



Rules for Men's and Women's winter, spring and summer interclub.

What is Interclub?

Interclub is a graded, point's based competition that is administered by Squash Waikato and is open to teams from all affiliated clubs in the Waikato District. The teams are divided into Men's and Women's competitions. The Divisions are made depending upon the team's point's average.

Who can play in interclub?

Since interclub is a graded, points based competition for senior players, it is only available to "graded" players from affiliated Waikato clubs who are 16 years old or older.

What are the different Interclub competitions and when are they?

Winter Interclub: A 14 week competition that starts in the 3rd week of March.

Spring Interclub: A 10 week competition that starts in the last week of July.

Summer Interclub: A 10 week Social competition that starts in the first week of November and has a break over the Christmas holidays.

The logo for HEAD is the word "HEAD" in a large, bold, orange, sans-serif font. A small registered trademark symbol (®) is located at the top right of the letter "D".

FORMAT:

Winter

- Divisions of eight (8) teams will play two rounds on a home and away basis. Points after these two rounds will determine the seeding for the semi-finals and finals. 1 plays 4, and 2 plays 3. Teams with the highest points have the home advantage for semi-finals. Finals venue will be allocated by Squash Waikato.
- Divisions of seven (7) teams will also play two rounds on a home and away basis, but will have a bye in each round. Finals as above.
- Divisions of six (6) teams play three rounds with no playoffs. The team with the highest points after all rounds is the winner.

Spring

- Divisions of six (6) teams - will play two rounds on a home and away basis. Points after these two rounds will determine the semi finalists. The teams with the highest points will have the home advantage.
- Divisions of five (5) teams - will also play two rounds on a home and away basis, but will have a bye in each round. Semis and finals as above.

Summer

- Division size depends upon the amount of team entries.
- Tuesday or Wednesday evening competition
- Divisions of six (6) teams play three rounds with no playoffs. The team with the highest points after all rounds is the winner.

A: It is unfortunate that the opponent will not reschedule, but it is their right as your team was asking to forgo a default. The next option is to have your previous or next match result count for this match result also. If the opponent refuses on this option also, you can plead your case to Squash Waikato by giving all details and reasons why the request and responses. The opponent will also have the right to state their facts and views. Squash Waikato will then make a judgement for default or points sharing from another match.

Q: We are unable to play and the team captain and I wish to "Split" the points for the scheduled match?

A: "Splitting" the point's is not allowed as in essence both teams are wishing to default thus they should be splitting no score.



What happens if?

Q: We have a player under 16 and under c grade on our team list and we have not requested a dispensation from Squash Waikato?

A: That player is not officially considered a member of the team and if they do play the players match will be a default. The individual match results will still count for player points. Make that request to Squash Waikato and do it early.

Q: We play members of our team out of official play order?

A: It is the teams and players responsibility to know their grade. If a player is played out of order the match results will default to the correct team. Individual match results will still be processed for points.

Q: What if we play a substitution and do not inform Squash Waikato of the team change?

A: If the substitution comes from one of your own lower division teams there is no problem. If the player is not from any team, or from a team from a different club the match results will be defaulted, but the individual match results will still be processed for points.

Q: We do not complete the interclub card completely or have the score backwards?

A: The cards will stand as submitted. If the score is incorrect it will be processed as incorrect, if the codes are not legible the match will be defaulted and the player points will not be processed as the player is unknown.

Q: We wrote on our card a default in any position other than the bottom?

A: Officially the entire match becomes a win to the team that did not default the player. All other players officially played out of playing order.

Q: We cannot play on a match night and we call to make an alternative date to play and the opponent will not reschedule, even with a suggestion of alternative midway venue?

SCORING:

Divisions 1

Men: PAR to 11. Play to 11, win by 2 clear points (play continues until there is a clear 2 point win).

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

All other Divisions

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

Team Protocol – Interclub is a TEAM event

- All team members should be available for home and away games.
- Players should stay for the entire evening, rather than just their game.
- All players are expected to mark or referee another match. See your Club's referee convenor for information and training.
- Home teams should supply a supper and stay on to host the visiting team.



Team Results

- Each match will be the best of five games over match points. Team points for each match are calculated as follows:
- Winner: 3/0 = 6 pts Loser: 0/3 = 0 pts
 3/1 = 5 pts 1/3 = 1 pt
 3/2 = 4 pts 2/3 = 2 pts
- The winner is the team that won the most matches. If this is even (in teams of four) the team with the most match points (as above) is the winner. If still tied, count back individual points won (i.e. game scores).
- Winter & Spring Teams of four receive 1 extra point for the team win - (Points should total 25)
- Winter Teams of five receive 7 extra points for the team win – (Points should total 37)
- If a player is injured, the match is awarded to the opponent (except in the case of dangerous play). Any games won by the injured player are credited to the team's score.

