

Kings Heath Squash League Rules (2026)



The leagues are intended to encourage friendly competition and to match players against opponents of approximately the same level of skill.

- The Kings Heath Squash Leagues are played every calendar month, with the leagues being processed on the final day of each month after the last match has been played and inputted onto Squash Levels.
- New members or any player wishing to enter the leagues should contact the league administrator, preferably by text/Whatsapp: Dom McIlgrew, 07922212113, before the end of any month, so Dom can add new players in before the 1st day of any month.
- Every calendar month each player may have to usually complete 3-4 matches depending on the number of players in the league.
- The responsibility for arranging matches lies equally with both players. Players should not automatically claim points if a match cannot be mutually arranged.
- All matches should be scored using the 'point per rally' system, best of 5 games, each game to 11 points. Games may also be played to 15 points if agreed to by both players prior to the start of the match. At 10-10 (or 14-14 if playing to 15 points) a player must then win the game by 2 points.
- All scores (even if the match is not completed) should be recorded via Squash Levels as soon as possible after the match. Matches can be entered as games won (eg 3-2) or the point score within each game (eg 11-9, 7-11, 6-11, 11-8, 11-5). Any results incorrectly entered, the league administrator can make any changes so please notify them of any issues prior to the end of the month.
- A walkover can be claimed by any player when both players agree to it. This can be claimed via the input result page on Squash Levels and selected W (walkover).
- If a player does not show up to a match, a walkover can be claimed by the player who attended if the match cannot be mutually rearranged, see above rule about claiming W (walkover).
- Points will be awarded for each match played and for each game won. Players will be awarded 1 point for playing, 1 point for each game won and a bonus point for winning the match. Squash Levels automatically calculates your total points.
- If a match is unfinished then points can be awarded for playing and for games won. Should the match be completed at a later date then neither player should score fewer points than were gained in the original match but further points may be gained by winning more games and/or the match.
- Scores should be entered into Squash Levels as games won. Game scores are optional to include.
- At the end of each month players may be promoted/relegated from their box depending upon the points scored and final position within the box. Usually the two highest scoring players will be promoted to the next box above and the two lowest scoring players will be relegated to next box below. In the event of a tie a decision will normally be made based on the result of the match between the two players.
- Any player who is injured, likely to be injured or not available to play any matches for more than two weeks should remove their name temporarily from the league by informing the League Administrator. When fit or available to play again they may sign up to re-enter the league as detailed above.
- All players should endeavour to play all of their matches during each month. Any player who defaults from these rules may be removed from the leagues at the discretion of the League Administrator and will then be required to re-enter as a 'new member' (see above).
- Any questions or complaints should be referred directly to the League Administrator.

LEAGUE ADMINSTRATOR: DOM MCILGREW

M: 07922212113

E: dominic.mcilgrew@hotmail.com