



# Brisbane Squash Fixture Rules

## For All Senior & Junior divisions except Premiers

### Commencement Times

1. Official start times are those published in matrix, which may vary between Centres and Competitions, for Juniors this would be 9am.
2. Start times for matches must be adhered to. If a team has members present and there are no team members present from the opposing team 15 minutes after the scheduled start time, then a forfeit can be applied at lowest position.
3. If after another 15 minutes, there are still no team members present, then a forfeit may be applied at second to lowest.
4. If after 45 minutes after the scheduled match start time, you may claim a Team forfeit.
5. In the event, both teams have players present, but no match-ups, after 15 minutes a forfeit will be applied in the first instance to the lowest position against the team who loses a racket spin, and so on until a match-up is available or until team forfeit.

### Scoring

6. All matches are Best of 5 including Doubles if scheduled
7. Northside Monday Fixtures: Division 1 and below = PAR 15 (+2).
8. Northside Tuesday / Thursday Fixtures: Division 1, 2 and 3 = PAR 11 (+2), Divisions 4 and below = PAR 15 (+2).
9. Northside Daytime Fixtures: F1 Division = PAS 9 F2 Division and below = PAR 15 (+2).
10. Southside Tuesday / Thursday Night: All divisions = PAR 15 (+2)
11. Juniors: J1 and J2 divisions = Singles PAR 11 (+2), Doubles = PAR 11 (Sudden Death), full hand out. J3 and below = PAR 15 (+2) no doubles.
12. Any other Competitions including Premiers to be defined their guidelines.
13. Competition Points: Win in 3 – 5 points, Win in 4 – 4 points, Win in 5 – 3 points, Loss in 5 – 2 points, Loss in 4 – 1 point, Loss in 3 – 0 points. The winning team is determined by matches, then games and finally points. The winning team gets an additional 4 points. A total of 24 points is allocated to fixture result.
14. If both teams forfeit the same position, then no competition points will be awarded for that match-up.
15. No competition points will be awarded for byes.
16. All matches shall be officiated by a marker and referee, one being supplied from each team.

### Equipment

17. Double Yellow Dot ball, Junior divisions J3 and below may optionally use Single Yellow Dot ball.
18. New ball is not mandatory in Junior fixtures.
19. Standard Squash Rackets, Junior J3 or below divisions may optionally use modified rackets.

### Team

20. All players of BCS fixtures must be approved affiliated financial members of their associate club, BCS, Q Squash and Squash Australia.
21. New Players must provide all required details before being registered. New Junior players must provide proof of age and must be under 19 at the commencement of the season.
22. The playing order at the commencement of the season will be the registered Matrix order.
23. Players must play in the registered team order as per Squash Matrix or printed Result Sheet.
24. Players must not play in a position lower than their registered position, players may only play in a higher position.
25. The order of play is lowest position to highest (No.1) position then doubles if they are scheduled, unless both teams agree otherwise.
26. Junior doubles team will comprise of any 2 registered players of that team. players do not necessarily have to have played the singles matches.

### Team Changes / Rating Adjustments

27. Permanent Team changes may be requested at the conclusion of Rounds 4,8,12 and 16. No Team changes will be accepted when subsequent rounds have commenced. No Team changes will be accepted once Round 17 has commenced.
28. Teams will also be assessed at the completion of rounds 4, 8, 12 and 16. If BCS deems it necessary then adjustment may occur. For senior fixtures this will be lower position has a point difference of 10+ above a higher position.
29. Team changes only come into effect when approved and applied in Matrix.
30. Only Centre Coordinators can submit team changes to BCS, no submission from Players will be processed.
31. Team changes for the addition of new Players can only be made where the Player is not above the highest registered Player in that position in that division. The same rule applies for any registered Team member who then subsequently moves down to a lower position.
32. Centre Coordinators may request Rating adjustments i.e. player returning from injury or a long break.

