

CENTRAL GAUTENG SQUASH LEAGUE RULES - 2017

1 NAME

The Central Gauteng leagues shall be known as the Central Gauteng League and shall be under the control of the committee (hereinafter referred to as "the committee") of Central Gauteng Squash (hereinafter referred to as "CGS").

2 COMPOSITION OF TEAMS

The committee shall in its absolute discretion determine the number of leagues and the number of teams in each league, subject, to a maximum of 12 teams in any men's or women's league.

3 TEAMS ELIGIBLE

3.1 All clubs which are members of CGS and which are in good standing may apply for one or more teams to participate in the leagues.

3.3 The committee shall have the absolute right to refuse participation to any team and to allocate any team to any particular league.

3.4 Notwithstanding that a club may have had its application to participate in the leagues accepted in terms of rule 3.1. The committee may require that a club withdraws all its teams from the leagues if it has not paid its affiliation fees and league fees prior to the due date and has failed to rectify such non-payment after having received thirty days' notice to do so.

3.5 League fees for ~~2017-2018~~ will be ~~R3450-R3750~~ per team entered into the CGS League. These fees are payable on or before the 31st March ~~2017~~~~2018~~. The CGS Committee reserve the right to apply penalties (financial or points) to clubs/teams that transgress in this regard. All clubs that pay before the 31st March ~~2016~~~~2018~~, will be charged ~~R3200-R3450~~ per team.

3.6 Any club that is in default of payment of any levies due to Squash SA may, at the discretion of the committee, have its league teams withdrawn from the Central Gauteng League.

3.7 Any club entering one or more teams into league, automatically accepts the costs involved thereof as determined by the committee.

4 FIXTURES AND POSTPONEMENTS

4.1 Matches must be played on the dates and at the venues specified in the fixture list. The committee shall be entitled to amend the fixture list at its discretion.

4.2 League nights are:
Mondays: All women's leagues
Tuesdays: 1st, Reserve, 2nd, 3rd, 4th, 5th, 6th, 7th
Wednesdays: 8th, 9th, and any new league.

4.3 Game Scores: All men's and ladies leagues will play to 15 points per game with the exception of men's 1st and reserve league who will play to 11 points.

4.4 RESCHEDULE A FIXTURE

The League Stewards may allow a fixture to be rescheduled in the following circumstances and subject to the CGS Office being notified in writing prior to the fixture date with the rescheduled date specified and within three weeks of the original fixture date or details of the attempts to reschedule if:-

4.4.1 The fixture is for a University, College or School team player and is scheduled during their holidays, or interschool or intervarsity squash tournament.

4.4.2 A player or team official (manager / coach) is representing South Africa in an International, National or Provincial Squash capacity.

4.4.3 A player is playing in a South African Squash tournament which clashes with a fixture.

4.4.4 Where two or more players in a team qualify to re-arrange their match for the same fixture, in terms of rule 4.3.1 or 4.3.2 or 4.3.3, the complete fixture may be re-arranged.

NOTE: Rule 4.4.3 applies to Juniors, Open Players and Masters.

5 STARTING TIMES

5.1 The starting times for all league matches shall be the starting time of the club where the fixture is scheduled to take place provided that the opposing captains shall be free to agree a different starting time in which event the time so agreed upon shall be the starting time for that match. The "starting time" for any club shall be no earlier than 6.00pm and not later than 6.30pm. **The first match must start at 6:30pm.**

5.2 If by 7.00pm it is not possible to commence the playing of the first tie and the team now has all 4 players present and ready to play, the entire match may be claimed in accordance with rule 6.

5.3 Once the match has commenced ties should follow on without any delay. If a delay occurs the remainder of the match can be claimed in accordance with rule 6.3.

6 CLAIMING A MATCH

6.1 A team may claim a match at 7.00pm irrespective of the start time, provided that:-

6.1.1 It has all four players present and ready to play and

6.1.2 It has not been possible to commence the match due to the opposition not being present and ready to play.

6.2 The team claiming the match shall enter the completed Result on the website together with raising a protest explaining the reason for the 16/0 claim. The League Stewards will (subject to appeal) apply penalty points in accordance with rule 12 to the defaulting team.

