

## Edinburgh University Sports Union Intramural Squash Rules

### 1. Sports Union

Edinburgh University Sports Union is responsible for administering the IMS leagues and as such, all decisions taken by the IMS Committee (following consultation with VPIM or the IM coordinator) are to be abided by. The SU reserves the right to ban any participant from taking part in IMS activities for continued breach of code of conduct rules.

### 2. General conduct

Players should all wear footwear appropriate for the pitch surface and ensure the area round the pitch is left tidy. The IMS leagues are run in the spirit of good sportsmanship and this should be upheld in matches. Participants in IMS activities are representatives of Edinburgh University and as such, the conduct of players should be a credit to the University and not cause for complaint.

### 3. Cancellations

In order for games to be considered for rescheduling, they must be cancelled at least 72 hours in advance of their start time. If you need to cancel a game you must contact all of the following:

1. Either the Coordinator - Competitions ([polly.pearse@ed.ac.uk](mailto:polly.pearse@ed.ac.uk)) or Sport Participation Activator ([callum.ball@ed.ac.uk](mailto:callum.ball@ed.ac.uk))
2. Either the Vice-President Intramural ([eusu.vpim@ed.ac.uk](mailto:eusu.vpim@ed.ac.uk)), the IM Coordinator ([eusu.imcoordinator@ed.ac.uk](mailto:eusu.imcoordinator@ed.ac.uk)) or the IM Football Officer ([eusu.imfootball@ed.ac.uk](mailto:eusu.imfootball@ed.ac.uk))
3. The Opposition Captain

Failure to give at least 72 hours' notice to all parties will result in a forfeit which includes the recording of a 5-0 defeat and a deduction of 3 points.

Failure to give more than 72 hours' notice for cancellations on 3 occasions throughout the year will designate the team at risk of disqualification from the league under the discretion of the Coordinator - Competitions.

It is very important that these cancellation procedures are abided by, as failure to do so will risk the wider allocation of facilities to Intramural Sport being cancelled.

### 4. Results

Results should be reported as soon as possible after the game to allow League tables to be updated promptly.

The deadline for results to be reported is 12pm the day after your fixture. BOTH teams are to report the results, regardless of the outcome, to ensure consistency and make sure they are reported on time.

If the result has not been reported by the end of the season's allocated fixtures, a 0-0 result will be allocated.

5. Membership

All individuals taking part in Intra-Mural competitions must purchase a Sports Union Membership available on the SU website <https://www.eusu.ed.ac.uk/organisation/IntraMural/>

## 6. THE GAME RULES

- A maximum of ONE 1<sup>st</sup> team player is allowed on court at any one time
- No Professional or Semi-Professional players are allowed to take part.

There are 5 players per team, ranked 1 to 5 (1 being the best). Individual matches are played as the best of 5 games and scored using the UK system: points won only when serving and first to 9 points. If the score reaches 8-8 the receiver has to say whether they want to play to 9 or to 10 points.

Unless agreed in advance by the team captains matches should be played in rank order, with the two number 1 players on first, followed by the two number 2 players etc.

### 7. Scoring

A team is awarded 3 (bonus) points if they win the most amount of games.

For example if a team wins 3-2 on games but loses on points;

3-2

3-2

3-2

0-3

0-3

The final score is recorded as 12-12.

Bonus points should always be added to the team who wins the most games and that's how the points should be submitted.

### 8. Unfinished Ties

The team winning the greater number of ties in the match is credited with three points plus the total number of games won by that team in all ties.

The other team will be credited with the total number of games won by them in all ties.

In the event of the fifth tie being unfinished, or not played, with the result standing at 2-2 both teams will share the bonus points, assuming both number fives are present. (If one number five is absent he is deemed to have defaulted).

When neither team wins three ties due to insufficient players turning up, no bonus points shall be awarded.

The points for any unfinished ties are allocated according to the guidelines listed below.

Tie standing at    Points awarded

2 - 2	2½ - 2½
2 - 1	2½ - 1½
2 - 0	2½ - ½
1 - 1	1½ - 1½
1 - 0	2 - 1
0 - 0	1½ - 1½