

USS Squash Club
Beijing Squash Ladder League
Tournament Rules
(ver2007_2_0– 23.11.2007)

1. General provisions

- 1 Beijing Squash Ladder League (BSLL) is an annual amateur long term tournament opened to any squash player with residence in Beijing, regardless nationality, gender, age and level, organized by the USS Squash Club (USSSC) and recognized by Chinese Squash Association (CSA) as the official Squash League of Beijing area.
- 2 Since BSLL is an official tournament of CSA players are required to be members of CSA.
- 3 Registration to BSLL is defined at beginning of each year by CSA and USSSC.
- 4 BSLL is a yearly tournament that lasts around 10 months, starting every year in January/February and finishing in November/December of the same year.
- 5 At the end of the League tournament, the best ranked players for each category will be awarded with cups and medals, and a Certificate of Rating will be issued to all the players with ranking above a certain level.
- 6 According to the Sponsors availability the best ranked players in each category will be given prizes.

2. League Coordination Committee (LCC), League Coordinator (LCO) and League Chief Referee (LCR)

- 7 A League Coordination Committee (LCC) is established to make decisions on: starting and ending date of the league, major amending of BSLL Tournament Rules, date and organization of the Prize Giving Ceremony, arbitration and any other main issue which could not be solved or decided by the other officials of the League.
- 8 BSLL is coordinated by a League Coordinator (LCO), who is responsible for: (a) the collection of the reports of the matches from players and referees; (b) the computation of ratings and rankings according the result of the matches reported to him/her; (c) the regular updating of the list of players; (d) the periodical issuing of the updated ratings and rankings; (e) the updating of the computation formula parameters according to the indications of the League Chief Referee (LCR);
- 9 BSLL rules and referees related issues are supervised by the League Chief

Referee (LCR), who is in charge for: (a) the definition of the most appropriated computation formula parameters; (b) the amending of BSLL Tournament Rules related to playing technical issues; (c) the coordination and supervision on the referees of BSLL and their referee's work in the BSLL's matches; (d) the decision on any issues related to the rules of the game, players and referees conduct, validation of matches' results, etc.

- 10 LCC is composed of 3 members: the LCO, nominated by USSSC; LCR, nominated by CSA and USSSC in agreement; one representative of CSA, nominated by CSA. LCR shall be a CSA certified Referee of National or A class.

3. Registration to BSLL

- 11 To join BSLL players are required: (a) to be members of CSA, having already paid the associations' fees for the year in which they play in the Ladder; (b) to fill out the application form, containing in the order: family name, first name, sex, date of birth, nationality, mobile number, e-mail address, and, if the player joined the previous year League's edition, his final rating, or, if the player didn't join the previous year League's edition a self evaluation of his/her level according BSLL class system and a brief introduction of his/her Squash background (playing for how many years where and at what level, and, if joined in past tournaments which and what results).
- 12 BSLL registration shall be renewed for each edition.
- 13 Sending the application implies that the applicant agrees that all his/her personal data be released to the members of the Ladder and issued on the web site of USS Squash Club.

4. Ratings and rankings

- 14 BSLL is divided in temporal segments or Rounds, each lasting from a minimum of one week to several weeks, during which ratings and rankings of the players are considered fixed at the values issued at the start of each Round.
- 15 Player's ratings and rankings are updated, according to the Rules, at the end of each Round on the basis of the results of the matches played during the previous Round, and new ratings and rankings are issued at the start of each new Round.
- 16 The duration of each Round depend on the number of matches' reports received by the LCO, who will decide when to issue the Bulletin with the matches of the last ended Round and the Ranking List of the new Round. Usually the LCO should wait until he receives 10 or more reports before issuing the new Round Bulletin.
- 17 Ratings are determined based on a version of ELO system modified and tuned to

