



Windhoek Squash Business League

22 June to 22 September 2016

Introduction

The annual **Windhoek Squash Business League** is made possible by the steadfast support of **Trustco Group Holdings** together with every business who sponsors a team! Last year's sponsors were Windhoek Consulting Engineers, The Namibian, Trustco Bank, A&I Services CC, Tulipamwe Consulting Engineers, Complete Enterprise Solutions, Solitaire Press and Namibia Road Products.

This year's League will kick off on Wednesday 22 June 2016, and run for approximately 13 weeks. The **gala dinner prize-giving ceremony** is planned for Friday evening 23 September 2016, time and place to be confirmed. Expect representatives from the media as well as VIP's to be present.

Along with weekly League online result-updates, sponsors will also get exposure on the local clubs' and Namibian Squash Association's social media pages. Summaries of the competition will be made available through press releases to local media.

Recap of 2015

Last year the League Committee experimented with 12-player teams (up from 9 in 2014), as well as 4-player Divisions within the teams. There was also an aim to make the rules less complex and a bit more liberal, making it easier to always field a complete team.

Feedback received varied; E.g. evenings going on too late, player absences, trouble getting floaters, difficulty managing the large teams, fixed playing time-slots, incomplete teams entering, catering concerns and bending of the rules.

Vision for 2016 and going forward – Play hard. Play fair. Play together!

Play hard: Good competition for each player, playing different people, having opponents that are of similar ranking.

Play fair: Let's keep the playing field fair. This is achieved by benchmarking players within teams and through SportyHQ rankings. SportyHQ takes away subjectivity, as the national ranking system. The advantage is that there will be good games and fair competition.

Play together: In keeping "large" 10-player teams, all players get a fair chance. With a willing player group of 80 to 100 players, we'll be able to accommodate everyone. Divisions are removed to encourage playing as a team, supporting each-other and being present as far as possible.



The 2016 Business League Committee:

Chairman	: Daniël Conradie (KWSC)	081 156 0300 / admin@namsquash.org
NSA Chairman	: Nelson Herunga (KWSC)	081 129 0908 / nherunga@hotmail.com
Promoter	: Rupert Prenn (Wanderers)	081 124 3281 / rupiana@iway.na
Sponsor/MC	: Neville Basson (Trustco)	081 124 6533 / NevilleB@tgh.na
Treasurer	: Apie Loubser (Wanderers)	081 128 6563 / Apie@agra.com.na
Consultant	: Arno Becker (KWSC)	081 577 7022 / Arno.Becker@namibiaconstruction.com

The 2016 Business League Referee:

Don Forrest 081 128 0686 / forrestd@mweb.com.na

All queries or complaints during the league are to be directed to the League Referee, who will strive to make immediate rulings. Should the League Referee refer a matter to the Committee, feedback will be given within 48 hours. Rulings by the League Referee are considered final, unless appealed to the Committee within 24 hours. Rulings made at Committee level are final.

Thank you to all the sponsors who made the 2015 Business League a success!



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Windhoek Squash Business League 2016



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Windhoek Squash Business League 2016 Rules

1. Team Entry Qualification & Registration

- 1.1. To enter, a team needs to comprise of 10 players, with an eligible player for each Player Position as ranked from 1 (Best) down to 10.
- 1.2. All players have to be registered and activated on SportyHQ. Details of any players not yet on SportyHQ must be submitted to admin@namsquash.org for registration and confirmation prior to the registration deadline.
- 1.3. All team names, sponsors and lists of players in the team need to be sent to admin@namsquash.org prior or on the registration deadline.
- 1.4. An entry fee of N\$4000 per team is payable to Wanderers Squash Club, who will act as League Treasurer.
- 1.5. Deadline for registrations: 15 June 2016.

2. Player Positions for Registration

- 2.1. Upon registration, each team must have at least one player eligible for each of the Player Positions in accordance to the prescribed SportyHQ rankings on the Player Eligibility table.
- 2.2. Link to all Player's SportyHQ rankings: <https://www.sportyhq.com/ranking/NA/Khomas/all>

Player Eligibility Table	
SportyHQ Ranking	Player Positions
1470+	Number 1 only
1400+	Number 2 and up
1300+	Number 3 and up
1200+	Number 4 and up
1150+	Number 5 and up
1100+	Number 6 and up
950+	Number 7 and up
850+	Number 8 and up
750+	Number 9 and up
<750	Number 10 and up

3. Player Positions during League

- 3.1. During the League, a player's SportyHQ ranking may go up or down. Therefore every week Player Positions within teams may change to accurately reflect each player's current ranking within their respective teams.
- 3.2. A team must always field their Players or Floaters in order of their current SportyHQ rankings.
- 3.3. If a player withdraws from the league, he/she may be replaced with a player of similar rank. Team Captains need to notify the committee of any player withdrawals and replacements.



