



New Zealand Junior National Inter-District  
Teams Event and Gifford Cup  
2017 Rules

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## 1. Competition Information

The event is a team competition between teams from the eleven member districts which make up Squash New Zealand.

Each district is entitled to an entry in the competition.

There will be separate competitions for teams of male players and teams of female players.

## 2. Player Eligibility

### 2.1 All Players

All players must satisfy the following requirement to compete in the New Zealand Junior National Inter-District Teams Event:

- a) The player must meet the Squash New Zealand "Citizenship" criteria which states that he/she must be a New Zealand citizen or, if not, must have been ordinarily resident in New Zealand for fifteen months within the eighteen-month period prior to the start of the competition that he/she has entered.
- b) No player may play for more than one district during any given season (i.e. play for one district for juniors or seniors and another district for seniors or masters) and no player may change districts during any given season except in exceptional circumstances.
- c) All players are required to have passed the Club Referee qualification (available on the Squash New Zealand website). The qualification is valid for two seasons e.g. if you sat the test in 2015 the exam will have expired by 2017. Squash New Zealand will verify that all players in teams representing their district have gained this qualification. Any matches played at New Zealand Senior National Inter-District Teams Event by players that have not passed this test by the Monday prior to the event i.e. **Monday 2<sup>nd</sup> October** will count as 3/0 losses for their team, with grading points lost.  
It is the responsibility of the player to ensure this test is completed with enough time for results to be collated.
- d) All players playing in the Individual Championships must complete all their allocated matches. Failure to do so will render them ineligible to play in the Teams Event.
- e) Juniors must qualify as under 19 on the last day of the Inter District Teams Event.

### 2.2 District Players:

- a) Be a full financial member of an affiliated club in the region they are seeking to represent at the time of entry;
- b) Live in the district;
  - i. A player that lives in multiple districts concurrently, and therefore meets the eligibility criteria for multiple districts, may decide which of these clubs he/she plays for.
- c) NZ Players returning from overseas to take part in the competition must have been active district representatives for the district they wish to represent prior to departure overseas.

### 2.3 Import Players

- a) Districts may request for an import player where they are unable to form a team without the inclusion of the import player (a player who does not meet the district player eligibility criteria).

- b) Requests for import players must be made in writing to the Squash New Zealand office by 4pm Friday prior to the team entries closing.
- c) All rulings will be communicated to all districts by the Wednesday prior to entries closing.
- d) The disputes committee will rule on all requests for imports and their decision will be final with no discussion being entered into.

Squash New Zealand reserves the right to apply dispensations to individual players in respect of rule 2.

### 3. Entries

#### 3.1 Players

All teams must fulfil **ALL** requirements of Section 2 Eligibility.

Each district must enter their team(s) on the official entry form for the event and all entries must be accompanied by the appropriate fee.

A minimum of four players in each team must have played in the Individual Championships prior to the teams' event. These players can be reserves.

Team entries should be submitted by the district to the host club by the close-off date. No late entries will be accepted.

All teams shall consist of up to five players. 4 players will compete in each tie with 1 player stood down in each tie.

All districts must submit players in playing order as at the Monday prior to entries closing – Team Playing Order Rules as per Section 4 must be adhered to

#### 3.2 Managers

A district must send one manager per team i.e. one manager for their boys' team and one for their girls' team. These people must accompany the teams to the event and be present for the full period of the event.

The managers appointed by the district must be aware of the Squash New Zealand event rules and regulations as well as any relevant Squash New Zealand policies, alongside their district policies.

### 4. Team Playing Order

- a) The order shall be such that a player cannot play above another player graded higher (e.g. A2 cannot play above A1).
- b) Within each half grade players must be submitted in order of playing strength (e.g. a B2 with 2850 points may play above a B2 with 2900 points).
- c) In determining the Playing Order for New Zealand Junior National Inter-District Teams Event gradings shall be taken from the Monday prior to entries closing

All players are required to play in the order the team is submitted and there shall be no change to the team playing order between ties.

All team orders shall be circulated to all other team managers (by email) 7 days prior to the commencement of the competition.

Final ratification of all teams and playing orders will take place at the Managers' meeting. The team orders confirmed by the Tournament Director shall apply for all rounds of the competition.

## 5. Replacing Players – Prior to the Event

### 5.1 Substituting Players

All teams are able to substitute players in or out of their team when submitting their final team playing order prior to 4.00pm on the Monday preceding competition 2<sup>nd</sup> October 2017.

The Tournament Director will make all decisions on team substitutions and communicate these within 48hours of the request being made. The Tournament Director will make the final call on where the introduced player(s) appear in the team playing order – this will be based on grading points. Any substitutions will result in a reseeding of the draws.

A player who has been substituted out of the team cannot be substituted back in at a later stage.

### **N.B. All player substitutions must meet the eligibility rules as per Section 2.**

Any teams requesting substitutions to their team after the Monday preceding the competition must receive unanimous agreement from all managers.

### 5.2 Replacement Players

Any changes to team composition occurring after submission of teams that are NOT substitutions (i.e. the player does not meet the eligibility criteria as per section 2) may only occur with the unanimous permission of the other teams in the competition.