- be compatible with the game of Squash and BSLL tournament system. The related formula and parameters are issued in the annex of these Rules.
- 18 The rating of players in a match is the rating issued by the LCO at the beginning of the Round during which the match is played. Ratings will remain the same throughout the Round and are not related to results of matches played during the current Round.
 - 19 Only the results of the matches received by the LCO in a complete a clear form, complying with all the related requirements of this Rules, and received by LCO not after 12 hours from the end of the same Round that matches have been played will be considered valid.
 - 20 LCO shall compute the new rating and ranking of players, based on matches' results of the previous Round, before noon of the second day of the current Round, i.e. the first Round after the one during which matches have been played.
 - 21 All matches played in occasion of any BSLL internal tournament arranged by the BSLL organization will also be considered valid for rating computation. Matches played between BSLL registered players during any other official contest will be also considered valid for rating computation.
 - 22 In all cases matches played between players whose rating difference is over the maximum acceptable difference issued by LCO are not valid for rating computation.
 - 23 The rating of players at the start of the Ladder are decided as follows: (a) players who have been rated in the final ranking list of the previous edition of BSLL, will begin the new edition with the same rating; (b) players who have not been rated in the final ranking list of the previous edition can decide to begin with the average rating of Class D1 or to pass the Initial Rating Match (IRM) procedure.
 - 24 The result of the Initial Rating Match (IRM) of an unrated player will determine his/her initial rating in the following way. After the unrated player chooses any rated player on the ladder, except class SA and A, and arranges with him/her an IRM: a) if the unrated player wins 3-0 (2-0), the match will be registered considering the unrated player original rating 50 (40) points higher then the challenged player; b) if wins 3-1, 30 points higher; c) if wins 3-2 (2-1), 15 (20) points higher; d) if loses 2-3 (1-2), 30 (20) points lower; e) if loses 1-3, 60 points lower; f) if loses 0-3 (0-2), the IRM is not valid and another IRM shall be arranged.
 - 25 Ratings of the rated players challenged by the unrated players for the IRM are affected by the results of the IRM according to the normal rating computation, considering the unrated player original rating fixed as ruled by the previous article.

5. *Players' Classes*

- 26 All players are divided into 8 classes according to their ratings SA, A, B, C1, C2,

C3, D1, D2 (or Senior Expert, Expert, Advanced, High Intermediate, Mid Intermediate, Low Intermediate, High Beginners, Beginners). Tournament's requirements are different according to the class which players belong to, as in following table described:

Classes	Level description	Rating range	Total matches	SA opp. %	>= A opp. %	>= B opp. %	>= C1 opp. %
SA	Senior Expert	>=1700	16	20%	40%	80%	90%
A	Expert	>=1600, <1700	12	–	40%	80%	90%
B	Advanced	>=1500, <1600	10	–	–	40%	80%
C1	High Intermediate	>=1400, <1500	8	–	–	–	40%
C2	Mid Intermediate	>=1300, <1400	6	–	–	–	-
C3	Low Intermediate	>=1200, <1300	4	–	–	–	–
D1	High Beginners	>=1100, <1200	3	–	–	–	–
D2	Low Beginners	<1100	2	–	–	–	–

- 27 At the end of each League year players not complying with the required number of matches for their class, will suffer a reduction of their ratings equal to 1/2 of the K factor of their class multiplied for the number of lacking matches.
- 28 At the end of each League players not complying with the required percentage of matches for their class, will suffer a reduction of their ratings to the lowest rating of the class which is the first higher the one they actually comply with.
- 29 At the end of each League players not complying with both requirements of number and percentage of matches, first suffer the reduction of rating related to their lacking number of matches, then their complying with the percentage requirement for the new rating is reassessed; if they still don't comply with the percentage requirement for the new rating they suffer another reduction related to lacked percentage.
- 30 LCR may decide to check the complying of all the players to the number of

matches and percentages rules at any time during the tournament, after at least 10 weeks from the beginning and with a notice 2 weeks in advance.

6. *Players' Lists*

- 31 Players in the League are divided into 2 lists: the Ranking List and the Out-Ranking List.
- 32 The Ranking List is the list of the rated players whose matches are valid for rating computation.
- 33 The Out-Ranking List is for the players who have not started playing yet and so are waiting to be assigned their rating.
- 34 Only the players on the Ranking List at the end of each season are entitled for the Official Rankings and are qualified for the Prizes.

7. *Challenges*

- 35 A player may challenge another player of equal rating or up to N points higher, but each of the first 6 players on the Ranking List can challenge any other of these best six players. The value of N, between 300 and 400, is decided by the LCO, considering the number of the players and the interactions with the other parameters in the rating formula, and announced before the start of each season. In the case there isn't any player in the above range, a player may challenge one of the five next higher players on the ladder. In such a case, is possible that the higher rating opponent according the computation formula gets a non-positive result even if he wins; in this special case the formula is not adopted, and the higher rating opponent gets 1 point if wins.
- 36 A player of a match is not obliged to accept a second challenge from the same player for a period of two weeks after the match has been played.
- 37 Matches between the same two players cannot be played more then once a week.
- 38 Players must accept, if possible, all challenges and possibly arrange the matches within 7 days after receiving a challenge. In any case, players shall accept at least once a month the challenge of another player, if he/she repeats the challenge request.
- 39 All refused challenges shall be reported to the LCO by the challenger and recorded by LCO to be dealt with according to the Rules.
- 40 Players may refuse challenges from other players ranked one or more classes below and with a rating difference of 100 points or more, except when players between the opponents number 5 or less.
- 41 Players who refuse or fail to arrange a match with a challenger for more then 4

weeks, will suffer a reduction of their rating equal to number of points they would have lost losing 3..0 with the challenger.

