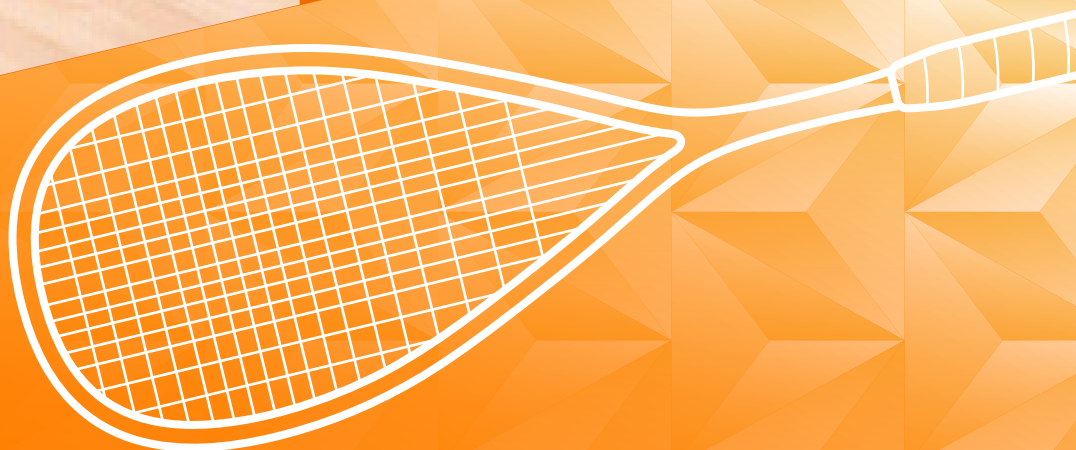




# Summer 夏令

# Squash League 壁球聯賽

## Regulations 規例



A1	<p><b>A. Introduction 簡介</b></p> <p>The Summer Squash League (SL) is organized by the Squash League Sub-Committee (SLSC), under the Rules of <b>Squash Association of Hong Kong, China</b>. Any queries arising from these Regulations will be referred to the SLSC for a final decision.</p> <p>夏令壁球聯賽由中國香港壁球總會轄下的壁球聯賽委員會舉辦。任何有關本規例的疑問，將由壁球聯賽委員會作最終決定。</p>
B1	<p><b>B. Format of the Squash League 壁球聯賽形式</b></p> <p>SL comprises of Main and Ladies Leagues and is divided into 10 Divisions. Div 3 and below are split into 2 or 3 groups on different nights. Each team will play against the other teams in the same division/ group ONCE during the season, except those divisions/ groups that consisted of less than 10 teams. For those with 9 teams or below, each team will play against other teams in the same division/ group TWICE. The league fixtures are to be arranged and decided at the full discretion of Squash Association of Hong Kong, China (SAHKC).</p> <p>壁球聯賽分為綜合組及女子組，總共共 10 個組別。綜合組第三組及以下會因應比賽日而分開至二至三組。除了少於十隊的組別，每支球隊將會與同一組別內的其他隊伍對賽一次。而有關九隊或少於九隊的組別，每支球隊將會與同一組別內的其他隊伍對賽二次。中國香港壁球總會全權安排及決定聯賽的賽程。</p>
B2	<p>Matches will be played under the Point-a-rally (PAR) scoring system.</p> <p>比賽會以直接得分制進行。</p>
B3	<p>Matches will be played up to 11 points (PAR-11) for all divisions. Games must be won by at least two clear points.</p> <p>所有比賽為 11 分直接得分制，比賽必須以至少勝出兩分下才獲得勝利。</p>
B4	<p>Each match will have 3 rubbers.</p> <p>每場比賽每隊將派上三位球員比賽。</p>
B5	<p>1 point will be awarded for each Rubber won, with a bonus point for the winning team.</p> <p>每位球員勝出一場時，隊伍將獲得一分，而贏得整場比賽的優勝隊伍將額外獲得一分。</p>
B6	<p>At the completion of the League, if two or more teams have scored the same points then the final order of merit in any Division is decided based on all results in that Division by the following countback sequence:</p> <p>當聯賽結束時，任何組別如果有兩隊或以上的球隊出現分數相同，則將根據該組別的所有成績，按以下順序方式判斷最終的名次：</p> <ol style="list-style-type: none"> <li>1) By greater number of Matches won 以獲勝場數多者為勝</li> <li>2) if two teams still equal, then by only the results of matches between the tying teams in the following sequence: 如兩隊分數仍相等，則按以下順序計算該兩隊之間的比賽結果： <ol style="list-style-type: none"> <li>(i) by greater number of Matches won 以獲勝場數多者為勝</li> <li>(ii) if equal, then by greater number of Rubbers won 如果相等，以場次勝出較多者為勝</li> <li>(iii) if equal, then by greater positive difference between Games won and lost 如果相等，以勝出的局數與落敗的局數之間較大的正差進行排列</li> <li>(iv) if still equal, then by lottery 如仍相等，則抽籤決定勝出隊伍</li> </ol> </li> <li>3) if three or more teams have won the same number of Matches, then by the greater number of Rubbers won 如果三支或以上球隊贏得比賽數量相同，則以贏得的場次較多者勝出</li> <li>4) if two teams still equal, then apply Item 2 如果兩隊仍結果相等，則執行第 2 項順序</li> </ol>