Results Cards

- All results must be submitted on the grey Results Card.
- Player codes must be entered correctly and legibly – please don't guess. Interclub Cards are sent to the District Statistician for individual results to be entered on the grading system and if a code is incorrect, no results will be entered for either team member,
- The winning team captain should ensure that the Results Card is completed correctly, signed by both captains and posted immediately.
- Results received after the semi final draw has been completed will not be considered.
- Results can be viewed on our website – www.squashwaikato.co.nz

default again for the same reason, they will be fined \$100.00. Each additional default will increase by \$100.00

Rescheduling

- A tie may be rescheduled with the agreement of both teams and Squash Waikato. If the deferred game is not played before the end of the round robin section, the team requesting the deferment is deemed to have defaulted.
- An exception will be made if a team has members away due to Squash Waikato representative commitments – in this instance the points will be shared equally
- If your team is not able to make a match for any reason and your team is wishing to reschedule the match, it is the team that your are requesting the reschedule that gets to agree to the reschedule or not. If they do not agree it is a default to the team asking for the reschedule.



General Default

- Should there be a significant reason for a team default, the opposing team and Squash Waikato should be notified as soon as possible to prevent the default being registered and a fine being imposed. If the tie cannot be played on an alternate date, the defaulting team is deemed to have lost the tie.
- If your team defaults to a team and does not contact that team to inform them, they will be fined \$100.00. If the same team defaults again for the same reason, the second fine will be \$150.00.

When Travel Becomes an Issue:

- Arrange to play at a Club at a half way point.
- Meet and play twice to fulfil the home and away rounds
- Play once, and submit the same points for both ties by submitting two results cards, with the scheduled dates of the ties.
- Arrange to play on the weekend
- NB All play must be completed before the final week of the round robin.
- Travel difficulties. Squash Waikato understands the difficulty that can arise with winter travel. Dense fog, flooding, icy roads and other conditions all can have an impact upon being able to travel to matches. Teams must remember that the outlying clubs travel up to an hour, every second week on average to play their matches. It is respectful and in the spirit of a fun and fair competition that all teams make every effort to make their matches that require travel.
- 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 they

Playing Order (i.e. ranking)

- Team captains will determine playing order. This must comply with the grading list published on the 1st or 15th of the month.
- For example, an E1 must play above an E2, but below a D2. Players within the same half grade may play in any order.
- Semis and Finals – Both team captains should write their playing order on paper, and give to a third person to write up on the notice board.

Order of Play (who plays first etc)

- Team captains should confer. If agreement can't be reached then a coin toss will decide which team can choose the order of play. (As a courtesy, the host team often allows the visiting team the right to choose the order).



Team Players / Substitutions

- All players must be on the entry form.
- All players must be on the grading list. Your Club Statistician is responsible for adding a player to the grading system.
- Substitutions must be club members at similar or lesser points to the team average listed on the draw.
- Substitutions are not allowed for semis, or finals i.e. all players must be on the team list and have played at least twice during the round robin games. Please abide by the spirit of this team competition
- 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.
- Players may be added to a team with the approval of Squash Waikato– dispensation should be sought prior to the match, in writing, by fax or by email.

Junior Player Policy

- Interclub is an adult competition for players 16 years or older.
- Juniors under 16 years at C grade level or above may play in this senior competition, but must apply in writing to Squash Waikato before the start of competition.

Balls

- Players at B grade will use a double yellow dot ball.
- Players at C grade and below will use a single yellow dot ball.
- If a lower graded player is playing a B grader, the lower graded player may choose which ball to use.
- By mutual agreement players may choose to use a different ball to that proscribed.

Defaults

Interclub is a team activity. The draw is prepared and all clubs know the teams schedule and travel dates. Travel is a part of the interclub competition. All teams have plenty of notice to ensure players are available for all games.

Member Short

- A team may play one member short, but not two.
- If a team is one player short, the missing player is deemed to have lost to the lowest ranked opposing team player i.e. the default is at the bottom of the team, regardless of what the normal order would have been.
- Teams not being able to field enough players for a match. Squash Waikato does not look at this as an acceptable reason to default a match. The draw and playing schedule is provided with enough time for all teams to make the arrangements to have players for all their matches. Squash Waikato does realize that injuries and peoples plans do change. All teams have the ability to have reserves and Squash Waikato will allow the addition of players to teams with enough notice as long as they are within the criteria for the dispensation.
- If two or more players fail to attend a scheduled event, that team is deemed to have defaulted. The team may be fined up to \$100. Team captains should notify the opposing team as soon as possible to avoid inconvenience to those players without an opponent.

