

BOP Interclub Rules 2025

Autumn Interclub

7 week competition
6 team divisions (where possible)
4 Players per team

TEAM ENTRIES CLOSE	Feb 16
Autumn Starts	March 3/4
Autumn Finals	April 15/16

Beginners Interclub

4 week competition
Every second Monday
3 players per team
At the start of the competition SquashLevels will be a:
- Max of 450 combined SquashLevels for Men's Teams
- Max of 300 combined SquashLevels for Women's Teams
Teams group together for full capacity at clubs

Introduction to Interclub, each team needs a club mentor to attend with them to help teach them how it all works eg scoring, supper, general etiquette

TEAM ENTRIES CLOSE	March 2
Beginners Starts	March 17
Beginners Finals	April 28

Winter Interclub

8 week competition (No play King's Birthday Weekend)
6 team divisions (where possible)
4 Players per team

TEAM ENTRIES CLOSE	Apr 20
Winter Starts	May 5/6
Winter Finals	July 7/8

Round 3 Interclub

8 week competition
6 team divisions (where possible)
3 players per team
No supper (unless the teams arrange between themselves)
No banners
Divisions may be set in zones to avoid long travel (numbers permitting)

TEAM ENTRIES CLOSE	July 6
Round 3 Starts	July 21/ 22
Round 3 Finals	Sept 9

“Spring” Interclub

6 week competition
 6 team divisions (where possible).
 No supper (unless the teams arrange between themselves)
 No banners
 3 players per team
 Divisions may be set in zones to avoid long travel (numbers permitting)

TEAM ENTRIES CLOSE	Sept 21
Spring Starts	Oct 6
Spring Finals	Nov 17

Interclub Doubles

6 week competitions. Mixed teams
 6 team divisions (where possible)

TEAM ENTRIES CLOSE	Rd 1: July 20 Rd 2: Sept 14
Doubles Starts	Rd 1: Aug 5 Rd 2: Sept 30
Doubles Finals	Rd 1: Sept 9 Rd 2: Nov 4

TEAMS

Teams consist of 4 (Autumn and Winter) and 3 (Round 3 and Spring) players, plus reserves. Entries are to be made via MySquash Competitions by club committee member.

Teams will be seeded on the ranking of the top four players and placed in divisions accordingly. Please ensure the captain’s current contact details including email are listed in MySquash Competitions.

PLAY

1 or 2 round robins are played against each club in your respective division. A finals night for all teams may follow the round robin. In six team divisions round robins will be followed by a play-off final, 2 vs 3, to play 1st place at the end of 5 weeks of play.

If at the end of round robin play, there is 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 ranking.

Doubles: To be confirmed later in 2025

Play starts at 7pm.

Draws will be in MySquash Competitions.

	Entries Close	Start	End	Length	Days
Autumn	16/02/25	3/03/25	15/04/25	7 Weeks	Monday- Women Tuesday- Men
Beginners	2/03/25	17/03/25	28/04/25	4 Weeks	Every 2nd Monday
Winter	20/04/25	5/05/25	7/07/25	8 Weeks	Monday- Women Tuesday- Men
Round 3	6/07/25	21/07/25	9/09/25	8 Weeks	Monday- Women Tuesday- Men
Spring	21/09/25	6/10/25	17/11/25	6 Weeks	Monday
Db Round 1	20/07/2025	5/08/25	9/09/25	6 Weeks	Tuesday
DB Round 2	14/09/25	30/09/25	4/11/25	6 Weeks	Tuesday

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.

Women Playing Men's Interclub

Women graded B2 and above may be included in a men's team

Women graded C1 and below must apply to Squash BOP 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.

Juniors Playing Interclub

Interclub is primarily a senior competition, but juniors are welcome to play. Please try to keep the number of juniors (under the age of 19) in each team to a minority (1-2 per team each night maximum).

SCORING

Every game won = 1 point. Overall winner = another 2 points. Eg Team one wins 3/2, 2/3, 3/0, 1/3. Score is 11-8.

PAR SCORING APPLIES - **PAR to 11** – win by 2 For all B1 players and above

PAR to 15 – win by 2 For all B2 players and below

Where an A or B1 player plays a B2 or below, the higher graded player chooses the scoring system
Squash BOP may set a scoring system by division. This will be communicated once draws are set.