	<p>5) if three or more teams still equal, then by greater positive difference between games won and lost 如果三支或以上球隊的勝負場數均相同，則以勝負場數正差值較大來計算</p> <p>6) if two teams still equal, then apply Item 2 如果仍有兩支球隊結果相同，則執行第 2 項</p> <p>7) finally, if more than two teams still equal, then by lottery 最後，如果仍有兩支以上球隊結果相同，則採用抽籤法</p>
B7	<p>Trophies will be presented to the top 3 teams in each division/group – Division Champions, the 1<sup>st</sup> and 2<sup>nd</sup> Runner-ups, provided that the respective division has 8 teams or more. For those with fewer than 8 teams, only the Division Champions and the 1<sup>st</sup> Runner-ups will receive trophies.</p> <p>每個組別如有八隊或以上隊伍參賽，排名首三支隊伍（組別冠軍、亞軍及季軍）將獲得獎座，而少於八隊隊伍參賽的組別則只有首兩支隊伍會獲得獎座。</p>
C1	<p><b>C. Conduct of Matches</b> 比賽守則</p> <p><b>Order of Play</b> 比賽排序</p> <p>Players must play according to the order in which they are registered for their team. In the event of a player playing below a team-mate who is registered in a lower position, that match will be recorded as a 3-0 loss. Where players play above their registered order the match results will stand.</p> <p>球員必須根據已註冊的排序名單出賽。如出賽球員的排位在比賽時跟註冊時的排位出現較低的情況，則該對賽將被判為輸 3-0，如出賽球員的排位跟註冊時的排位出現較高的情況，則該對賽成績有效。</p>
C2	<p><b>Location of matches</b> 比賽地點</p> <p>Match schedule/fixtures are arranged at the full discretion of the League Office.</p> <p>比賽日期及賽程由聯賽辦事處全權安排。</p>
C3	<p><b>Schedule of matches</b> 比賽日期及時間</p> <p>On Mondays to Fridays, matches are held at 7pm – 10pm. On Saturdays, matches start at 5pm till 8pm.</p> <p>在星期一至五舉行的比賽將於晚上 7 時至 10 時舉行，而所有星期六的賽事將於下午 5 時至 8 時舉行。</p>
C4	<p><b>Reschedule of matches</b> 更改比賽日期</p> <p>Rescheduling of matches is subject to the mutual agreement of the relevant teams. It is necessary to inform the League Office of the rescheduling before the original scheduled match date.</p> <p>更改比賽日期需要經雙方隊伍同意。比賽隊伍在原本比賽日期前必須通知壁球聯賽委員會有關決定。</p>
C5	<p>Except for the last 4 scheduled matches, all the rescheduling should be arranged within 2 weeks. For the last 4 scheduled matches, the rescheduled matches should be conducted within 7 days after the last scheduled match. It is necessary to inform the League Office of the rescheduling before the original scheduled match date.</p> <p>除了最後四場賽事外，所有重新安排的賽事需於原定賽事舉行日期的兩週內舉行，而最後四場賽事如有所更改，則需於上一場賽事舉行日期的七天內舉行，並必須於原定賽事日期前通知聯賽辦事處有關更改的安排。</p>
C6	<p><b>Conceded Rubbers &amp; Walkovers</b> 賽事棄權及缺席</p> <p>If a team is unable to field a full team for a match, that Team's Convenor is encouraged to contact the opposing Convenor in advance to notify them of that fact. If a reduced team size is reported to the opposing Convenor at or before 12 noon on the scheduled match day, the missing matches will be considered as <b>Conceded Rubbers</b> (CR) and not Walkovers (W/O). The complete team will be awarded a win for each conceded rubber, but no penalty point shall be deducted in respect of those missing players. Such report should be made by email to the opposing Convenor and the League Office. After the deadline (i.e.12 noon), the team size may not be increased beyond the number declared available.</p> <p>如隊伍未能安排全隊球員出賽時，球隊領隊應盡早主動通知對賽領隊有關情況。如隊伍及時於比賽日中午 12 時或之前通知對賽隊伍領隊及聯賽辦事處有關出賽球員數目減少的安排，該場賽事將被列作棄權（Conceded Rubber）論，而非賽事缺席（Walkover），未能安排球員作賽的一方將不會被罰分。而每場</p>

