

# DUNNINGTON SQUASH CLUB SUMMER

## HANDICAP LEAGUE

- Squads are made up of 4 - 8 players. Only 3 players will play each match but it is a good idea to have more than 3 to allow for people being on holiday or not being available.
- Teams should try to have a range of abilities and include juniors and ladies where possible.
- Balls and score sheets are collected from the bar at the start of each match.
- Each team must nominate a captain who will be responsible for
  1. Collecting £2 per player which covers the cost of the courts and ball.
  2. Paying £6 per team at the bar each match night.
  3. Handing in score sheets at the bar each match night.
- Each match is point a rally scoring to 15, best of 5 games and each game will start off the calculated handicap of the two players.
- Handicaps are calculated at the start of the summer league and each player will be given a letter as their handicap. The handicaps of both players are compared on the handicap matrix to calculate the starting score of each game. The handicap system is designed to make the games as close as possible but if you win or lose lots of games heavily your handicap may be changed during the league. Some players will start with an X- handicap which means they start on a minus score.
- To find the starting handicap you need to find where both of the letters meet on the matrix. The lower ranked player starts with that score advantage in each game. Some examples:

**B v E** will start 8-0 to **E** in each game

**C v G** will start 9-0 to **G** in each game

**X-12 v C** will start -12 - 8 in each game

**X-16 v X-4** would start -12 – 0 in each game

- Matches will start at 7.20pm and will follow on from each other. On each night the team will have a number 1, number 2 and number 3 (determined by the handicaps) and you will play the other teams corresponding number. Unless agreed with both captains before the match the playing order should be 3, 2, 1. Where teams have two players on the same handicap it will be decided which player plays higher at the start of the league.
- Each match should be marked by another player and scores for each game recorded on the score sheet. The total number of games is what counts and not matches won. The team who wins the most games will be awarded 3 bonus points. If the games are tied after three matches one bonus point is awarded to each team.
- It does not matter if you select your 3 highest handicapped players one night and the opposition have selected their 3 lowest handicaps, the system should still allow for a close match but with larger handicaps to start.
- If you don't have 3 players for a match a player can be used from the pool of substitutes or a player from another team as they will already have a handicap. **If a substitute is used their handicap is penalised and increased by one level e.g. if they are a C they would play off a B for this match. In the case of the sub being an X- player they start on an additional -4 points.**
- After each round of matches a league table showing the current standings will be put up in the club along with any handicap changes. After all the matches have been played there will be semi-finals and a finals night.

### SEMI-FINALS & FINAL

- The team that finishes 1<sup>st</sup> in the league will play the team that finishes 4th. The team that finishes 2nd will play the team that finishes 3rd. The two winning teams proceed to the final.
- Placings in the league table for any teams that are tied on points will be decided by:
  1. The number of matches won, if still a tie then
  2. The result between the two teams in the league, if still a tie then
  3. A coin toss.

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- Each team must play 6 players in the semi-final and final. If you do not have 6 players available in your team then you need to find other players from the substitute pool or a team that did not make it past the league stage. As a substitute, they will play off one handicap level higher than they would normally.  
**IMPORTANT: A player is classed as in your team if they have played 2 or more matches for your team throughout the league or they were registered in your original squad.**
- In the event of a tie after the 6 games have been played then the winner will be decided by matches won. If this is 3-3 then one final game shall be played by the number one player in each team using their regular handicap to decide the winner!