6.3 If one or more ties have been completed then provided it is after 7.00pm, the one team has all its players present and a grace period of 15minutes has elapsed after the completion of the last tie, then if there is not another pairing present and ready to play the remaining ties may be claimed. The result of any ties played would stand and the remaining ties may be claimed as 3/0. A protest must be raised at the same time on the website explaining this claim. The League Stewards will (subject to appeal) apply penalty points in accordance with rule 12 to the defaulting team.

7 COURT USAGE INCLUDING POWER FAILURES

7.1 Each fixture shall be played on one court only unless more than one court is available at the prescribed venue in which event more than one court may be used provided both captains agree thereto.

7.2 Power Failures

7.2.1 In the event that a match cannot take place or is interrupted by a power failure, and an alternative venue cannot be found, outstanding matches from the fixture may be played at an alternative date before the next rounds fixture.

7.2.2 Alternatively if the power is off when the fixture is due to begin and remains off for 30 minutes, the match may be played at an alternate venue if one can be found, otherwise the match will be abandoned. If both captains agree not to reschedule the match, each team will receive 8 points. Results must be entered reflecting this result.

7.2.3 If the power goes off during a fixture and remains off for 30 minutes, the match may continue at an alternate venue if one can be found, otherwise the match will be abandoned. If both captains agree not to reschedule the match, completed match results will count. For all uncompleted matches each player will be awarded 2 points. If there is a winning team, bonus points will be scored as is the case in a normal match scoring system. Results must reflect this.

7.2.4 Any games, points and matches played at the time of power failures will stand.

8 ELIGIBILITY OF PLAYERS, COMPOSITION OF TEAMS AND ORDER OF PLAY

8.1 Subject to the provisions of rule 3.4, only bona fide members of clubs, which are paid up members of CGS, may play in the leagues.

8.1.1 All players must be registered on the CGS website for that club before they can play league for that club.

8.1.2 A player who has fees owing to CGS for whatever reason for 30 days or more after such fees are due may be banned from further participation in any event under the control of CGS until such times as those fees and any fine, if imposed by the committee, have been paid in full.

8.1.3 Any player who registers with CGS after the close of transfer date shall be liable for a late registration fee of R100-00 subject to the discretion of the league steward.

8.2 No player shall play in more than one team in the same league during any one season subject to rule 8.7.6.

8.3 No player shall play in more than one league in any week unless called upon to play as a reserve player for a 1st league "weekend" match.

8.4 No player may play for more than one club in the same season without first obtaining the permission of the committee in terms of rule 23.

8.5 Any player who breaches rules 8.1, 8.2, 8.3, 8.4 shall forfeit the match 0/3 to his opponent and penalty points will be applied in accordance with rule 12.2.

8.6 Each team shall consist of four players.

8.7 If clubs field 2 teams in the same league, it will be assumed that the teams are of equal strength but these teams may not be changed during the season unless approved by the league steward.

All teams of a club shall be selected on the basis of the best players available and able to play in descending order of merit so that the club's first team shall consist of its best four players available and so on, provided that:

8.7.1 The maximum number of positions which any player may move relative to his or her team mates from one fixture to the next actually played by that player shall be, subject to rules 9.2 and 9.3, one in the case of any men's league 1st to 3rd or women's 1st league (or any promotion to or demotion from such league) and two in the case of all other leagues.

8.7.2 Nothing in this rule shall be construed as prohibiting the selection and use of a genuine reserve for each team who shall be subject to the provisions of rules 8 and 9.

8.7.3 The League Stewards may in their absolute discretion in advance give permission for specified players to play in a position or team lower than that in which they would play if selected strictly on merit and provided further that thereafter such a player may not play in any other team or position without first obtaining the permission of the League Stewards.

8.7.4 When any team has a bye, and/or when 1st league has no scheduled match, the selection of players for any lower team shall be as if the team concerned does have a scheduled match: i.e. the correct players shall be allocated to the team concerned and those players shall not play for any other team. The result must be captured on the league website. In the event of a result sheet not being received by the League Stewards the players of the team that played the previous match will be taken to be the players of the team that would have played had they not had a bye or if they had not had a scheduled match.

8.7.5 The provisions of rule 8.7.4 shall continue to apply in respect of all teams that have completed their league program. The nomination shall include only those players available and fit to play at the completion of that team's league program. Upon the completion of 1st League, 2nd League players who have left the country to play squash abroad shall be deemed to be available and able to play.

8.7.6 When a club has two teams in the same league, that club may play any player in any team (this to allow split strength), however, players may not change teams during the season unless approved by the league steward.