8. Matches

- 42 The opponents in a match are responsible for the arrangement of the match and the related booking of the court.
- 43 The opponents in a match shall meet the cost of the court.
- 44 The challenged player has the right to choose the place of the match.
- 45 Matches are 9 points server getting point system, best of five games or best of three games. According to the availability of courts and other circumstances related to the organization of the league, every year the Ladder Chief Referee will decide and announce whether best of five or best of three games system has been adopted. When best of five games is adopted, if there are matches played during other tournaments which adopt best of three games system, the result will be registered as following: 2..0 as 3..1, 2..1 as 3..2. When best of three games is adopted, if there are matches played during other tournaments which adopt best of five games system, the result will be registered as following: 3..0 as 2..0, 3..1 as 2..0, 3..2 as 2..1.
- 46 Matches are governed by the last edition of WSF rules of the game (Chinese or English version).
- 47 The ball shall be the Dunlop XX (Double) Yellow Dot, unless the players agree otherwise, but at least a Single Yellow Dot.
- 48 The winning player must report the result of the match sending by email as soon as possible to LCO a Match Report. The Match Report shall include the following information in the format of the example: players' family names, names, result, date, place, name of the referee. Example: *Smith, John Vs. Adams, Robert: 3-1 (9-11, 11-8, 11-9, 11-6), 10/5/2005, Kempinski Fitness Center, Referee: White, Jack.*
- 49 For matches involving players of class B or above it is required that both players send the Match Report.
- 50 For matches involving players of class A or above, it is recommended to invite an official CSA Referee.

9. Vacation

- 51 Players requesting a vacation period for injury, sickness or business trip, must inform LCO in advance, specifying the starting week and the number of weeks of vacation from the Ladder and the reason.
- 52 The vacation period of a player will be announced in the Bulletin. During the

vacation period the player is not required to accept challenges.

- 53 Players in vacation will retain their original ratings and rankings if the vacation period does not exceed 5 weeks. Vacation is not admitted during the last 4 weeks of the League year. If the vacation period exceeds 5 weeks, or it cover the last weeks of the League year, the player will suffer a reduction of its rating equal to $1/2$ of the K factor of his/her class multiplied the number of vacation weeks exceeding 5 or covering the last 4 weeks at the end of the League year.

10. *Joining after the start*

- 54 After the Ladder has started, new players may join except during the last 4 weeks of the League. New applicants will be put on the Out-Ranking List until receiving an initial rating. After a new player receives the initial rating he/she will be put on the Ranking List entitled to compete for final ranking and prizes.

11. *Miscellaneous*

- 55 The LCR decides any issue related to the interpretation of these Tournament's Rules.
- 56 These Tournament's Rules may be modified by the Coordination Committee at any time and without any notice in advance. Any modification of these rules will be issued not later then the first day it is in force.

Annex 1

The Elo rating system compares players rating and determines the probability of the player winning the match. This probability factor determines how many points players' ratings go up or down based on the results of each match. When a player defeats an opponent with a higher rating, the winner's rating goes up more than if he had defeated a player with a lower rating.

The formula we used is the following:

$$ANR = AOR + AK * (ASC - AWE)$$

Where:

ANR is the new rating of player A;

AOR is the old rating of player A;

AK is a parameter fixed on the basis of the old rating of player A;

ASC is the score factor got for the match by player A;

AWE is the win expectancy of player a, based on the old ratings of both the players.

The win expectancy of a player is computed by the following formula:

$$AWE = 1 / (10^{-(AOR - BOR) / DN} + 1)$$

Where DN is a parameter to be fixed by the LCR according the maximum acceptable rating difference N between challenging players. If N=400 then DN=600, if N=350 then DN=500, if N=300 then DN=450.

The score factor is defined as following:

Best of five games	Best of three games
a) A-B: 3-0 ____ ASC=1; BSC=0;	a) A-B: 2-0 ____ ASC=1; BSC=0;
b) A-B: 3-1 ____ ASC=0.95; BSC=0.05;	b) A-B: 2-1 ____ ASC=0.90; BSC=0.10.
c) A-B: 3-2 ____ ASC=0.85; BSC=0.15.	

The value of K is fixed by the LCR before the starting of each season and between the following values:

- a) 20-28, for players in class SA;
- b) 22-30, for players in class A;
- c) 26-40, for players in class B;
- d) 36-50, for players in class C;
- e) 46-60, for players in class D;

The difference of K values between classes is limited in the following ranges:

- a) 0-2 between SA and A;
- b) 2-8 between A and B;
- c) 4-12 between B and C;
- d) 6-16 between C and D.