

## **WINTER INTERCLUB 2009 – Round 2**

### INTERCLUB COMPETITION RULES 2009

1. In the rules:

a) CONTEST shall mean the total rubbers between two teams.

b) RUBBER shall mean the best of FIVE games.

c) If a contest is drawn on rubbers the winner will be decided on the number of games won. If the game score is equal the contest will be decided on the number of points won. If the points score is equal the rubber shall be tied with 1 point awarded to each team for the draw.

2. a) A team will consist of FOUR playing members plus reserves, all of whom shall be on the grading list.

Each member of a team must be registered on their team list to be eligible to play in that team.

A player may be added to the team list only with the approval of the Interclub Convenor.

b) Where a club has more than one team in a division, players from these teams CANNOT be interchanged. If players are interchanged the offending team shall forfeit the rubber played by the offending player and any rubbers below that persons position in the team.

c) Gradings will be used from the current grading list at the time of play.

Playing order- players of the same grade can play in any order. A higher graded player must play above a lower graded player e.g. C1 must play above a C2. Failure to comply will result in a default of that rubber and any rubbers below that persons position in the team.

d) There will be no interchange of substitutes between mens and womens divisions. Substitutes must come from a lower division and be named in that team. Substitutes who do not meet this criteria shall be defaulted.

e) A player once classified in an Interclub Division may not play in a lower division without a regrading from the Interclub Convenor.

f) The playing of a non graded, uncoded or unregistered player will be treated as a default and all rubbers below that player's position in the team shall be defaulted.

g) A player having played three or more contests in a higher division for the same club will be deemed to be in that division and may return to his/her original division only with the express permission of the Interclub Convenor. Any rubber played by a player who breaches this rule will be treated as a default and all rubbers played below that player's position in the team will also be defaulted. This applies from the commencement of each round of competition. Requests for regrading must be in writing to, Squash Canterbury, (Fax 3415439) at least 1 week before the competition concerned.

3. a) If a player defaults the team must default at number 4, all players should move up. Teams in all divisions will be defaulted if more than ONE of their members do not play.

b) A team member not ready to play (ie. changed and ready to go on court) at the stated starting time or immediately upon conclusion of the preceding rubber will be defaulted.

(ALL PLAYERS ARE EXPECTED TO HAVE SAT THE RULES & REFEREES EXAM OTHERWISE THEY MAY LOSE TEAM POINTS.)

4. a) In all Divisions, all team members must assemble 15 minutes before the appointed starting time. However subject to prior agreement with the captain of the opposing team, one member may arrive up to half an hour late.

b) The appointed starting time is as shown on the draw sheets. Contests may not be played at a time or place other than allocated without prior approval of the Interclub Convenor. Teams violating this rule will lose all points for the contest.

5. The Dunlop Competition ball (single yellow spot ) will be used by all divisions . An alternative Dunlop ball may be used for the rubber if there is mutual consent between the team captains.

6. Recognised squash attire and squash shoes to Squash New Zealand standards must be worn.

7. Points for each contest will be awarded as follows:

a) One point for each game won, two points for the team that wins the contest.

b) A default of a player shall automatically give the opposing team three points. If an entire team defaults, the opposing team shall

be awarded 14 points provided that the captain of such a team correctly returns a result card.

8.
  - a) All rubbers must be marked and refereed
  - b) Any queries concerning rules and referees, please contact your club refereeing co-ordinator or Squash Canterbury's rules and referees co-ordinator.
9. It is expected that each team will share the cost of lights meter fees, if any, and share the supply of balls. The host club pays any fees if playing on their own courts.

10. Defaults.

- a) Any team defaulting without giving the opposing team captain 24 hrs notice shall be fined \$30. Any individual defaulting without giving the opposing captain 24 hrs notice the team shall be fined \$10.
- b) If prior notice of team default is given the defaulting team shall be fined \$20. If prior notice of a individual default is given the team shall be fined \$5.
- c) Any uncoded, ungraded or unregistered player shall be treated as a default and be fined \$5. See rule 2.f.

11. The players grading and codes must be included after their name in the appropriate columns on all result cards. A fine of \$1.00 will be imposed for incorrect entries. At the time of the receipt of an incorrect code the offending club will be notified of the error. If following notification to the club of the error, the incorrect code continues to be used, two points will be deducted from the offending teams overall points for each and every time the incorrect code is recorded.

12. An entry fee of \$ (To be confirmed) including GST per team will be charged for 2 rounds. This is payable by 30th April 2009. An entry fee of \$ (To be confirmed) including GST per team payable for one round.

13. Any complaints arising from incidents during the course of the competition must be in writing and in the hands of the match committee within five days of the event. Decisions will be conveyed by the Interclub Convenor. Further appeals in writing will be considered by Squash Canterbury.

## INSTRUCTIONS FOR COMPLETING RESULT CARDS

Correct completion of result cards is important for two reasons: to help the Interclub Convenor keep accurate and current records of the competition's progress and to help the Statisticians in determining the gradings of individual players.

### IMPORTANT POINTS

1. Postage is required for each card.
2. Each card must be filled in correctly otherwise there will be a loss of points
  - a) Captains must put their club name under words "Team A" or "Team B" and list players in team order underneath.
  - b) Captains must complete player codes for every player.
  - c) Complete all details as required. The round number, division number are contained in the printed draw/website.
  - d) All cards must be signed by both captains – except in the case of a team default.

### PLAYING TIMES

All matches in all grades will be played on Monday and Tuesday nights using a 1 & 1/2 tier system.

Note - nights may change for public holidays, please check the draw

The first tier starts at 6.00pm using two courts. The second tier starts at 7.30pm using one court.

The number allocated beside the court in the draw is the court on which the rubber will be played.

NB: A Punctual start must be made to prevent overlap between the early and late games. Any enquiry regarding the draw must be made to your Club Captain or person appointed by your club. Only these nominated persons should have verbal or written contact with the Interclub Convenor.

### Round Two

The same system as used in the first round will be used to determine team rankings in the second round. Clubs will be invited to submit changes to the teams or personnel prior to the second round –all teams must be re-submitted (even if no changes) using the team submission spreadsheet.

All players participating in each round of the competition must be registered on the team list for which they play.

In the second round, all players must have played at least 2 rubbers for the same team in a division to be eligible to play in the semi finals and finals.

Failure to comply with this rule will result in a default of the offending player and all rubbers below that player's position in the team.