8.7.6.1 The following rules regarding player movement between the teams shall be strictly adhered to:-

EXAMPLE

League 1

TEAM A

Player 1
2
3
4
(5)

League 2

TEAM B

Player 6
8
10
12
(14)

TEAM C

Player 7
9
11
13
(15)

League 3

TEAM D

Player 16
17
18
19
20

RULES

1. Teams B and C are in the same league.
2. Players 4 or 5 from Team A may play down into Team B or Team C
3. Players 6, 7, 8 or 9 may all move up to Team A if Team A is short of a player.
4. Players 12, 13, 14 or 15 may all move down to Team D if Team D is short of a player.
5. Similarly Players 16 and 17 can move up to play in Team B or Team C if they are short of players
6. A genuine reserve may play for one team only in the same league.
7. A club may, from time to time, apply to the League Stewards for a new fixed order should circumstances warrant such a change, but once changed the new order must be adhered to.

8.8 Before the start of each match the home captain shall list the members of his team in order of merit on the result sheet before handing the result sheet to the opposing captain who will then list the members of his team in order of merit subject to the provisions of rule 8.7.1

NOTE

- A. When considering whether or not there has been a breach of rule 8.7 the League Stewards shall have regard to all relevant facts including in particular the league history of the players concerned.
- B. If in the opinion of the League Stewards a player has been played out of order in breach of rule 8.7 they may in their discretion penalize such breach by disallowing as many league points as they consider fit in the circumstances and impose penalty points provided that when doing the principles embodied in rules 10, 11 and 12 shall apply.

9 FIRST LEAGUE ONLY

TEAM: ROVERS "A"

No 1: Smith
No 2: Jones
No 3: Black (Capt)
No 4: Peters

TEAM: ROVERS "B"

No 1 Van Antwerpen
No 2 Van Biljoen (Capt)
No 3 Van Calitz
No 4 Van Diggelen

9.1 The order of play thus specified must be strictly adhered to and shall remain unaltered, subject to the provisions of rule 9.3 and rule 8.7.6.

9.2 Application may be made to the League Steward at any time for a change in order of play in any team provided such application is made at least 24 hours before such fixture where the changed order will take effect.

9.3 No change in the composition of a team shall be permitted if it is in conflict with any other league rule.

FOR EXAMPLE:

1. If Smith of Rovers "A" (see rule 9.1) is unable to play the team order must be: 1. Jones, 2. Black, 3. Peters, 4. Replacement.
No other order is permissible without the prior approval of the League Stewards.

2. If Van Calitz of Rovers "B" (see rule 9.1) is unable to play the team order must be 1. Van Antwerpen, 2. Van Biljoen, 3. Van Diggelen, 4. Replacement.
No other order is permissible without the prior approval of the League Stewards.

10 MATCHES

10.1 Each player of a team shall play one tie to consist of the best of five games.

10.1.1 Should a nominated player fail to arrive for a fixture or arrive too late to play in terms of rule 5 or 6 the tie shall be awarded to his opponent and the League Stewards will (subject to appeal) apply penalty points in accordance with rule 12. This needs to be reflected in the "comments section" when capturing the result on the website.

NOTE: All points earned in any ties played shall count towards the match result irrespective of any ties not played.

10.2 Subject to the provisions of the Rules of Squash, should a player retire or be unable to continue for any reason the remaining games in the tie shall be awarded to his opponent.

11 LEAGUE POINTS

11.1 The winning team will be determined by who has won the most matches. In the event of a tie (2 matches each) the result shall be decided as follows:

11.1.1 The team winning the most games shall be the winner.

11.1.2 If both teams have won the same number of games the team winning the most game points shall be the winner.

11.1.3 If both teams have won the same number of game points the match shall be a draw and each team shall earn a bonus of two points (i.e. one point for each tie won).

