

Fantasy League

Background:

- 1 The Fantasy Tournament is an internal Tournament for **EVT players**. This is for all levels, Men and Women. We have included ladies from our Social Devalon league.
- 2 It is a **Fund Raiser** for the club, so we ask all members, social and league to join in. We ask **R100 per person** and this will cover your lights, prizes and facilities for the event.
- 3 It is called Fantasy as it is based on the Sport Fantasy Leagues. As in the Rugby/Soccer leagues, each squash player gets given a point value. For Example, the no.1 in the club will have 150 points going down to the bottom players who is given 1 point. Teams are then selected with their sides of 6 players and the teams 'Value' is given a maximum point. (E.g. 535 points or less for all players, adding all their 'Values' together). This way teams work out to be very even, the event is evenly contested and we have a lot of fun!

Format of the Event:

- 4 There will be **6 players per team**. All points are added up from each match and the winner is the team who has the most points and not who won the most matches. For each fixture you will play a **SINGLES MATCH** and a **DOUBLES MATCH**.
- 5 We start this **Tuesday the 17th of September** and it will run for 11 weeks. The final match is on the **28th of Nov** and we plan to do the Prize-Giving at the AGM.
- 6 Opening match, we ask all to be here early (5h30pm) to run through basic rules and then please all stay for a **bring and braai afterwards** on each night.
- 7 Individual matches are played in a **20-minute non-stop 'Frenzy'**. You are given 2-minutes to warm-up and at the sound of the 'BELL', you start playing. The order of play is your 6 first then 5, 4, 3, 2 and 1 so make sure your 6 is always ready first and then each player afterwards ready for their match – but get all players there early to cheer for their teams and no pitching up to just play! THEN... this is where it gets interesting – after the 6 singles games, you will play a **DOUBLES match too**. The no.6 and 5 play against the opposition 6 and 5 and your 4 and 3 play against their 4 and 3 and your no.2 and 1 play against the opposition 2 and 1. **This game is 30 minutes** with a 5 minute warm up.
- 8 Each match won gets an additional **5 points bonus** or if it is a tie at the 'bell' then you get 2 points each. REMEMBER - When the bell goes - finish that rally.
- 9 The winner of the fixture is the team that finished on the **highest amount of points**, regardless of how many individual games they won.
- 10 Each team has been given a **Colour and a name** to go with that colour & we encourage you to wear those colours or get shirts done at Mr. P or whatever works for you. All players wearing team shirts or correct colours, team gets **10 PTS bonus!**

Rules of the Event:

- 11 **A list of Reserves** will be displayed. Once again, when using a reserve player, you may not exceed the teams' maximum value. (In other words, if your teams' total is 535 points and a player of value 54 points is substituted, then only a player of equal or lesser value is allowed to be used). Alternatively, if a substitute is not found in time, then one of the teams lower ranked players will have to play twice. (I.e. If your no.4 is out, then either your no.5 or no.6 can play twice). In the doubles match, again – only a lower ranked player can fill in – so when you get reserves – don't strengthen your teams. Note – If you are short of players – let your lower ranked player play twice in doubles or singles, but a higher ranked player cannot play down.
- ALSO – Each week 8 teams of 6 play on one night (say a Tuesday) and then the other 8 teams of 6 will play on Thursday. So you will play once a week BUT you can be a reserve to help the Teams on the night you are sitting out. So Captains, as long as the Reserve you use still keeps your team total below 535, then you have loads of spares that can be used each week – just check who is sitting out and then ask them to help!
- 12 Captains, if you need 2 reserves on a night or going forward, make sure their total adds up to or is less than the total of the 2 players... this is where you can be creative and have a very strong player and add a weaker player – even if your team order changes but as long as the players' scores don't go over 535 – this is allowed. It is a numbers game, be as creative as you can with 530 points but... always remember RULE number 13 below!
- 13 If your Team value (Total points) is higher than the agreed Maximum value per team, then each point OVER the maximum **will be penalized x 5 pts**. In other words, if the Maximum per team is 535 and your team value is 540, then you are docked 5 x 5 points = 25 points off your final team total. **AND** – the team you played against gets that same amount of points added to their total!
- 14 **NEW RULE** - Reserves. If you use a player and after 1 match and we find we have not ranked this player correctly, i.e. he is new and we are not sure of his level – so this applies ONLY to reserves, so any players already in teams now HAVE been ranked, but any reserves used and we find them too strong or too weak – we will adjust their 'Value' before the next match – so we won't have any runaway 'Ringers' this year and try close out that Loophole!
- 15 **Balls for each match**. We have loads of balls left over from the recent EVT Relay Doubles, so you are welcome to use those BUT please bring them back afterwards!
- 16 **THEME NIGHT!** Each week we will have a new theme. We have loaded songs for the duration of each nights' matches and these will be played over the speakers while you are playing - if you don't like music playing while you are playing – please bring earphones!! So please don't try change the music or your team might get disqualified...

Some of the Music Themes are per week will be:

80s Music
Pop Music

Rock Night
Golden Oldies

Disco Night

Latest Hits
Local is Lekker