4. Floaters

- 4.1. Floating for own team: Players may float for their own team, but only “play up”. E.g. If a team’s Number 1 is absent, the Number 2 may play in the Number 1 position as well. Playing up will always be according to current ranking, therefore a team’s Number 3 may not float above a Number 2.
- 4.2. Only floaters which are paid-up members from Wanderers and Klein Windhoek Squash Clubs are allowed. If a floater is not yet on SportyHQ, such player’s details must be submitted to admin@namsquash.org for registration and confirmation prior to the match.
- 4.3. Usage of floaters are subject to the Player Eligibility Table for the positions floated for, and may not be ranked higher than the player they replace.
- 4.4. Subject to 4.3, a floater may be used for any position equal to or below the replaced player, as long as all the concerned positions play up. E.g. if Number 3 is absent, a floater may be chosen at Position 6, as long as No. 6 plays at 5, 5 plays at 4 and 4 plays at Position 3.

5. Competition stages, rules and points

- 5.1. All teams will face each-other once during a Round Robin. (Week 1 to 9)
- 5.2. The top four teams from the Round Robin, will compete in Playoffs for the League Cup, and the four runner-up teams for the League Plate. (Week 10 to 11)
- 5.3. A Consolation playoff is also possible pending enough team entries.
- 5.4.

Windhoek Squash Business League 2016 Playoffs						
Cup Semi Finals				Cup Finals		
SF1	Team 1 vs. Team 3			Winners SF1 / SF2	➤	Cup 1 st / 2 nd Place
SF2	Team 2 vs. Team 4			Losers SF1 / SF2	➤	Cup 3 rd / 4 th Place
Plate Semi Finals				Plate Finals		
SF3	Team 5 vs. Team 7			Winners SF3 / SF4	➤	Plate 1 st / 2 nd Place
SF4	Team 6 vs. Team 8			Losers SF3 / SF4	➤	Plate 3 rd / 4 th Place
Bye			Consolation Finals			
			Team 9 vs. Team 10	➤	Consolation Prize	



5.5. Points for individual match results will be allocated as follows:

- **5 points** for winning 3-0 (also if opponent is a no-show/defaults)
 - **4 points** for winning 3-1
 - **3 points** for winning 3-2
 - **2 points** for losing 2-3
 - **1 point** for losing 1-3
 - **0 points** for losing 0-3, defaulting or no-show.
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- **1 bonus point** for every match played according to the rules.
 - **0 bonus points** for defaulting, no-shows and illegal matches.

6. Match Rules

6.1. Match play will be according to the World Squash Federation's (WSF) approved rules for singles squash (Version 2014-03, Updated June 2015). Available to download here: <http://www.worldsquash.org/ws/rules/rules-of-squash-2>

6.1.1. Game scoring will be point-a-rally to 11 points. (PAR 11)

6.1.2. A tie-breaker is played at 10-10, needing 2 points clear to win the game.

6.2. A Marker and Referee is to be present for each game.

6.2.1. Players are requested to mark and referee the match following their own.

6.2.2. It is the duty of Home Team Captains to ensure that there will be a Marker available for the first matches of the evening.

6.3. If a player is injured during a match, recovery time must be granted in accordance with WSF rules. The League Referee may be consulted if in doubt.

7. Match schedule & sequence of play

7.1. A schedule with match dates, venue and home/visiting teams will be published on-line and emailed to the team Captains.

7.2. No players or teams may postpone their matches.

7.3. In exceptional circumstances and by mutual consent by both players and Captains, a match may be played prior to the scheduled slot, but not after. E.g. a 'lunch-time match' on the day in question. A full score sheet should be completed and signed by the respective players.

7.4. Start times for matches are scheduled, and needs to be adhered to.

7.5. A match may be played earlier if a court and both players are available.



7.6. Match days and start times: (Player Positions and starting times will rotate weekly!)

Wednesdays & Thursdays	Wanderers Court 1 & 2	Wanderers Court 3 & 4	KWSC Court 1 & 2
18:00	Match 1 & 2	Match 1 & 2	Match 1 & 2
18:30	Match 3 & 4	Match 3 & 4	Match 3 & 4
19:00	Match 5 & 6	Match 5 & 6	Match 5 & 6
19:30	Match 7 & 8	Match 7 & 8	Match 7 & 8
20:00	Match 9 & 10	Match 9 & 10	Match 9 & 10

7.7. Players are expected to be ready to go on court for warm-up at the scheduled time of their matches, despite the possibility of previous matches exceeding its projected time.

7.8. If a court is available at or after the estimated start time and a player is more than 10 minutes late, the match will be defaulted. (5 minutes warm-up plus 5 minutes grace)

7.9. The order of matches on a given evening may be changed if all involved players as well as both Team Captains consent. Such agreements between Teams are final as soon as the concerned matches have started, and may not be appealed to the League Referee.

8. Captain's duties & Submission of results

8.1. The Home Team Captain must collect a ball, score and result sheets from The Nik or reception area on match night.

8.2. It is recommended that Captains arrive 15 minutes earlier to ensure that everything is in place for matches to start on time.

8.3. Each match needs to be captured on the score-sheet and signed off by both players as well as the Referee when completed.

8.4. The results of all matches for an evening needs to be logged on a result sheet, signed off by both team captains, and submitted on SportyHQ.com

8.5. Submission on SportyHQ.com may be done by any member of any team.

8.6. All completed score sheets and result sheets must be deposited in the Business League Results Box at The Nik.

9. Catering

9.1. Catering details to be published together with the schedule.

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