11.2 Each game won will earn one league point.

11.3 The WINNING TEAM will earn an additional bonus point for each tie won.

FOR EXAMPLE

A. An Outright Winner

TEAM "A"	TEAM "B"	
No 1: Smith	No 1 Van Antwerpen	3/0
No 2: Jones	No 2 Van Biljoen (Capt)	1/3
No 3: Black (Capt)	No 3 Van Calitz	3/1
No 4: Peters	No 4 Van Diggelen	3/2
POINTS	Team A wins	10/6

TOTAL POINTS (Team A Scores 13points; Team B 6 points) 13/6
(Team A receives an extra 3 points for winning 3 of the 4 matches)

B. A Tied Fixture

TEAM "A"	TEAM "B"		
No 1: Smith	No 1 Van Antwerpen	3/0	45 / 29
No 2: Jones	No 2 Van Biljoen (Capt)	1/3	44 / 53
No 3: Black (Capt)	No 3 Van Calitz	1/3	41 / 54
No 4: Peters	No 4 Van Diggelen	3/2	61 / 52
POINTS		8/8	191/188

TOTAL POINTS (Team A scores 10points; B scores 8points)10/8
(Team A receives an extra 2 points for winning 2 of the 4 matches)

12 PENALTY POINTS

12.1 Penalty points shall be applied for the infringement of the league rules and shall be allocated as follows:

12.1.1 Where a player is in breach of rule 8 or found to be currently registered for league with another club, penalty points will be allocated as if the player were a missing player in accordance with rule 12.2.

12.2. Penalty points shall be applied in the case of missing or late players (as referred to in rules 5.8 and 10.2) and shall be allocated as follows:

	Player position Player missing	Player too late to play
1	Tie awarded 3/0 to opponent plus 5 penalty points	Tie 3/0 to opponent plus 2 penalty points
2	Tie awarded 3/0 to opponent plus 4 penalty points	As for player 1
3	Tie awarded 3/0 to opponent plus 3 penalty points	As for player 1
4	Tie awarded 3/0 to opponent plus 2 penalty points	As for player 1

Notes

- A. If 2 or more players are missing each tie will be awarded 3/0 to the opponent and the penalty points added together (i.e. 14 penalty points for a missing team).
- B. For players too late to play the same principle as for missing players will apply.
- C. All results of ties played to stand.

12.2.1 Knock-on penalties to **feeder teams**:

For **missing players** – One penalty point per player missing in team above.

For **late players** – no penalty points for feeder team providing the player/s did actually arrive (albeit too late to play).

12.2.2 Written comments should be made as a protest on the website to explain any 3/0 claim made in respect of players who were missing or too late to play.

12.3 Penalty points may be applied in the case of there being an incorrect team order. The league Stewards shall apply penalty points at their discretion where the rules of player movement and team selection as stated in rules 8 and 9 have been transgressed.

NOTE: The League Stewards may, at their discretion, impose greater penalties should it be found that:

- i) a club or team is deliberately strengthening teams and not filling teams by feeding up, or
- ii) a club or team is deliberately misrepresenting facts.

The League Stewards may, at their discretion, waive penalty points where a suitable case is presented.

13. RESULTS

13.1 Results must be completed on the CGS website.

13.2 In the event of CGS not receiving a result in respect of any match, notice may be given to the club representative advising "to be received by" date.

13.3 In the event such "missing results" are not received by the specified date, or, in the case of the last league match of the season within **the stipulated time period as informed by CGS**. The League Stewards may penalize both teams with a 0/0 result.

13.4 In the event of a "missing result" being received for processing after a 0/0 result has been allocated it will be processed in place of the allocated result only at the League Stewards discretion.

13.5 In the case of all byes no result must be entered on the website,

13.6 It is the responsibility of both teams to ensure that the correct result is submitted on the website. Failure to do so will result in a 0-0 score for the fixture.

14. RULES OF PLAY

14.1 All matches shall be played in accordance with the Central Gauteng League Rules and the Rules of Squash.

14.2 All matches shall be played with a marker/referee officiating. A qualified marker/referee should officiate where possible.

14.3 All juniors including under 19 must wear protective eye wear. Clubs and captains are responsible for ensuring that this happens. Penalties may be applied for players / clubs who do not comply.

15. BALLS

15.1 All matches shall start with a new ball provided by the home team.

15.2 The Dunlop High Altitude (green dot) ball will be the official ball for Men's 1st, Reserve, 2nd and 3rd league as well as Ladies 1st leagues and is to be used for the entire season. All remaining leagues (i.e. Men's 4th league and lower and Ladies 2nd league and lower) will be required to use the High Altitude ball from 1st September of the current year until 30 April of the following year.

15.3 The Dunlop, Wilson or Prince Double Yellow dot ball as approved by Squash SA, shall be used in all league matches (Men's 4th league and lower and Ladies 2nd league and lower) from 01 May to 31 August of the current year.