	棄權的賽事將會直接讓對賽隊伍獲得一分。球隊需就球員棄權事宜，以電郵形式通知對賽隊伍領隊及聯賽辦事處。在通知期限中午 12 時後，隊伍均不能增加原已確定的球員數目。																
C7	<p>The order of playing for summer league matches may be agreed by the two team convenors concerned before the game. The league office suggests the team have mutual agreement of the playing order before the game. If not, the order of playing is suggested to be played by the order 3,2,1. In the absence of any arrangements agreed in advance between the two teams, and if one team already has their entire team present, late arrival by the other team will be penalized as follows, according to their starting time.</p> <p>夏令壁球聯賽的比賽排序可在比賽前在雙方隊伍領隊同意下決定。聯賽辦事處建議雙方隊伍在比賽之前達成比賽排序共識。如果對賽雙方沒有任何共識，建議比賽排序為 <b>3,2,1</b>。但如對賽雙方並沒有在賽前就任何安排達成任何共識，而其中一隊已全隊到場，另一支遲到的隊伍的處分如下：</p> <p>*15 minutes late – Walkover for No.3 position *30 minutes late – Walkover for both No.3 and No.2 positions *45 minutes late – Walkovers for the whole team</p> <p>*遲到 15 分鐘——視為第三板球員缺席 *遲到 30 分鐘——視為第三及第二板球員缺席 *遲到 45 分鐘——視為全隊缺席</p> <table><tr><th>Rubber</th><th>Suggested starting time</th><th>板數</th><th>建議開始時間</th></tr><tr><td>The 1<sup>st</sup> rubber by mutual consent or Number 3 position</td><td>1715(Div 9B&amp;10B) 1915(Div 1 -8 ,9A ,10A)</td><td>第三板或 雙方協議下的第一板</td><td>1715(組別 9B 和 10B) 1915(組別 1 -8 ,9A ,10A)</td></tr><tr><td>The 2<sup>nd</sup> rubber by mutual consent or Number 2 position</td><td>1730(Div 9B&amp;10B) 1930(Div 1 -8 ,9A ,10A)</td><td>第二板或 雙方協議下的第二板</td><td>1730(組別 9B 和 10B) 1930(組別 1 -8 ,9A ,10A)</td></tr><tr><td>The 3<sup>rd</sup> rubber by mutual consent or Number 1 position</td><td>1745(Div 9B&amp;10B) 1945(Div 1 -8 ,9A ,10A)</td><td>第一板或 雙方協議下的第三板</td><td>1745(組別 9B 和 10B) 1945(組別 1 -8 ,9A ,10A)</td></tr></table>	Rubber	Suggested starting time	板數	建議開始時間	The 1 <sup>st</sup> rubber by mutual consent or Number 3 position	1715(Div 9B&10B) 1915(Div 1 -8 ,9A ,10A)	第三板或 雙方協議下的第一板	1715(組別 9B 和 10B) 1915(組別 1 -8 ,9A ,10A)	The 2 <sup>nd</sup> rubber by mutual consent or Number 2 position	1730(Div 9B&10B) 1930(Div 1 -8 ,9A ,10A)	第二板或 雙方協議下的第二板	1730(組別 9B 和 10B) 1930(組別 1 -8 ,9A ,10A)	The 3 <sup>rd</sup> rubber by mutual consent or Number 1 position	1745(Div 9B&10B) 1945(Div 1 -8 ,9A ,10A)	第一板或 雙方協議下的第三板	1745(組別 9B 和 10B) 1945(組別 1 -8 ,9A ,10A)
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C8	<p>Teams giving walkovers will be penalized one point for each walkover given.</p> <p>隊伍將根據缺席球員的數目而被扣適當的分數。一個缺席為扣一分。</p>																
C9	<p>The players who do play in a team which gives one or more walkovers or conceded rubbers must play in the correct order of the players actually playing, leaving the lowest seeded rubber(s) unplayed. Failure to do so will result in the application of the Order of Play rule stated in Rule C1.</p> <p>如對賽隊伍有球員棄權或缺席，己隊球員必須根據已安排好的出賽次序，由最後排序的球員面對對方棄權而取消的比賽場次。如不依從將違反 C1 賽事排序的規則。</p>																
