

Waikato Interclub Rules 2020

Winter Interclub

12-week competition that starts on 31st March/1st April
6 team divisions (where possible)
2 x round robins followed by a semi & final

Information to clubs & entries open	Feb 26 th
TEAM ENTRIES CLOSE	March 16 th
Men's Starts	March 31 st
Men's Finals	June 16 th
Women's Starts	April 1 st
Women's Finals	June 17 th

Spring Interclub

12-week competition that starts on 21st/22nd July
6 team divisions (where possible)
2 x round robins followed by a semi & final
NO ROUND 22nd/23rd September as National Superchamps Week

Information to clubs & entries open	June 22 nd
TEAM ENTRIES CLOSE	July 6 th
Men's Starts	July 21 st
Men's Finals	October 13 th
Women's Starts	July 22 nd
Women's Finals	October 14 th

PLAY

Round robins are played against each club in your respective division.

Winter interclub = semi-final and final following the round robin.

Spring interclub = semi-final and final following the round robin.

The top two teams at the end of the round robin will contest the final. In the case of a tie, the team that won the tie(s) between the two teams progresses. If they shared those ties, a countback over those two ties will decide the finalist.

Draws will be loaded in iSquash.

Men's Interclub – Tuesday night

Women's Interclub – Wednesday night

Play starts at 7.00pm, unless otherwise arranged.

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 (plus reserves)

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

Women graded B1 and above may be included in a men’s team

Women graded B2 and below must 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

New for 2020 team names can now be such as Aria Sheep Wrestlers or Huntly Hellraisers 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 4 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).

Division 1: Teams can play PAR to 11 but **all** teams must agree before the competition commences

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 Balls to be supplied by Host Team.**

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 at least 4 players qualify by 1st June (Winter only).

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

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'.

SUBSTITUTES

- Substitutions may be a club member from a lower or same division team. (i.e. where two teams from the same club are in in the same division, although if they play in a particular team three times or more, they are then deemed to be in that team permanently)
- Substitutions can be a “graded” player from any club who has fewer points than the Registered and 4th player.
- Players may only play in a division above their registered division twice. Players who substitute in a higher division three times or more may not continue playing in a division below that.
- 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
- **Finals / Semi-Finals** – All players must have played at least **3 rounds** for the team to be eligible for all finals.

PLEASE NOTE: Each team can only have up to 9 named players throughout the competition.

RESULT CARDS

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

PLAYING ORDER

Order of play must be in accordance with the up to date NZ National Grading List on the date of play.

The order shall be such that a player cannot play above another player graded higher (e.g. B2 cannot play above B1)

Within each half grade players may be submitted in order of playing strength to a maximum of 100 points difference (e.g. an C2 with 2150 points may play above an C2 with 2200 points, 50 points difference between the players, however they may not play ahead of someone with 2280 points as there is more than 100 points difference).

As this is an updated rule, so it is up to team captains on the night of play to check the Squash NZ grading list and ensure the team playing order is correct.

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.

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)

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

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 meet all requirements for play to commence at 7pm

Check the team playing order via iSquash before the tie commences, as matches played in the incorrect order will automatically be a default win to the opposition.

Squash Waikato Interclub Contact Details

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