15.4 If two players from opposing teams agree, then they may play their match using whichever ball/s the two players agree to use. If in the event that both players do not agree, then the prescribed ball for that time period, as per rule 15.2 and 15.3. If the home team cannot provide the ball required for that period, then the visiting team may claim the points for that particular fixture/s and or the match.

16. CLOTHING

Clothing should conform to the clothing regulations as prescribed by Squash SA from time to time.

17. DISPUTES

17.1 Any disputes arising out of the playing of a fixture shall be settled by the team captains in terms of the League Rules.

17.2 In the event of a deadlock or disagreement the dispute shall be referred in writing to the League Stewards whose decision shall be final subject to the right of appeal in terms of rule 25.

18. LEAGUE WINNERS

18.1 The winner of each league shall be the team which has the most points upon the completion of the League fixtures, provided that:

18.1.1 In the event of there being a tie for the first place between two or more teams then the team which has won the most matches shall be the winner.

18.1.2 If two or more teams have won the same number of matches then the team that has won the most ties shall be the winner.

18.1.3 If two or more teams have won the same number of ties then the team that has won the most games shall be the winner.

18.1.4 If two or more teams have won the same number of games then such teams shall be declared joint winners.

NOTE: The above calculations will only be implemented after the bonus points for Marking & Refereeing, rule 27, have been applied.

19. LEAGUE TROPHIES

**THE CALLAGHAN TROPHY (MENS LEAGUE)
THE AGGREGATE TROPHY (LADIES LEAGUE)**

19.1 Each trophy is awarded to the club with the best overall league performance.

19.2 Only clubs with a minimum of Four Men's teams and two Ladies teams are eligible for the awards.

19.3 A club is awarded points based upon the positions in which its teams finish in league as follows: 10 points for 1st place, 9 points for 2nd place etc to 1 point in 10th place.

19.4 The total number of points allocated to a club divided by the number of teams fielded by the club in that season multiplied by 10 represents its percentage.

19.5 The club with the highest percentage, rounded to as many decimal points deemed necessary so as to determine a difference between the 2 sides, shall be the winner. In the event of a tie, the clubs concerned shall be declared joint winners.

19.6 A club that withdraws a team from league once the season has commenced shall not be eligible for the Callaghan, Aggregate of the Transvaal Trophies.

19.7 The CGS committee reserves the right to alter the rules from time to time and to award or disallow points in its sole and absolute discretion.

THE TRANSVAAL CUP (IN MEMORY OF ETHAN TUCKER)

19.8 The Transvaal Cup shall be awarded to the club with the best combined Men's and Ladies league results, calculated by dividing the total points won by both the Men's and Ladies teams, divided by the combined number of teams multiplied by 10. The club with the highest percentage, rounded to as many decimal points deemed necessary so as to determine a difference between the 2 sides, shall be the winner

20. INDIVIDUAL TROPHIES

20.1 THE CHRIS GRAINGER TROPHY.

This trophy shall be awarded to the individual player with the best overall league results in Men's First League over a season. To be eligible a player must have played 75% or more of the scheduled matches. In the event of a tie (equal percentage win rate calculated to one decimal point), the player who has played the most matches at a higher team position shall be the winner. If two players remain tied, the trophy shall be shared.

20.2 THE BRENDA KAPLAN TROPHY

This trophy shall be awarded to the player in First and Second leagues considered to be the most improved and/or promising in the province. The Woman's Selectors on league, tournament and provincial performance will assess this.

20.3 THE ERIC MEANO FELLOWSHIP TROPHY

For someone who has made a considerable contribution to the furthering of Squash.

20.4 VAN RIE TROPHY FOR MARKING & REFEREEING

For outstanding service to squash as a Qualified Marker / Referee

21. PROMOTION AND RELEGATION

21.1

21.1.1 At the end of the league season the teams finishing 1st and 2nd in each league shall be promoted to the league above and the teams placed last and second last shall be relegated to the league below. However, only the 1st team in Reserve league and the last team in 1st league shall be respectively promoted and relegated.

21.1.2 Promotion and relegation shall however be subject to the provision of rule 21.1.1 and should such promotion or relegation result in a contravention of this rule the League Stewards may, having regard to the league points earned during the season, promote, relegate or leave a team in its existing league.