C10	<p><b>Match Balls 比賽用球</b></p> <p>Non-marking Double xx / Double Yellow Dot balls approved by the World Squash Federation (WSF) will be used for all matches. Each team is recommended to provide at least one new ball for each match.</p> <p>所有賽事均應使用由世界壁球協會 ( WSF ) 所批准的無標記雙 xx/雙黃點球。大會建議比賽主隊於每場賽事中提供至少兩枚新球。</p>																
C11	<p><b>Verification of Players Identity 驗證球員身份</b></p> <p>Players may ask the opposing team members to prove their identity by showing photo ID (For example, e-membership card of the Squash Association of Hong Kong, China) when playing their matches. Any team which has deliberately fielded players under false names will be disqualified from further participation in the League and the SLSC has the discretion to impose penalties on the player(s) involved.</p> <p>球員可要求對賽隊伍的球員在比賽前出示附有照片的身份證明文件 ( 如中國香港壁球聯會的電子會員卡 )</p>																



	以驗證其身份。如隊伍被發現故意以虛假資料為球員登記參賽，其隊伍將會被取消其聯賽參賽資格，而壁球聯賽委員會有權對參與其中的球員進行處分。
C12	<p><b>Code of Conduct 行為守則</b></p> <p>The “Section 15 – Conduct” of the latest WSF Singles Rules will be applied. All players must observe all regulations and the spirit of the game.</p> <p>所有球員需遵守世界壁球協會最新單打規例中的「第 15 條——行為」。所有球員必須遵守所有規則和比賽精神。</p>
C13	<p><b>Submission of Results 提交賽果</b></p> <p>The <u>winning team</u> is responsible for submitting the match result. Results must be recorded on the standard league results card, and may be submitted by one of the following means,</p> <p><u>勝出比賽的隊伍</u>需負責提交比賽的賽果，賽果需記錄於聯賽的分咭卡，並只可透過以下方式提交：</p> <ul style="list-style-type: none"> <li>• SAHKC Membership system 中國香港壁球總會會員系統</li> <li>• WhatsApp: 5226 7262</li> </ul>
C14	<p>The score card must be signed and certified as correct by a representative of each team and must reach the League Office <u>not more than seven days after the match</u> has been played. If the result is not provided to the League Office within that time, the winning team will be penalized one point.</p> <p>分咭需由比賽雙方隊伍各派一位代表簽署並確認為正確，並需於<u>比賽結束後的七天內</u>遞交予聯賽辦事處。如未能於上述指定時間內向辦公室遞交比賽結果，勝出隊伍將被扣一分。</p>
D1	<p><b>Registration of Players 註冊球員</b></p> <p><b>Initial Registration 初步註冊</b></p> <p>Teams are allowed to register a minimum of 3 players and a maximum of 6 players. 各組別的註冊球員為最少三人，最多六人。</p>
D2	<p>Full details of all players must be submitted, including team name, division, ranking/ position and the season of their recent participation. It is the responsibility of the Team Convenor to register and seed his/her players according to their playing ability and standard, and to ensure that he/she is eligible to play in the division that the team has applied for. The SLSC has full discretion to accept or reject any player or team registration.</p> <p>隊伍登記時需提供所有球員的完整資料，包括隊伍名稱、組別、排名/排序、球員過往參與聯賽的年份等等。領隊有責任為其隊內球員進行註冊，及根據其能力和水平進行排位，並確保球員有資格於隊伍所登記參與的組別中出賽。壁球聯賽委員會有權接納或拒絕任何球員或隊伍的登記。</p>
