

BOP Interclub Rules 2019

Autumn Interclub

6 week competition
6 team divisions (where possible)
Round robin followed by a final

TEAM ENTRIES CLOSE	March 28
Autumn Starts	April 8/9
Autumn Finals	May 13/14

Winter Interclub

10-11 week competition
6 team divisions (where possible)
2x round robins followed by a final

TEAM ENTRIES CLOSE	May 22
Winter Starts	June 3/4
Winter Finals	August 12/13

Spring Interclub

6 week competition
6 team divisions (where possible)
round robin followed by a final

TEAM ENTRIES CLOSE	August 21
Spring Starts	September 2/3
Spring Finals	October 7/8

TEAMS

Teams consist of minimum 4 players, plus reserves. Entries are to be made via iSquash by club committee member.

Teams will be seeded on average points for the top 4 players and placed in divisions accordingly.

Please ensure the captain's current contact details including email are listed in iSquash.

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. 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.

Winter: Divisions with 7 or 8 teams will play a round robin, followed by a top/bottom split round robin (total 10 weeks)

Women's Interclub – Monday night

Men's Interclub – Tuesday night

Play starts at 630pm. Later start time can be arranged due to travel constraints
Draws will be in iSquash.

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.

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

REFEREEING

All interclub players are required 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 30th June (Winter only)**.

There is a full list of currently qualified club referees on the BOP website in case players are not sure if they are qualified. The qualification is valid for 2 years.

DEFAULTS

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 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'.

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 200 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 iSquash

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 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 iSquash. Result cards can be downloaded from the website so that results can be recorded on the night.

Any outstanding results will incur a \$20 fine.

Weekly results MUST be up on iSquash 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 Marcus. 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.

COST

Entry Fee (payable at time of entry): Autumn/Spring - \$90.00 per team, Winter - \$150 per team

Squash BOP Interclub Contact Details

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