

I. Policy and Procedures

- A. For all Policy and Procedures, please refer to Columbia University's Intramural Handbook which can be found on perec.columbia.edu under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University's imleagues.com website. All Intramural participants are responsible for knowing all of the Intramural Policies and Procedures.
- B. Leagues Offered:
 - a. **Open-Recreational**
 - b. **Open-Competitive**
- C. This is an OPEN league meaning that there are no gender specific requirements.
- D. Leagues are open to anyone with a Dodge Fitness Center membership (undergraduate students, graduate students, alumni and faculty/staff).
- E. This league is **IN-PERSON**. All games will be played in the Dodge Fitness Center – **Squash Courts #1,3,5&6**.
- F. Games will take place from **Monday, October 4th, 2021 - Friday, December 10th, 2021**.
- G. There is a 5-minute grace period until a forfeit is declared. If the opposing team does not show up at least 5 minutes after the start time on imleagues.com, then the other team will receive the automatic win.
- H. **COVID-19 Protocols:**
 - a. All players must present a valid Columbia University identification (CUID) or Dodge Fitness Center identification (DFCID) when entering the Dodge Fitness Center.
 - b. Also, all participants must present their University COVID-19 Symptom Attestation "green pass" in order to enter the DFC.
 - c. Face coverings are required to be worn at all times inside the Dodge Fitness Center.
 - d. The Intramural Program adheres to all Columbia University [COVID-19 Public Health Protocols](#).

II. Format

- A. One player constitutes a full team.
- B. Games will be self-officiated. All participants are expected to know the rules of the sport.
- C. **Teams are responsible for reserving a squash court for their matches on perec.columbia.edu. One reservation necessary per match.**
- D. **Please submit the [Score Reporting Form](#) after each match, so the Intramural Office can update the scores and sportsmanship ratings on imleagues.com. You may also self-report scores via imleagues.com.**
- E. Each match will have scheduled day and time. This is the day and time the game needs to be completed by.
- F. Responsibility is on both captains to get in contact with one another to decide the most convenient time to play.
- G. If an extension is needed, please contact intramurals@columbia.edu and copy your opponent's email address.
- H. If your opponent does not respond with their availability by 6 hours before the deadline, please send an email to intramurals@columbia.edu. If the other team does not respond with their availability at least 3 hours

before the deadline, and the game is not played, a win will be awarded to the player who followed the guidelines to schedule the game.

- I. A double forfeit will occur if both players fail to reach out to one another and the game is not played.

III. Equipment

- A. The Intramural Program will provide a squash racquet and ball **UPON REQUEST** for each competition, however, players may bring their own.
- B. All participants are required to wear eye protection (eye guards).
- C. If any equipment is damaged or not returned, the team responsible will lose their full \$20 forfeit deposit.
- D. Players must wear close-toed, athletic type shoes at all times.
- E. Players must wear athletic clothing such as shorts or sweatpants. Jeans or dress pants are not permitted.
- F. No hats, jewelry, or watches may be worn during a game. Exceptions may be made for mandatory religious paraphernalia, at the discretion of the Department of Physical Education and Recreation.

IV. Game Rules

- A. Rules will be governed by the World Squash Federation with some Intramural modifications.
- B. A match shall consist of the best of three (3) games to fifteen (15) points, must win by two.
- C. Rally scoring system will be used. Either player may score a point.
- D. The server on a winning stroke, scores a point and retains the service. The receiver, on a winning stroke, scores a point and becomes the server.
- E. Service:
 - a. Play commences with a service. The first to serve is determined by the spin of a racquet.
 - b. At the beginning of a game, and each time there is a new server, the ball shall be served from either service box, and then alternated until the serve is lost.
 - c. The server must keep one foot in the service box until the ball leaves the racquet. The ball must first hit the front wall above the service line and below the ceiling, then bounce first in the opposite court (not touching the lines) either before or after touching any wall or walls in courts, otherwise a default.
 - d. A fault serve may not be played.
 - e. At the beginning of the second game and each subsequent game, the winner of the previous game serves first.
- F. Game Play:
 - a. A ball must be hit on volley or first bounce and reach the front wall on the fly above the tell-tale. It may touch any walls before or after reaching the front wall.
 - b. Until a ball has been touched or hit the floor twice, it may be struck any number of times.
 - c. If on the first bounce from the floor the ball hits on or above the red line on the back wall, the point shall be played over.
 - d. The ceiling is considered out.

V. Sportsmanship / Code of Conduct

- A. All students, faculty, staff and alumni are encouraged to participate in Intramural Sports and are expected to behave in a mature and sportsmanlike manner throughout competition. To encourage this kind of recreational atmosphere, a Sportsmanship Policy will be enforced.
- B. Following each sports contest, EACH TEAM will rate each other on their sportsmanship on a scale of 0-4, four being excellent. Sportsmanship ratings will be submitted in the [Score Reporting Form](#). NOTE: If necessary, a team may upload a picture or a screenshot of a chat that is deemed inappropriate and deserving of a 2.0 or below sportsmanship rating.
- C. Players should report to Intramural Staff any unsporting behavior during play in the Score Reporting Form. Examples of unsporting and behavioral misconduct can be found in the [University's Student Conduct and Community Standards Policy Guide](#). Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.
- D. Participants involved in unsporting behavior may be subject to removal from the league, at the discretion of the Intramural Director and Assistant Director.
- E. Reminder that each team must **average a minimum of at least a 2.5 sportsmanship rating** throughout the tournament.
- F. *Specific Rating Scale:*
 - a. 4 = A normal flowing game takes place, with no major issues from either team's members or associated spectators. Both teams are consistently respectful toward one another. Players did not pause the game during a live ball and played the entire match.
 - b. 3 = There is some questioning of game play, and/or a few complaints are voiced by participants or associated spectators, but with no major issues. Teams have, for the majority of the game, shown good sportsmanlike behavior toward each other with minimal arguments. Games are paused for extended periods of time.
 - c. 2 = A team or individual displays unsporting behavior to their opponent verbally or through the chat function in the game. Unsporting behavior includes offensive expression or offensive language that insults another player. Poor connection or lagging by the opponent.
 - d. 1 = Communication was aggressive and violent. Harassment towards opposing players is continuous and disrespectful. General unsportsmanlike gameplay or cheating has occurred.
 - e. 0 = Team quit the match during the middle of the game. Extremely abusive and vulgar communication persists. Involved members may be subject to removal from the league, at the discretion of the Intramural Director and Coordinator. CUIM Staff may report offending individuals to the Office of Student Conduct and Community Standards for any actions conducted before, during, or after competition.

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