D3	<p>Notwithstanding acceptance of a team registration, if the SLSC has a substantial reason to support that a player has clearly been registered in a substantially incorrect position, it may deduct points won in matches in which that player has taken part or may disqualify the team from the league.</p> <p>即使球隊登記已被接納，如壁球聯賽委員會有足夠理由相信球員明顯地被分配在不合適的排位中，隊伍可能會按該球員所勝出的場次而被扣分，或者可能被取消參與聯賽的資格。</p>
D4	<p>The Team Convenor is required to confirm the team order by a formal notice to the League Office not later than the team of order final submission date set by League office. If such notice is not received, the provisional order previously submitted will be taken as confirmed.</p> <p>領隊需要於隊伍排序確認限期當日或以前，向聯賽辦事處發出正式通知，以確認隊伍球員出賽的次序。如辦事處沒有收到此通知，即代表隊伍確認球員會以註冊時所編排的次序出賽。</p>

D5	<p><b>Changes to Registered Teams 更改已註冊隊伍</b></p> <p>Team order can only be changed <u>ONCE</u> during the season. Team Convenors should submit the application of changes to League Office. A minimum of one week's notice is required. The application result and effective date will be informed of the Team Convenors in written within 5 working days.</p> <p>賽季開始後，隊伍可於聯賽賽季期間申請更改球員排序<u>一次</u>。領隊需要於更改生效日期最少一個星期前，向聯賽辦事處提出更改申請。申請結果及生效日期將於五個工作天內以書面形式通知相關領隊。</p>
D6	<p>Where a change involves only the addition of a new player, such changes shall not be counted as a change. The SLSC will not permit the transfer of player(s) to a lower Division or other team in the same division/ group unless there is special reason justifying such application.</p> <p>新增球員的申請並不計算在以上更改球員排序的兩次限額內。除非有任何特殊原因，否則壁球聯賽委員會並不容許球員轉調至較低的組別或同一組別的另一隊伍。</p>
D7	<p>Team Convenors must make written application for the addition of new player to the League Office one week in advance, providing full details on the playing standard of the new player (e.g. past records showing his/her participation in a squash league in Hong Kong or elsewhere). The new player can only participate in the league subject to approval by the SLSC. In case of doubt, the SLSC may require the new player to be assessed.</p> <p>領隊必須提前一星期向聯賽辦事處提出書面申請，並提供新增球員的詳細比賽數據（例如：他/她在香港或其他地方參加壁球聯賽的記錄）。新增球員必須獲得壁球聯賽委員會批准，方可參加聯賽。如有疑問，壁球聯賽委員會可要求新球員接受評核。</p>
D8	<p>Further, all changes to team order including the addition of new players are subject to the full discretion of the SLSC with the view to ensuring teams are registered in descending order of ability and teams are registered in the correct Divisions.</p> <p>除此之外，壁球聯賽委員會有權否決所有更改球員排序的申請，包括新增球員的申請，以確保球員按其能力由高至低排序，以及隊伍確實註冊於合適的組別當中。</p>
D9	<p>No changes and addition of new player will be permitted to teams following the commencement of the last four scheduled matches.</p> <p>在賽季的最後四場比賽期間，所有球員排序的更改將不會被接納。</p>
E1	<p><b><u>E. Eligibility of Players</u> 參賽球員資格</b></p> <p>Players must be fully paid-up SAHKC members or SL Provisional Member and registered with their team prior to playing in the League. The Team Convenor is responsible to collect and pay the membership subscription for his/her players together with the team entry fee when the team application is submitted.</p> <p>球員需成為中國香港壁球總會的付費會員或夏季壁球聯賽臨時會員，並在參與壁球聯賽前與隊伍於中國香港壁球總會登記。提交隊伍登記時，領隊需負責向球員收集並一併支付球員的會員費及隊伍的報名費用。</p>
