MIT INTRAMURALS
TEAM SQUASH RULES

Eligibility
All team members must have a current DAPER membership and be either:
- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

Varsity/Club Sport Eligibility
After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (i.e. B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

Leagues
Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to A & B Leagues. See 'Number of Players' section for how many t-shirts will be awarded.
A League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.
B League - Intermediate level of competition. Players' main goal is to be active and have fun. Open to men and women with no male-to-female ratios.
C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.
Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

Sportsmanship
- Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's Mind and Hand Book's section on Harassment, Freedom of Expression, and Institute Expectations of Student Behavior and Integrity for further elaboration of standards and expectations.
- Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.
- The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.
- Any complaints should be reported to the manager immediately and/or via this form. Please also submit reports of any exceptionally good sportsmanship experiences.

Forfeits
- If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.
- If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.
- The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:
  * More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
  * 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
  * Less than 24 hour notice results in forfeit and fine

Fines
- Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.
- Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.
  - Failure to attend captain’s meeting: $15
  - Dropping out of league (once games have been scheduled): $75

Injuries
- Most intramural games are played on campus within the Z Center facilities. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1st aid and summon additional help if needed.
- Please report any injuries to the Intramural Office via the Injury Report Form (http://bit.ly/1VwLYAD)

Reporting Scores
- It is the responsibility of the WINNING team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

Number of Players
- MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.
- All players must register on IMLeagues.com before playing in a game.
- A team must have a minimum of 2 players on their roster and minimum of 1 player to start a match.
- Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 4 shirts will be issued.

Playoffs
A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:
  1. Total points (a) two points for a win (b) one point for a tie (c) no points for a loss
  2. Head-to-head result
  3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
  4. Goals for/Goals against
  5. Coin toss

Match Play
- The matches will be best of 7 games, play to 11 points. Must win by two.

* EACH TEAM MEMBER IS REQUIRED TO PLAY 2 GAMES. After each teammate has played twice, either teammate may play the remaining games

- Point-A-Rally Scoring: a point is awarded every rally, regardless of who serves

- Service: The first service of the match will be decided by a spin of a racquet. The first service of each subsequent game will be awarded to the winner of the previous game. Each time there is a new server and at the beginning of each game, the server chooses from which side they wish to serve. Then, the server alternates sides for each serve
until the service is lost (loses a point). If the service is no good, the service reverts to the opponent (there are no second serves). The server keeps serving and alternating services sides until he/she loses a point.

To serve legally:

- The server must have at least one foot in the box without touching any lines
- The ball must strike the front wall above the service line and below the out line (see image). It must then strike the floor in the opposite side back box, either before or after striking the side or back walls.
- Returner may volley serve prior to the serve hitting the ground

-Rally: after service, players alternate shots until one player fails to return the opponent's shot to the front wall (shots may touch any walls before or after reaching the front wall). A legal return must be hit before the ball bounces twice on the floor, and must not strike the ceiling, on or above the out lines or in the tin* (see image).

*The bottom line of the front wall marks the top of the 'tin', a half meter-high area which if struck means that the ball is out. In this way the tin can be seen as analogous to the net in other racket sports such as tennis.

-Guidelines of Fair Play (Lets): Each player must be given clear and direct access to the ball they are trying to play. **Immediately after striking the ball**, the striker must get out of the opponent's way to allow opponent a fair view of the ball and to execute the shot desired. Failure to comply will result in a 'let' and the point **will be replayed**.

-SAFETY FIRST: The striker may call a let BEFORE attempting to strike the ball if he/she feels the opponent is in such a position that the striker cannot safely play the ball without hitting his/her opponent with either the ball or racquet.

-Interruptions of Play:

  - If, after hitting the front wall and before played, the ball hits either player, the player touched loses the point.
  - If the ball hits opponent **before** reaching the front wall:
    - The striker WINS the point if the ball would have reached front wall without hitting other walls
    - If ball would have hit another wall before reaching the front wall, a LET is called (replay)
    - The striker LOSES the point if the ball would not have been a legal shot

*** In case of doubt, a LET is called.

-All rules not explicitly stated here will be governed by the U.S. Squash Singles Rules.
+Referees
-Referees will not be required

Equipment
-Players must supply their own racket and balls (in good condition) for play.
-Players must wear gum soled squash shoes, goggles, and athletic attire at all times (not provided). See images below
-Court times will be scheduled for teams. All matches will be played at the Squash Courts in the Zesiger Center