team, a club must be able to provide 2 squash courts in a concurrent time slot on Wednesday evenings. For each pair of 2 courts, in a concurrent time slot, a club may enter 2 teams. (Two courts in both the early and late time slots equates to 4 teams permitted. Four courts in both the early and late time slots equates to 8 teams permitted.)

There are five sessions of play with a team's results during sessions two to five (inclusive) accounting for a team's overall standing in the CL. (Team standing calculations are explained below.) Team starting positions for the start of the season is based on a team's previous season overall standing, as well as inputs gained from Club Reps and other sources prior to season start. As there can be variation in the teams (both # and quality) from season to season the CL Coordinator will attempt to make a best estimation for overall season start seedings.

Teams and players are reminded to compete with a good level of sportsmanship and respect. Abuse, verbal or physical, of fellow opponents or officials will not be tolerated and could lead to expulsion from CL play.

Teams and players are also reminded that coordinators and schedulers are volunteering their efforts and are trying to do the best job they can in support of the Open CL.

It should be understood that CL rules will not be proactively enforced by the CL Coordinator. It is up to the individual team captains to bring any grievance to the attention of the CL Coordinator. The CL Coordinator will investigate and take appropriate action if a rule or the spirit of league play has, in fact, been violated.

Team Composition / Sparing

An Open CL Team consists of 4 players playing Wednesday evening matches as per the Open CL schedule. Each team must carry a minimum of 4 regular players. Once a player plays for a particular club, he/she cannot play for another club during the same session. A player may not play for more than two clubs during a season. A player can only switch clubs once per season.

A player cannot play for more than one team on any given night or week of play.

Each team should normally have a corps of 4 or 5 players however some teams may choose to carry more players. If a club chooses to carry 5 or more players per team, non playing players can spare up or down between teams however, strength of sparing requirements must be factored in. For examples: If a club has 2 teams of 6 players and on a given night only 3 players in the upper team are available then the best available player from the lower team would move up to spare on the upper team. Strength order, as described below, would be followed. Normally only one player should move up or down between teams when sparing within the same club. If two or more players need to be routinely shifted, a club should re-evaluate the viability of its club teams.

Independent spares (players not assigned to a particular team) may also be used as needed. Sparing may not be used for the sole purpose of strengthening a team when a regular player is otherwise available. Spares are to play at a level that best matches their play level and sparing should match the team they are subbing for. If an only available spare is too strong or too weak to sub for a team, then the spare should be best fit into the overall club strength. For example: Say a club has 3 teams and the lowest team needs a spare. If only one very talented spare is available the spare should be fit into the upper team (matching his/her strength) and other players would be trickled down to lower teams with the lowest available player dropping down between teams to play on lower teams.

Strength Order

Players on teams must play in strength order. This means that players are ranked from the highest level to the lowest level. (From one to four.) Players are to play the opponent from the other team ranked at their designated position. Position swapping is permitted if players are very close in playing ability.

Team declarations of playing order should be done independently prior to the commencement of evening's play.

Players may "play down" within their team in the event of illness or injury as long as other players do not "play up" by MORE than one position. i.e.: Player #1 may play at position #4 if they are injured or sick (to avoid default), but players 2 to 4 would only shift up one playing position. Such playing down by a normal #1 player can only be done in the event of a true injury or illness.

Match Scoring / Officiating

All matches must be refereed unless court construction prohibits it. This is a requirement for league sanctioning and has insurance implications.

The home team should be the team providing or arranging for the officials for the first wave of matches. Winners from the first wave of matches are responsible to officiate in the second wave of matches.

All matches are the best of five games. PAR 15 scoring, win by 2 points is the current scoring system to be used by all divisions. The match winner receives 5 points and the match loser receives 1 point per game won for his/her team.

The season consists of five sessions of five weeks. During a session each team plays each team in its division once. Scheduling is done randomly by the scheduling volunteer. A good spread of home and away matches is attempted however, no set number of home matches is guaranteed. During the season, at the end of the each session, the top team in each division will be promoted to the division above and the bottom team will be demoted to the division below.

Defaults

A player must be present by their scheduled start time, which may vary by club. (See the ODSA web site for start times.) A 15 minute grace period will be given in case of a no-show, after which the offending team will receive a -15 point penalty for the week. The -15 point penalty is for one defaulted player. If more than one player defaults an additional -15 point penalty will be assessed for each defaulted player.

Defaults are serious team infractions! If a team registers three defaults within an entire season its participation in current and future CL play will be reviewed by the CL coordinator. Suspension of play is a realistic penalty for repeated and blatant defaults.

With the consent of both team captains and the players involved (well ahead of scheduled match time), arrangements may be made to play matches anytime before 9 PM Saturday following the Wednesday of scheduled play. Matches are not to be rescheduled later than the Saturday following the Wednesday of play. All results, including that of any makeup match(es) must be submitted together.

Individual clubs will be left to decide how to deal with players responsible for the defaults.

League Scoring / Team Standings / Season Ending Standings

Session one of five is an exhibition season. Team standings represent a team's play, cumulatively over sessions two to five.

At the end of each session all teams will be ranked from best to worst. (From 1 to 36, 37, 38 or however many teams there may be.) Each team will be assigned the number of points corresponding to their overall ranking. (some examples: First place would get one point, 10th place would get 10 points, 31st place would get 31 points, etc....) As sessions progress, a team's overall score is their accumulation of points from sessions two to five inclusive. The lower a team's cumulative score is the higher a team places in the overall standings.

At the end of each session, a team's cumulative score is calculated. If two teams have the same point total, the team that was ahead at the end of the previous session will be placed ahead of the other team. At the end of session five an overall ranking from top to bottom will be the result of team's cumulative point totals. At season's end, the overall top team will be declared the winner of division one. Every other 6th placing team will be declared the winner of a division. (7th = Winner of Div 2, 13th = Winner of Div 3, 19th = Winner of Div 4 and so on)

Team Captains and Responsibilities

Each individual team must have a designated Team Captain. (If the regular Team Captain is unable to play or be present, another member of the team must be appointed to act as the Team Captain.) Responsibilities include:

- Ensuring a full team is ready and able to play for each league match.
- Providing score sheets for home matches.
- If required, contact the opposing team captain in advance and discuss all matters pertaining to the match (i.e., rescheduled matches) and generally ensure everything runs smoothly.
- Team captains must actively establish, through mutual agreement, who will enter the evening's match results into the ODSA CL web results system.
- One of the Captains or designate is to enter complete match results via the ODSA web by the Saturday of each week. (Results should be entered as soon as possible however Saturday is the normal cut off which accounts for rescheduled matches that must be started by Saturday at 9 PM.)
- Failure to enter results will result in a 0 score for both teams.

Club Representatives and Responsibilities

Each club shall have an overall CL representative. Responsibilities include:

- at the start of the season, providing a list of all team captains with contact information for all their club teams;

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- informing the CL coordinator any time a team captain is changed throughout the season;
- ensuring all necessary home courts are properly booked each week for the entire session;
- following up with any teams from their club who have not submitted results via the web entry form on a given week;
- acting a conduit for the passage of information to and from CL teams and the CL coordinator.

All matters that cannot be resolved by team captains are to be referred to the CL Coordinator for investigation, arbitration and final rulings.