E2	<p>For players who wish to join SL during the season, they should first apply to join SAHKC and pay up their membership subscription. The penalty for fielding a non-paid-up player will be the deduction of one point per match in which the player plays prior to payment of their membership subscription.</p> <p>如球員想在賽季期間參與壁球聯賽，應先申請加入中國香港壁球總會並支付會員費。未付費的球員若參與聯賽，每場賽事都會被扣一分，直至該球員完成支付會員費。</p>
E3	<p>Players may only play for the team for which they are currently registered except as provided under Draw Up rules detailed in Rules F1-F3 below.</p> <p>球員只可為現時所註冊的隊伍出賽，除非引用下列 F1 至 F3 的借調規則。</p>

E4	<p><b>Referee Refresher Clinic 裁判進修工作坊</b></p> <p>All registered players who have not previously attended a SAHKC Referee Refresher Clinic must attend such a course, conducted in either Chinese or English, before the commencement of the Current Season. It is the responsibility of the Team Convenor to ensure that all his/ her players have attended the Referee Refresher Clinic by Squash Association of Hong Kong, China.</p> <p>所有已註冊球員，若從未參與由中國香港壁球總會舉辦的裁判進修工作坊，必須於賽季開始前參與中文或英文的工作坊。隊伍領隊有責任確保其隊伍的所有球員都已參與由中國香港壁球總會舉辦的裁判進修工作坊。</p>
E5	<p>If, for any reason, a player has not attended a course before the commencement of the Current Season, one point per match will be deducted from the team scores for each match in which the player has played until he/she has attended such a course. All penalty points taken away are irrevocable.</p> <p>如球員因任何原因無法於賽季前參與工作坊，隊伍會按該球員在當前賽季所出賽的賽事場數中，每場被扣一分，所有被扣除的分數是不可撤回的。</p>

F1	<p><b>F. Drawing Up from Lower Divisions 從較低組別借調球員</b></p> <p>Teams may draw up players to play in a higher Division from teams in a lower Division <u>ONCE</u> only. A player who plays in a higher Division team on the 2nd occasion cannot revert to his/ her original Division.</p> <p>隊伍可從較低組別的隊伍中借調球員參與較高組別的賽事一次。被借調的球員參與較高組別賽事出賽個一次後，便不能被調回到其原來的組別。</p>
F2	<p>For avoidance of doubt players may not interchange between teams in the same Division/ Group.</p> <p>為避免疑義，球員不得在同一組別的球隊之間互換。</p>
F3	<p>A player who is required to move to a higher team because of excessive “draw-ups” will not count as a change of order.</p> <p>如球員因為超出借調次數而需要被調至較高組別，此改動將不會被計入更改隊伍排序之內。</p>
G1	<p><b>G. Disputes 爭議</b></p> <p><b>Protests 抗議</b></p> <p>Either team involved in a match may lodge a protest regarding any breach of these Regulations. Any protests requiring a ruling by the SLSC should reach the League Office within three days of the match being played.</p> <p>如在比賽中有任何違反條例的狀況，任何參賽隊伍均可作出抗議。任何需要由壁球聯賽委員會作出裁決的爭議，須在該賽事後三天內通知聯賽辦事處。</p>
G2	<p>Notwithstanding the three days rule, the SLSC may at its discretion investigate any protest arising from the League at any time.</p> <p>即使有以上的三天時限，壁球聯賽委員會亦有權隨時調查任何在聯賽過程中發生的爭議事件。</p>
