

RACQUETBALL LEAGUE RULES

1. The official league ball to be used is the black Ektelon ball.
2. All league members **must** be members in good standing of the Dante Club to participate in the league.
3. League dues are \$45 per person for the league season. All other fees would be in addition, such as health center fees, towel, tournament fees, etc.
4. All league dues **must** be paid in full by 3rd week of the first session of the league, if not paid in full by the 3rd week such team will accrue 0 points from that point forward until which point the league dues are paid in full. Certain circumstances can be taken into consideration for this rule. (ex.: military, injury to start year, etc.)
5. A) Matches will consist of 3 games to be played to 15 with 3rd game being decided by 2 points. Teams will receive one league point for every game won. If all games are won by same team, that team is awarded one extra point based on that team not using a sub in that match, if a sub is used then they are not awarded the extra point.
B) If a team plays together for their scheduled match they will receive an additional one point, this is to give incentive to play with your partner and **also to keep track of sub play**. If a team forfeits their match, the forfeiting team gets 0 points and the non-forfeiting team receives 3 points for the match and will enter an "F" in the bottom part of the scoresheet box. A team does not get the extra point for playing with your partner in the event of a forfeit.
EXCEPTION: If a team is "at the club" ready to play and their opponent doesn't show or if the opponent calls them at that point, then the affected team will take the 1 point for playing with their partner.
6. A) There will be **NO MAKE UP MATCHES** after the League night your team was scheduled to play. Your options are either to get a sub to fill in for the teammate who is absent, make arrangements to play prior to or at another time that night and forfeit. **But for no reason can your match be played after the night it was scheduled to be played.**
B) Subs for League matches must be from the equivalent league or a lower league, for the sub to qualify for substitution and count towards League points for League standings. There are also no double subs allowed, one person from the team must be present to represent the team to accrue points for that match.
C) In Leagues that competitively advance or get sent down, you must play with your partner a minimum of 4 matches in that round, otherwise you forfeit the round and are liable to be sent down. In the event of an injury or absence for entire round you may have a permanent sub. A permanent sub cannot be from the within the same division or higher.
7. A) It is the responsibility of the members/teams of the Leagues to handle the scheduling of subs, changing match times and any other matters for their teams; it will not be the responsibility of the League Liaisons.
B) The Liaisons for each League will be responsible for collecting League Dues and answering any concerns that may come up about League happenings. If/when needed the League Liaisons will meet to discuss any issues that may arise in a prompt manner to rectify any and all concerns.
 - A & B League (Monday) liaisons will be Steve Fortini and Scott Pellerin
 - C & D League (Tuesday) liaisons will be Dave Ouimette and Frank Jazab
 - E & F League (Wednesday) liaison will be Chris Reichelt and Don Della Guistina
 - Social League (Thursday) liaison will be Mike Stevenson. This league will be the only league night that will not participate in advancing. This night is in place to allow players to be involved, promote from within and introduce novice players to the game.
8. The A, B, E and F Leagues will follow the 5:30, 6:30, 7:30 and 8:30 schedule, C and D Leagues will follow the 4:30, 5:30, 6:30 and 7:30 schedule.
On the league nights for A, B, E and F the 8:30 match has the first opportunity to play at 4:00 if preferred by the teams involved. If said teams play at 4:00 it is a **must** that they are off the court by 5:20, so not to delay matches going forward, where the game is at that point decides the winner. Abuse of this will result in the inability for the opportunity to play their 8:30 match at 4:00 for the team in question.
9. The league schedule will be posted on the website for the Dante Club: www.danteclubws.com/racquetball

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10. TIE BREAKER RULES

A) All ties broken by head to head play!

B) In the event of a 3-way tie where head to head is not applicable, we shall determine as follows:

If all 3 teams have a 1-1 record, #1 beat #2, #2 beat #3 and #3 beat #1 for example, we shall go by total points. This will be how many points for games won and partner participation points. The team with the most points out of the 3 teams moves up or the team with the fewest points moves down. If 2 of the 3 teams are tied with the most or fewest points we then revert back to head to head.

If all 3 teams have the same amount of points, we will then go to total partner participation points in the round. Team with most goes up or team with fewest goes down. If 2 teams tie in this category we go back to head to head. If all 3 teams are still tied at this point, we'll draw lots.