### Replacement Player – Regular Season

33. Players who are unable to play must advise their Captain, Club or Co-ordinator as soon as possible.
34. Replacement players Matrix rating may not be higher than the highest registered players on either team in the position match-up. i.e. Team A No.1 - 180 rating, Team B No.1 - 195 rating, replacement player may not be higher than 195.
35. Only one player is permitted to play singles matches twice in any one team per fixture.
36. Senior fixture players are limited to play twice in a fixture for the same team to a maximum of 4 times in a single season. Juniors fixture players are limited to a maximum of 6 times in single season.

### Finals

37. Senior finals consist of Semi Finals, Prelim Finals and Grand Finals. Junior finals consist of Semi Finals and Grand Finals.
38. All finals must commence at the start time published in Matrix.
39. Referees for Semi Finals will be the bottom 2 teams of that division. Referees for the rest of the series will be the losing teams in the previous final.
40. There will be a fine as defined in the "Centre Agreement" for any team not turning up to Referee.
41. A Player cannot play twice in the Finals.
42. To be eligible to play finals, a Player registered MUST have played 4 matches for that team prior to any final.
43. All registered player must play above any Substitute Player in the finals.
44. Substitutes players must have a Matrix below all registered players in that team, they must also be lower than the No. 4 player of the opposition team.
45. The winning team is determined by Matches, then Games and finally points.
46. In the event of a tie, the team that finished highest at the completion of normal competition will be deemed the winner.

### Penalties and Forfeits

47. If a replacement player or substitutes is ineligible for any reason, then the match will be recorded as a forfeit.
48. If more than one player plays twice, the lower game will be recorded as a forfeit
49. If a match is a forfeit due to no show, the no show team/club is liable to pay for both player's match fees on the day of the match.
50. If a team plays out of order or with an ineligible player, the penalty forfeit will be applied at the 1st position infringement and all the matches below.

51. Players aged 19 years and under, must wear approved eyewear when on court during matches and practice. If they do not, their match must be noted and recorded as a forfeit.
52. Penalty forfeits are applied at the infringement match plus all matches below.
53. Incorrect or Incomplete result sheets will result in forfeit and will apply for each line item.

### Team Withdrawal

54. If a team is withdrawn from the competition, that Team code will become a Bye.
55. No competition points will be awarded for byes. Any points awarded for previous matches for the withdrawn team will also be removed.
56. A minimum of 7 days' notice is to be given prior to withdrawing a Team, otherwise forfeit fees for the next match will be applied.
57. Fees will be applied to the centre as defined in the 'Centre Agreement' for withdrawing a team post commencement of the competition.

### Unplayable Court

58. If a court becomes unplayable and the matches cannot be played on another court, all matches already played will be entered and obtain competition points.
59. A match must be completed for competition points to be awarded. Part matches do not qualify.
60. For any matches that have not been played, the points will be split evenly between the teams.
61. Those matches completed will determine a team win. If no matches were completed, the game result will be deemed a tie i.e. 12 points to each team.

### Payment

62. Teams must pay all fees prior to the commencement of matches, and must pay as a team, unless otherwise agreed by the Centre Coordinator.
63. Senior fixtures team fee is \$52, Junior fixtures team fee is \$30
64. Teams must pay for forfeits due to no show player and their opponent fee on the day of the match, other late fees may be applied.
65. Teams are required to pay any additional penalties that are incurred on the day of the match i.e. forfeits / no-shows for refereeing duties at finals.
66. All payers must have paid the BCS, Q Squash and Squash Australia affiliation fees and must be approved BCS members.

### Unacceptable Behaviour

67. Unacceptable behaviour will not be tolerated, BCS encourage Referees to utilise conduct warnings and penalties to ensure players adhere to both World Squash Rules and the BCS 'Code of Conduct'.
68. Players must not behave in a manner that is unfair, dangerous, abusive, offensive, or in any way detrimental to the sport. Unacceptable behaviour includes, but is not limited to: audible or visible obscenity, verbal, physical or any other form of abuse, unnecessary physical contact including pushing off the opponent, dangerous play including excessive racket swing, dissent to the Referee, abuse of equipment or court, delaying play and deliberate distraction.
69. Any unacceptable behaviour should be reported to [judiciary@brisbanecitysquash.com](mailto:judiciary@brisbanecitysquash.com)