G3	<p><b>Powers of the SLSC 壁球聯賽委員會權力</b></p> <p>The SLSC shall have the power at any time to demand from any team, or teams, information regarding the circumstances under which any match has been played, or respecting any matters thereto, and in the event of any team declining or neglecting to supply such information within the specified time set down by the SLSC, such team(s) and/or player(s) may, as considered appropriate by the SLSC, be subject to any such penalties, including disqualification from the League.</p> <p>壁球聯賽委員會有權隨時要求任何一支隊伍或多支隊伍提供有關任何比賽過程的狀況匯報和相關事件的資訊，如任何隊伍拒絕或沒有在壁球聯賽委員會所規定的時限內提供這些資訊，該隊伍或球員可能在壁球聯賽委員會認為合適的情況下受到處分，包括取消參與聯賽的資格。</p>

G4	<p>The SLSC shall have the power to order any match to be replayed, either wholly or in part.</p> <p>壁球聯賽委員會有權要求任何賽事重新作賽（部分局數或整場賽事亦可）。</p>
G5	<p>The SLSC reserves the right to amend at any time, interpret and enforce these Regulations in the best interest of Squash Association of Hong Kong, China.</p> <p>壁球聯賽委員會保留為了中國香港壁球總會的最佳利益而隨時更改、詮釋及執行本條例的權利。</p>
G6	<p><b>Disciplinary &amp; Appeal Procedures 紀律和上訴程序</b></p> <p>Complaints will be handled by the SLSC. For incidents requiring disciplinary action, the SLSC may inform the subject(s) of the complaint and require an explanation within a specified time limit. The SLSC shall investigate the matter and, if necessary, convene a meeting comprising the Team Convenor(s) concerned. At the conclusion of the investigation, the SLSC shall send a full report outlining its findings to the Disciplinary Sub-Committee of Squash Association of Hong Kong, China.</p> <p>投訴將由壁球聯賽委員會處理。對於需要給予紀律處分的事件，壁球聯賽委員會可能會通知被投訴的對象，並要求其在指定時限內作出解釋。壁球聯賽委員會將會調查事件，並在必要時召開由相關領隊組成的會議。調查結束後，壁球聯賽委員會將會向中國香港壁球總會紀律小組委員會提交完整的報告，概述其調查結果。</p>
G7	<p>The Disciplinary Sub-Committee of Squash Association of Hong Kong, China will review the case. The Committee may invite the Team Convenor(s) concerned to submit their views for their consideration. The Disciplinary Sub-Committee will then decide and communicate its decision, in writing, to the Team Convenor(s) concerned. Any appeal against the disciplinary action taken against the Team Convenor(s) concerned must be submitted, within 7 days, in writing to the League Office.</p> <p>中國香港壁球總會紀律小組委員會將審查事件。委員會可能會邀請相關領隊提交意見，並納入考量。紀律小組委員會其後會作出決定，並將決定以書面形式通知相關領隊。任何針對相關領隊的紀律處分的上訴，必須在七天內以書面形式提交予聯賽辦事處。</p>
G8	<p>The Executive Committee of Squash Association of Hong Kong, China will form a Special Panel to hear the appeal. The decision of the Special Panel will be final.</p> <p>中國香港壁球總會的執行委員會將會組成特別小組審理上訴。特別小組的決定將是最終決定。</p>
<p><b>Squash Association of Hong Kong, China has the right to revise or amend the above Regulations, or to issue new Regulations from time to time without prior notice. All such Regulations are binding on teams and players participating in the Hong Kong Squash League. (August 2023)</b></p> <p>中國香港壁球總會有權不時修訂或修改上述規例，或發布新的規例，而不作另行通知。所有該等規例對參加香港壁球聯賽的球隊及球員均具有約束力。（2024年4月）</p>	