Fairplay Matches

Option for players to exclude a competition match from SquashLevels calculations based on three conditions:

1. The higher-level player must be at least two times higher than the lower-level player on the day of the match. Examples are,
 - o A player on 100 playing someone on 200 or higher.
 - o A player on 500 playing someone on 1000 or higher.
 - o A player on 2500 playing someone on 5000 or higher.
2. Both players must mutually agree for it to be a 'Fairplay' match prior to stepping onto the court to begin the match.
3. If mutually agreed by the players, the interclub team captains or tournament controller (via the marker) must be advised immediately at the conclusion of the match for the result to be submitted correctly in MySquash Competitions as 'Fairplay'.

The person entering the score in MySquash Competitions will select 'Fairplay' from the match status dropdown box, where they would normally select Player or Defaulted. The games won will still count for interclub team points, and the match will be recorded in the playing history for each player, however there will be no Level changes for either player based on the outcome of the match.

BALLS

Double yellow dot for B Grade, single yellow dot for C Grade and below.

Where a B grader plays a C grader or below, the **higher graded player** chooses the ball

To be supplied by Host Team. Neutral venues – teams to supply their own balls

DEFAULTS

(Autumn/ Winter) Team must make every effort to front with a full team of 4 players. If a team has less than three players available, the tie shall be defaulted in full (unless by mutual agreement).

The opposition team receives full points for any defaulted match and MUST enter this result on MySquash Competitions so that the points table can be updated. The grading list is not affected, in MySquash Competitions enter these results at 15/0 15/0 15/0 and select 'not played'.

Injuries- If someone gets injured input the score as required for correct interclub team points (i.e. if a player gets injured in the second game and lost the first game put it something like 15/8 15/3 15/0), and then mark it as A Defaulted or B Defaulted. These matches will show in SquashLevels but there will be no level changes because a level change cannot be judged on an incomplete match.

If a Team withdraws from the competition after the competition has begun, then all teams in the draw will receive 14 points in lieu of the default for the round. (Including those already played).

SUBSTITUTES

Must be on the national grading list and **should be no more than 20% higher points above the player they are replacing**. Preferably substitutes should not play for more than one team in a division. 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 MySquash Competitions

FINALS / SEMI-FINALS

All players must have played at least 2 rounds to be eligible for any semi-finals or finals.

In the event of a tie in a final or semi-final, the winner will be determined by the higher placed team from the round robin (using the below tiebreak if necessary).

ROUND ROBINS

In the event of two teams being tied on points at the end of an interclub round the winner will be the one which won the contest(s) between the two teams during the competition. If the teams played twice and the results were shared, the winner will be determined by countback of matches, then points for those ties between the two teams. This rule also applies for determining seeds for playoff rounds, where applicable.

RESULT CARDS

The winning team is responsible for entering the results into MySquash Competitions. Result cards can be downloaded from the website so that results can be recorded on the night. Any outstanding results may incur a \$20 fine. Weekly results MUST be up on MySquash Competitions before the start of the next

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

PLAYING ORDER

Order of play must be in accordance with the up to date NZ National Grading List. Members in the same grade may determine their order but must not play below a lower graded player (e.g. a D2 cannot play above a D1).

PLAYING VENUES

Where possible travel has been kept to a minimum, but in some cases this is not possible due to the make-up of the teams in the divisions. Teams are able to change venue by mutual consent. Please advise any changes to the host club on the draw.

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 Rebecca. If a dispute arises following a match this should be forwarded to the Squash BOP Office for resolution.

SUPPER

All home teams are to supply supper. If playing at a neutral venue both teams bring two plates each. Supper is not required for Spring, Round 3 or Doubles unless agreed between teams.

COST

Entry Fee (payable at time of entry): Autumn - \$135 per team, Beginners - \$45 per team, Winter - \$135 per team, Round 3 - \$85 per team, Spring - \$75 per team, Doubles - \$50 per team

Squash BOP Interclub Contact Details

Squash BOP Office – Rebecca Glenton

Mobile – 027 280 0103

Email – interclub@squashbop.co.nz

Website www.squashbop.co.nz