21.2 Rule 21.1 will be subject to the following exceptions:

21.2.1 Where a team eligible for promotion in terms of rule 21.1 above elects to remain in the same league then the 3rd placed team in the league will become eligible for promotion instead. If, however, a sufficient number of teams waive the option for promotion, so that in the view of the League Stewards the teams thus being considered did not achieve adequate results in the previous season to justify consideration, then less than two teams will be promoted from that league. The final decision will be at the discretion of the League Stewards.

21.2.2 Although a team may elect to waive promotion to another league, relegation is obligatory in terms of rule 21.1 unless another team in the same league elects to be relegated even though it was not placed in the last two positions. In this event, obligatory relegation may be avoided if, in the opinion of the League Stewards, the team under consideration has performed adequately to warrant remaining in the same league.

21.2.3 In all cases promotion and relegation will be movement of one league up or down or in terms of parameters defined from time to time by the League Stewards, in which case the teams may move up to two leagues at a time. (This will not apply to 1st League, i.e. it will not be possible to be promoted into or relegated from 1st league by moving more than one league at a time) subject to the league steward in conjunction with all club representatives at the league representatives meeting in February.

21.2.4 To the extent that rules 21.2.1, 21.2.3 and 22.2 are applied it may be necessary for more or less than two teams in a particular league to be promoted or relegated in order to maintain the full league strength of 12 or 10 teams. Where this is done the selection will be based on the log positions at the end of the previous year e.g. if it is necessary to relegate three teams from a league then the teams in the last three positions will be relegated.

21.3 In the case of a space being created in a league due to the withdrawal of a team from that league the team in the 3rd position in the league below will become eligible for promotion followed by the team in 4th position etc provided these teams, in the opinion of the League Stewards, have achieved adequate results, Such teams shall have prior claim to promotion over any requests received for new teams.

21.4 Notwithstanding the provision of rules 21.1 and 21.2 a club may have up to two teams in one league should this occur in either 1st or Second league in the case of women's league or any Tuesday night league in the case of men's league. The rules pertaining to the movement of players where a club has two teams in one league must be strictly adhered to. See rule 8.7.6.

22. ENTRY OF NEW TEAMS AND WITHDRAWAL OF TEAMS

22.1 For the purpose of rule 22 the closing date for applications shall be the date as advised at the Central Gauteng Squash AGM.

22.2 In the case of clubs who participated in the previous year's leagues additional teams will only be accepted into leagues below the club's previous lowest team subject to the league steward's approval.

22.3 Where vacancies have arisen the League Stewards may, at the sole discretion, accept additional teams to fill such vacancies provided that:

22.3.1 rule 21.3 is applied and

22.3.2 The strength on paper of the new team(s) to be fielded is submitted for assessment by the League Stewards and the nominated players are current players for the Club or have applied to register or transfer.

22.4 In the case of a new club entering the leagues for the first time the lowest league applied for may not be more than 4 leagues from the bottom league and the interval between each team applied for may not exceed 4 leagues, subject to the League Steward's discretion.

To the extent that the above parameters are not met the league allocation will be accordingly adjusted.

22.5 In the event of a club withdrawing a team or teams from league after the closing date for applications for the new season that club will still have to pay the current league team levy for each team withdrawn. Any further penalties shall be to the CGS Committees' discretion. These clubs will not be considered for team or individual awards at the CGS Awards Dinner.

23. LEAGUE PLAYERS CHANGING CLUBS

23.1 Any league player who wishes to transfer from one club to another between the end of one league season and the start of the next may do so without restriction provided that a fully completed Club Transfer form is received by the committee on or before the close of transfer date.

23.2 The close of transfer date for all leagues shall be the date as advised at the Central Gauteng Squash AGM.

23.3 Late transfer applications shall not be allowed without the approval of the committee. No such transfer shall be considered unless it is submitted in writing by the person wishing to transfer and full reasons for the proposed late transfer are given and both clubs involved have been informed and given an opportunity to submit comments to the committee.

23.4 Late transfer applications, if approved, may attract penalties as decided by the CGS Committee from time to time.

23.5 Any application for transfer which is expressed to be subject to any condition shall not be considered.

23.6 In the case of students registering at a University or Technikon for the first time the close of transfer date shall be extended to 3 days after registration date if the registration date occurs after the close of transfer date. Any further transfer requests shall be to the League Stewards discretion.

