

Squash and Racquetball Ladder Rules

LADDER SPECIFIC RULES for squash

The Challenging Process

1. You may challenge the player up to 3 positions above you on the ladder. Both the challenger and challenge will have access to each other's contact information, but only after the challenge has been made.
2. Participants can join the Tournament at any time during the quarter and will be placed at the bottom rung of the Ladder, and they too, may challenge the player up to 3 positions above them.
3. All games should be played within 5 days of a challenge being made (unless there are extenuating circumstances) otherwise the challenger wins.
4. All games should be played at a mutually convenient time. If timing does not coincide (one person can only play work days 9-5 and the other only evenings and weekends) and a time CANNOT be agreed on, play must take place on a weekday between 11:00pm and 2.00pm (the lunch hour). This will be known as a 'compulsory match time'.
5. If the person being challenged offers 3 different 'compulsory match times' (on different days) and the challenger cannot make any of them, then the CHALLENGE is VOID.
6. If the person being challenged cannot offer 3 different 'compulsory match times' (on different days) then the CHALLENGER WINS by default.
7. If the challenger wishes to cancel the challenge they may do so within the challenge and grace period with no consequences.
8. If the challenged person wishes to forfeit the challenge they can record this within the challenge and grace period and the game is won by the challenger by forfeit.
9. Participants who fail to respond or schedule two challenges will be removed from the league.
10. If either party is more than 15 minutes late in attending an agreed match then the person who is/was late forfeits the match.
11. If a successful challenge is made the ladder will shift/shuffle accordingly.

For example:

a. If ladder player in position #6 challenges a player in #5 and if the #6 player wins, then the #5 player will be moved to #6 and #6 to #5

b. If ladder player in position #6 challenges a player in #4 and if the #6 player wins, then the #4 player will drop down to #5, the #5 player to #6 and the #6 player to #4.

12. If you cannot play matches for a period of time you may take a break from the ladder by referencing the "options" page. Upon returning, you may return to the position you left but ONLY with the permission of the Coordinator of Intramurals. This is to prevent 'hiding' from challenges.

13. All games will be best of 5 series, the games will be played to nine and points may only be rewarded when it is your serve.

Any questions, suggestions or clarifications should be directed to the Intramural Coordinator. Have fun!

LADDER SPECIFIC RULES for racquetball

The Challenging Process

1. You may challenge the player up to 3 positions above you on the ladder. Both the challenger and challenge will have access to each other's contact information, but only after the challenge has been made.

2. Participants can join the Tournament at any time during the quarter and will be placed at the bottom rung of the Ladder, and they too, may challenge the player up to 3 positions above them.

3. All games should be played within 5 days of a challenge being made (unless there are extenuating circumstances) otherwise the challenger wins.

4. All games should be played at a mutually convenient time. If timing does not coincide (one person can only play work days 9-5 and the other only evenings and weekends) and a time CANNOT be agreed on, play must take place on a weekday between 11:00pm and 2.00pm the lunch hour). This will be known as a 'compulsory match time'.

5. If the challenger wishes to cancel the challenge they may do so within the challenge and grace period with no consequences.

6. If the challenged person (challenge) wishes to forfeit the challenge they can record

this within the challenge and grace period and the game is won by the challenger by forfeit.

7. Participants who fail to respond or schedule two challenges will be removed from the league.

10. Participants must play a minimum of one game per week (as a challenger or challenge).

8. A challenged player will not be required to play more than one match per week. If a second challenge occurs within the same week, the challenged player may refuse the challenge until the following week.

9. If a player issues a challenge and then is challenged from below before the first match takes place, the second challenge is held in abeyance until the first match is resolved.

For example,

Suppose player #4 has challenged #3, but then receives a challenge from player #7. If #4 beats #3, the challenge from #7 is no longer valid. However, if #4 loses to #3, the challenge from #7 becomes valid, and should be played within one week.

10. A match consists of the best of three or five games, to 15 points, with the tie-breaker at 11 points. Win by 1 point.

11. If either party is more than 15 minutes late in attending an agreed match then the person who is/was late forfeits the match.

12. If a successful challenge is made the ladder will shift/shuffle accordingly.

For example:

a. If ladder player in position #6 challenges a player in #5 and if the #6 player wins, then the #5 player will be moved to #6 and #6 to #5

b. If ladder player in position #6 challenges a player in #4 and if the #6 player wins, then the #4 player will drop down to #5, the #5 player to #6 and the #6 player to #4.

13. If you cannot play matches for a period of time you may take a break from the ladder by referencing the "options" page. Upon returning, you may return to the position you left but ONLY with the permission of the Coordinator of Intramurals. This is to prevent 'hiding' from challenges.

Any questions, suggestions or clarifications should be directed to the Intramural Coordinator. Have fun!