

Summer Interclub Rules 2020

Summer Interclub

5-week competition that starts on 29th / 30th September

6 team divisions (where possible)

1 x round robin

Information to clubs & entries open

August 13th

TEAM ENTRIES CLOSE

September 14th

Men's Starts

September 29th

Men's Finish

October 27th

Women's Starts

September 30th

Women's Finish

October 28th

PLAY

A round robin is played against each team in your respective division.

The top team at the end of the round robin wins the division .

In the case of a tie, the team that won the tie between the two teams is declared the winner.

Draws will be loaded in iSquash.

Men's Interclub – Tuesday night

Women's Interclub – Wednesday night

Play starts at 7.00pm, unless otherwise arranged.

DIVISIONS

New Graded Division Format

(One player from each grade per team, total of four players)

Division 1 A2/B1, C1, D1, E1

Division 2 B2, C2, D2, E2/F

Division 3 C1, D1, E1, E2/F

Division 4 C1, C2, D, E2/F

Division 5 C2, D2, E2, F

Please enter your team in iSquash in the correct division.

Clubs are welcome and encouraged to work together if required to put together teams

The expectation is teams are made up from Clubs first, then Hub Clubs (ie neighbouring clubs) then other clubs if required, lets work together to make sure no player wanting to participate misses out.

PLAYERS

All players **MUST** be on the NZ grading list before they can play in the Interclub competition. Please see your club statistician if you are not on the grading list.

All Divisions: 4 players per team (reserves maybe used)

Junior Players

Interclub is an adult competition for players 16 years or older, all Junior players 16 years or older regardless of grade are welcome to play interclub.

Juniors between 14 and 16 years regardless of grade may play in this senior competition but must apply in writing to Squash Waikato before the start of competition.

Juniors under 14 years are prohibited from playing senior interclub

DISPENSATIONS must be obtained prior to submitting the team list for the competition or at least 24hrs before they play. Junior players that have been granted dispensation and then found to be “playing and leaving” will have their dispensation revoked.

Juniors Players are required to participate with the team. They **must** mark or referee a match and are encouraged to stay and socialize at supper and contribute to the team environment.

Women Playing Men’s Interclub

Female players are to apply to Squash Waikato to be included in a men’s team. This will be allowed if an acceptable solution to play in a women’s team is not viable.

TEAM NAMES

Team can enter their own team name as like business house etc

Please keep it fairly PC (offensive team names will be removed)

SCORING

Every game won = 1 point. E.g. Game score = 3/1. Winner = 3 points, loser = 1 point

Teams receive **2** extra points for the team win

Matches: PAR to 15. Play to 15, win by 2 clear points (play continues until there is a clear 2-point win).

All teams and players will play to PAR 15 including A2/B1 players etc.

DEFAULTS

ARE NOT ACCEPTABLE.

As a sign of good sportsmanship **ALL** rounds should be played, please be respectful of each club and aware of the travel situation some clubs are faced with, i.e. If your team has a couple of long-distance travels for interclub then there will be teams in your division that have many long travel nights for their away games. If in some extreme circumstance a default is unavoidable, please contact the Squash Waikato manager

In the case of a default the opposition team receives full points for the defaulted match and **MUST** enter this result on iSquash so that the points table can be updated. The grading list is not affected.

*In iSquash: **Please enter these results at 15/0 15/0 15/0 and select ‘not played’.***

REFEREEING

All interclub players are encouraged to complete the Club Referee exam on the Squash NZ website. This exam can be found at <http://www.squashnz.co.nz/survey/training.cfm>

To encourage players to get this done, there will be a bonus 2 competition points for teams who have had their 4 named players qualify before the start of the competition - **Monday 28th September**

The qualification is valid for 2 years.

If you are unsure if you are already qualified your club statistician should be able to confirm or contact manager@squashwaikato.co.nz

SUBSTITUTES

- Substitutions can be a “graded” player from any club who has the same or less points than the player they are substituting
- Other substitutions are allowed but must be approved by Squash Waikato before the player can play.
- Reasonable give and take is expected in this area. If there is a problem with a substitute player, attempt to solve the issue **PRIOR** to starting play rather than protesting afterwards. Usually, if substitute is a fair match to their opponent then the tie should proceed.
- Substitutes can be added to the team using the ‘search for player’ box in iSquash

PLEASE NOTE: the expectation is most teams will be made up of four players across the grades and substitutions will be minimal, keeping in mind it is only a 5-week competition.

BALLS

Double yellow dot for B Grade, single yellow dot for C Grade and below. If a B grader plays a C grader or below, the *higher graded* player chooses the ball.

New Single Balls only to be supplied by the Host Team. Players wishing to use a double dot ball will supply their own or use a satisfactory ball from the host club (not required to be a new ball)

PLAYING ORDER

The default playing order will be seed 4, 3, 2, 1

With the refereeing order being 1, 4, 3, 2

The round can start anywhere in this sequence i.e. 2,1,4,3 with the ref order then being 3, 2, 1, 4

The rationale is the players ref/mark players one grade above them, and we avoid the change of for instance E graded players ref./marking C or B graded players.

PLAYING COURTS

With the goal to encourage more people to play interclub and especially when there is a large travel distance between clubs, then at the request of the traveling team and if available two courts can be used.

Note: large travel is classed as over 1.5 hours

Whilst the vast majority of interclub teams will always play on one court, this does make the option of playing on two courts available if so, requested by the visiting team and it would be expected to be reciprocated if court availability allows.

(this has come about from feedback from the 2019 interclub survey)

PLAYING VENUES

Please consider your draw carefully. If you have long travel distances, please plan ahead. You can make arrangements with the other club to meet halfway if you prefer. Or perhaps play during a weekend.

If Squash Waikato notes that specific teams are defaulting to teams because of travel distances, they will be warned of the rules of fair and equal play. If defaults continue Squash Waikato will contact the club concerned and request it be dealt with by the club committee.

DISPUTES

First and foremost, all teams must try and find a solution to any dispute at the time the match occurs. If you need a rule clarified before a match commences please contact Squash Waikato. If a dispute arises following a match this should be forwarded to the Squash Waikato office for resolution.

SUPPER

All home teams are to supply supper.

Expectation is this is **NOT** a full sit-down dinner, but rather finger type food / snacks throughout the round, and maybe a light meal at the completion.

An example maybe a platter of fruit, nuts, crackers, spreads and the like through the round

With a light meal consisting of bread rolls with a possible meat / salad filling at the completion

Please be respectful of your team and opposition, it is an expectation that all players stay for supper / end of the round.

RESULT CARDS

The winning team is responsible for entering the results into iSquash. Squash Waikato are happy to help guide captains with this process

TEAM CAPTAIN RESPONSIBILITIES

Weekly results **MUST** be up on iSquash before the start of the next weeks round. This is the responsibility of the winning team captain, results not put through before the next round will be automatically put through as a default win to the opposition team.

When a tie has been defaulted a result **MUST** be recorded so that the points table is updated

Make sure at least one team member is available to open up the host squash club and have met all requirements for play to commence at 7pm

Squash Waikato Interclub Contact Details

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