24. MISCONDUCT

24.1 The Committee shall have the power to take disciplinary measures for misconduct against any player, team or club.

24.2 The powers of the Committee in this regard shall include the right to caution, reprimand, or fine any player, team or club or suspend or ban any player, team or club from participation in league or any other event under the control of CGS, for any period at its discretion and/or declare any league points which have been earned to be forfeited.

24.3 Any breach or alleged breach of any of these rules or conduct detrimental or prejudicial to the interest and/or objects of the Association or which brings the game of squash into disrepute shall be dealt with as follows:

24.3.1 Where the matter pertains to league it shall be dealt with by the League Stewards. The League Stewards may if they consider the matter serious enough refer the matter to the Committee.

24.3.2 In any case other than league the matter shall be dealt with by the Committee.

24.3.3 The League Stewards (in the case of league matters) or the Committee (in all other cases) shall have the power to make decisions in terms of rule 23.2 based on the facts before them.

24.3.4 The Committee shall have the power to appoint a Disciplinary Committee to investigate and deal with any matter of a disciplinary or conduct nature that it feels is serious enough to warrant further investigation and the calling of evidence. Such Disciplinary Committee shall consist of not less than two members of the Committee one of whom shall hold an executive position and shall have the right to call upon any person to testify.

24.3.5 Should the Disciplinary Committee consider that sufficient evidence has been produced to justify a prima facie case against the player, team or club concerned, the latter shall be called upon to appear before the Disciplinary Committee at such time as the Disciplinary Committee may decide, to render an explanation. The player, team or club concerned shall have the right to require that the evidence produced to the Disciplinary Committee be again produced before him or it and he or it shall have the right to examine any person who so testifies and he shall have the right to call any evidence in support of his contentions.

24.3.6 The Disciplinary Committee may, having heard the evidence, impose any of the penalties set out in 24.2 above provided it is so decided by a $\frac{3}{4}$ majority.

24.4 No player shall be entitled to legal representation at the rendering of an explanation by the player, team or club concerned whether at an enquiry by the League Stewards, the full Committee, an Appeal Committee or a Disciplinary Committee.

24.5 A player, team or club may appeal against any decision handed down by the League Stewards or the Committee in terms of Rule 24.

25. APPEALS

25.1 LEAGUE MATTERS.

25.1.1 Any player, team or club who feels aggrieved by any decision of or penalty imposed by the League Stewards may appeal in writing against that decision or penalty to the Convener of the League Stewards within a period of 7 days from the transgression. If the player, team or club still feels aggrieved after review by the League Stewards the player, team or club may appeal to the full Committee, provided that such appeal is made in writing to the Honorary Secretary within 72 hours of having been informed of the reviewed decision of penalty by the League Stewards.

25.1.2 The Committee shall consider any written appeal made to it within 14 days of its receipt. The Committee shall have the right to appoint an Appeal Committee, which shall include at least two members who are not League Stewards one of whom shall hold an executive position to adjudicate the appeal.

25.2 The decision(s) of the Committee or Appeal Committee or the Disciplinary Committee (in matters of disciplinary or conduct nature) shall be final.

26. OUTSIDE PARTICIPATION

26.1 An outsider for the purpose of these league rules is defined as any person who is not normally resident in Central Gauteng as defined in the constitution of CGS.

26.2 There is no restriction on the participation of outsiders in the leagues. However, the committee shall have the right to deduct points and impose penalty points as it sees fit, in the case of any outsider who plays less than 50% of matches during the season and has in the opinion of the committee participated simply to strengthen a club's team for a particular match.

27. M & R REQUIREMENTS

It is felt that all players should enjoy a better playing experience by having their games marked/refereed by someone who is qualified. To this end a bonus system has been developed to encourage all players to qualify as markers/referees.

27.1 Every team in a club / team will earn between 0 and 16 bonus points for the season for their players commitment to M & R. Only individuals who have completed and obtained 80% or more for the SSA Level 2 M&R course within the last 3 years will be considered as a Qualified Marker/ Referee.

27.2 Each club's bonus points will be calculated in the following manner: (Qualified Markers / Total Players) x 16. The fraction will be discarded giving a bonus figure between 0 and 16.

27.3 This resultant bonus will be added to each of the team's in that club's total points earned for the season.

27.4 Points will be calculated by the end of June.

28. INTERPRETATION OF THESE RULES

Any decision made by the Committee concerning the interpretation and implementation of the above rules shall be final.

Amended February 2017