

Racketball Long Game League ending 23/02/2025

League 1		1	2	3	4	5	6	7	Total
Ian Cullen	1	■							
Colin Woon	2		■						
John Lattimore	3			■					
Gavin Hinder	4				■				
Andy Duff	5					■			
Alan Baxter	6						■		
Simon Michaelson	7							■	

Racketball Long Game League

Scoring Rules

Rules for Bexley Park Racketball Long Game League

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- 1. PLAYING** This is a new trial league, with the emphasis on Fun and Exercise. As the majority of entrants have been playing the LONG game, we will trial a long game league. The long game is played as normal squash apart from no drop shots, and is determined by the ball bouncing for the 2nd time over the service line to create a rally, If the ball touches the line on the 2nd bounce then it's a foul. Serving is the same as squash, however the ball must not hit the back wall before the floor. If the ball nicks on the back wall it's a let, and the server re-takes the serve. All league players are encouraged to phone each other to promote a healthy league with as many games played as possible. Bearing in mind that whilst in the league there should be a commitment to other league players to complete all games. Those found to have made little effort will be relegated. Any player who does not play any games will be removed from the league. All games are based on 40 minutes unless agreed prior to starting the game.
- 2. SCORING** All players should use PAR (point a rally) best of 5 games, scoring to 11, setting at 10 all, winner has to have to clear points. The point's process, 6 for a win, 4 for 2 games won, 3 for 1 game won, and 2 points for nil games, with an additional 6 points for completing all games. A breakdown of the points system is as follows; 2 Points for turning up, 1 point per game won, 1 point for winning the match. A player who is unable to commit to a date or does not turn up or has not responded to at least 2/3 phone calls texts or mails for a league game is allocated zero points.
- 3. INJURY** Any player injured during the league, and unable to complete all games should cross themselves out of the league for that period, they will automatically be re-introduced into the league below for the following period. All other players in that league who complete all their games can still claim 6 points.
- 4. LONG TERM INJURY or ABSENCE** Any player who wishes to be removed from the leagues should cross themselves out of the league and write (WD) withdrawn in the total column. When that player re-applies to return to the league competition following lengthy absence, (2months +) every effort will be made to place into one league below their ability.
- 5. NEW MEMBERS or ENTRANTS** Any new member to the league squash will be allocated to a league at least one or two levels below their expected ability. This will allow them to meet and play other members.
- 6. SECRETARY'S DECISION** In respect of all the rules above, it must be understood that the League Secretary's decision is final.

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Contact Details

League 1	home phone	work phone	mobile	email
Ian Cullen	01322 285604	(ex-directory)	07917 731022	ianstuartcullen@hotmail.co.uk
Colin Woon	(ex-directory)	(ex-directory)	07401894371	colin.woon@btopenworld.com
John Lattimore	0208 306 1706	(ex-directory)	07901 605337	lattslobes@gmail.com
Gavin Hinder		(ex-directory)	07735 952979	Gavinanton@yahoo.co.uk
Alan Baxter		(ex-directory)	07714 414728	abax@sky.com
Andy Duff	01322 475261	(ex-directory)	07734 435243	andy@alladvance.co.uk
Simon Michaelson	01708 606192	(ex-directory)	07710 683480	regsport2@gmail.com