

## RULES AND FORMAT:

The TEAM LEAGUE season will be played on Wednesday evenings this year. We recognize that for some of you Thursday was better than Wednesday. In the future, we will try to rotate the day to give everyone a chance to participate. We are purposely emphasizing the word TEAM (capitol letters) because this is the distinctive feature of the league and the reason why you should play if you are interested.

There are few important changes in format and rules.

PLEASE READ CAREFULLY BEFORE YOU COMMIT TO PLAY.

We want everyone who plays to be fully committed to coming on Wednesday evenings and not only playing your own match but supporting, coaching, and mentoring your other teammates. The idea is for the higher skilled players to help lower skilled players get better. The only way this works is when everyone makes a commitment to the concept of TEAM.

If you can't make this commitment, DON'T PLAY in the TEAM LEAGUE! We will have other individual leagues, ladders, tournaments, challenge nights, and other events for you to play. You can also signup to be a substitute allowing you to occasionally play when needed.

## PURPOSE OF TEAM LEAGUE

The primary purpose of the TEAM LEAGUE is to create a social squash evening where players of all standards (from beginner to advanced) interact with each other in TEAMS where teammates help each other to get better.

## COST

\$75 for adults \$50 for kids MATCHES SCHEDULED ON ONE COURT RATHER THAN MULTIPLE COURTS

One of the biggest barriers to getting to know your TEAM last year was that your teammates were playing at the same time on multiple courts. This year all the matches will be played on the same court (one after another throughout the evening). This will allow for team members to watch their teammates play and to coach and support each other.

## TIME COMMITMENT

The expectation is for league participants to commit to at least 2 hours on Wednesday evening. This should allow you to play your match as well as referee and watch most of your other teammates as well. There will be some flexibility but remember the idea is to come and support your team. If you can't commit to at least 2 hours, then (as stated earlier) don't signup.

## SUBSTITUTES AND RESCHEDULING

The flexibility to reschedule is the biggest issue for everyone. We recognize that none of us are going to be able to make it every week. Although rescheduling allows flexibility it does ruin the TEAM cohesiveness and the Wednesday evening social experience. With this in mind, we

are not going to allow rescheduling on another day. If you cannot make a match, you will be responsible for finding a substitute to play for you. We will have a list of "approved" substitutes for each level of play (note, substitutes receive 1&#8260;2 points for the Team).

## POINTS AND SCORING

Each individual match result will be scored in the following manner: 3-0 match; 5 points to winner, 0 points to loser, 3-1 match; 4 points to winner, 1 point to loser, 3-2 match; 3 points to winner, 2 points to loser.

## BONUS POINTS

Players receive 1 bonus point for playing their scheduled individual match and for refereeing/marketing at least one other match. In addition, players can receive an additional 2 bonus points for being there for the entire evening. Again, the emphasis is on supporting your teammates and helping everyone improve; thus, even if you lose your match 3-0 you can still add to your teams total points by making the effort to be there for all the matches. Substitutes receive full bonus points.

## FOOD ASSIGNMENT

Every other week your team will be responsible to bring some food to share with all other teams.

## CAPTAINS RESPONSIBILITY

Each team will choose a team captain who will be responsible to calculate points each week and turn into Squashworks Staff. Also, the team captain will be responsible to make sure everyone is coming each week and to help coordinate substitutes if necessary.

## WEEKLY SCHEDULE AND ORDER-OF-PLAY

We will publish a schedule online for you to follow.