

RULES FOR INTERCLUB IN CENTRAL SQUASH REGION



1. The laws of Squash Rackets for the time being sanctioned by Squash NZ so far as they are applicable and do not conflict with the following shall be observed. The competition shall be open to all clubs who are affiliated to the Association and are financial for that financial year.
 2. Clubs will be permitted to enter no more than two teams (Manawatu Wanganui Ruapehu Zone), two teams (Taranaki Zone) for each court they make available for Interclub play. Additional teams from one or more clubs may be accepted at the discretion of each zone committee.
 3. All players must be financial members of their club. A player belonging to more than one club must nominate at the beginning of the season which club he will represent for Interclub play BUT he must also state and appear on that grading list and on the District grading list for the season which he will represent for National Championships, Teams events and tournaments. (A player may be able to represent one club for Interclub and another for Teams events etc).
- A. Where a player does not have a current NZ grading the Clubs iSquash administrator shall give him an official grading.
 - B. All players should have sat the currant refereeing exam available online.
 - C. Ladies may play in a nominated Men's team provided that their club cannot offer that player a Women's team to play in and with the approval of their zone committee and iSquash Administrator.
 - D. Players must remain in the same team in which they commenced playing at the start of the season throughout the whole season irrespective of any subsequent change in their grading. Players may move up a division but after three matches can not return to the lower team.
 - E. Teams playing order must be submitted in order of the latest grading points available on the iSquash website at the time of registering the team.

4. TEAM ENTRY

- A. Playing format shall be decided by each zone committee annually. The teams submitted shall be graded by the respective organising committees.
- B. Each individual game shall be the best of 5 games. The team winning the most matches shall win the tie.

- C. Points shall be allocated as follows:
1 point for each match won
2-bonus points for the team winning the most matches in the contest, plus
Any team winning by default will be credited with 1 point for each player plus 2 bonus points for that tie.
- D. At the conclusion of the Interclub competition divisional winners shall be declared based upon the number of points accumulated. Where 2 teams are tied on equal points the winner shall be declared based upon who beat whom. Where 3 or more teams are tied on equal points the winners shall be declared based upon a match/game count back. Where a division is split for second round, points start again.
- E. The host team shall be responsible for entering the results, agreed by both Captains, within 3 days onto the iSquash website.
- F. The ball to be used is as specified by SNZ.

5. TEAM COMPOSITION

- A. Numbers in team shall be decided by respective committees.
- B. No team shall be permitted to change Divisions during the course of the competition.
- C. Prior to commencement of play in each contest, teams must be listed in order of latest iSquash website. Captains are advised to check the iSquash website at least weekly to confirm team member points and player order.
- D. Replacements shall be allowed in teams. Any player who has played three times for a higher division CAN NOT play for the lower division. (The exception is when being a replacement in Open Interclub). Replacements must be of a similar grading to the other members of the team he/she is to play for but must not have been graded higher than the listed grade for the Interclub division as at the beginning of the season.
- E. No team shall use more than 2 replacements, or 1 in the case of a team of 3, in any tie without the prior approval of the disputes committee.
- Where a Club has more than 1 team in any Interclub division, replacements shall not be allowed from one of the other teams in that division without the prior approval of the disputes committee.
 - Team captains are responsible for ensuring team members are familiar with the etiquette of interclub (eg. suppers and offering a drink), and for upholding the good behaviour and sportsmanship of their team. Also BOOKING courts for the tie.

6 DEFAULTS

- When a team is DEFAULTING 1 or 2 of their players, they MUST play their replacements in points order but the default applies to the bottom positions of the

team and the attending players all move up in position.

- The DEFAULTING team must put in writing the reason for the DEFAULT to the respective controllers as soon as possible. Full points will be allocated to opposing team if none received.

7. WITHDRAWALS

A penalty of \$100 will be imposed on any club withdrawing a team after the draw has been completed (i.e. after the first Zone meeting at which divisions are sorted out).

8. PROTESTS

All protests should be submitted within 3 days and referred to the respective Zone disputes committee.

MASTER INTERCLUB

1. Separate competition for Men and Women
2. All Interclub rules shall apply.
3. Qualifying age is 35 years and over on date of playing.
4. Playing nights to be decided by Zone Committees.
5. Team Composition - To be determined by each Zone Committee.

PREMIER LEAGUE

If a player elects to play Premier League he cannot play Interclub. An Interclub player can be a replacement for Premier League but after two games cannot return to play Interclub for the rest of the season.

All rules for Interclub applies to Premier League (NOTE 3).

COMPOSITE INTERCLUB

1. Separate competition for Men and Women
2. Playing nights to be decided by the Zone Committee.
3. All Interclub rules apply.
4. Team Composition: To be determined by each Zone Committee.