## 6. Event Logistics

### 6.1 Event Format

The teams will be seeded and split into two pools as follows:

Pool A	1	4	5	8	9	
Pool B	2	3	6	7	10	11

(If six or less entries are received, there shall be only one pool)

Each team shall play the other teams in their pool once. Pool play will be over the first two days.

Should the full complement of 11 districts be represented the Teams Event would have to commence in the evening following the Individual Finals.

Following completion of pool play, on the final day, the winners from each pool will play-off for 1st and 2nd place; the runners up from each pool will play for 3rd and 4th place; etc.

## **6.2 Event Seeding**

The New Zealand Junior National Inter-District Teams Event will be seeded by the host club Tournament Director according to the sum of the top four players' (based on points) grading points taken from the Monday prior to entries closing.

## **6.3 Disputes Committee**

The Disputes Committee shall deal with all disputes that arise during the event.

The Committee shall comprise the Tournament Director, a SNZ Representative, and at two other suitable persons.

The Disputes Committee can, as they see fit, defer to other people for advice before making their decision. The Disputes Committee's decision on all matters is final.

The Disputes Committee shall rule on any protests made by teams/players about the New Zealand Junior National Inter-District Teams Event Rules. Their decision will be final.

All decisions made by the Disputes committee will be final with no discussion being entered into.

## **6.4 Team Protests**

Any protests (such as those relating to player eligibility and team eligibility) must be submitted to Squash New Zealand by 4.00pm on the Monday prior to competition starting. The Disputes committee will rule on any protest. All decisions will be final with no discussion being entered into.

Any protests received outside this time will not be upheld.

## **6.5 Managers' Meeting**

There will be a meeting of all the team managers on finals day of the individual event which will be called by the Tournament Director. The timing of this meeting will be advised. This meeting may be used as a forum to make alterations to playing orders/personnel IF proposed changes receive unanimous approval from ALL managers. If there is any opposition to proposed changes, they may not occur.

All Managers of teams are required to attend.

Should the team personnel alter after seeding (due to injury, non-appearance or other changes), Squash New Zealand reserves the right to re-seed the event.

The Tournament Director will chair the meeting.

## **6.6 Daily Order of Match Play**

The daily order of match play shall be drawn by lots, except that the match between each team's number one shall be the third match in each contest.

A separate order of play shall be made for each day's play.

The order of play for each day will be as drawn at the Managers' Meeting.

## **6.7 Submission of Teams**

Within half an hour of the end of the final round of individuals play, each team manager must submit the playing order for their team for Round One.

Teams for each subsequent round must be in playing order and handed to the Tournament Director within half an hour of the finish of play in the preceding round. This applies also to teams that have a bye in any round of the competition.

The Tournament Director will display the appropriate team playing orders as soon as all teams have been submitted.

## **6.8 Replacement Players – Prior to start of tie**

At any time after the submission of teams and prior to commencement of play in any one tie of the competition, a player may be replaced by another nominated team member at the discretion of the Disputes Committee.

Replacements will only be granted in the case of illness or injury (medical report or other such evidence required), or urgent personal business, that prevents the player from taking part in the tie after having been named in the team after the previous round. The Disputes Committee will have the final say on whether the illness/injury/personal business justifies a replacement being permitted.

Replacements may only be from other nominated team members or reserves. The team playing order may need to be resubmitted to satisfy section 4.

The Disputes Committee's decision regarding replacement players is final, no discussion will be entered into around their decision.

When a team has to default a match within any one tie of the competition, and is unable to field a replacement player, the default will apply to the No. 4 position with all other players moving up to play the matches from 1 to 3.

Replacements from outside of the nominated team members may only be permitted by the Disputes Committee where, due to injury or urgent personal business, a team has less than four players able to play for any round. Matches played by replacements from outside of the nominated team members will count as automatic losses for the team, although may count for personal grading points if both players agree.

## **6.9 Replacement Players – After commencement of tie**

After the commencement of any one tie of the competition, replacements for that tie are not permitted.

If the tie has already commenced and players cannot move up to play the matches from 1 to 3, the default will apply to the position the defaulted player was named in 6.7, with all players remaining in their named positions. This match counts as an automatic loss of points for the player defaulted and a 3/0 loss for the defaulting player.

## 6.10 Scoring and Ball Choice

All matches shall be the best of five games with PAR to 11 (must win by 2).

For matches between players graded B2 and above, a double yellow dot ball will be used. For matches between players graded C1 and below, a single yellow dot ball will be used. For matches between one player who is graded B2 or above, and a player who is graded C1 or below, the higher graded player will decide which ball is used.

## 6.11 Tie Rules

Players must be on court ready to warm up no more than ten minutes following the conclusion of the previous match, or the anointed start time of the tie. Failure to do this will result in the match being defaulted if a complaint is made to the Disputes Committee by the opposing team.

The Tournament Controller shall allocate one court per contest and all matches in that contest shall be played one after another on the same court, in the order published by the Tournament Controller.

All matches in all rounds prior to the final must be played.

If in the final round of play an outright winner is found before all matches have been completed teams can opt to not complete the remaining matches. Matches will only be played where there is agreement from both players.

## 6.12 Winning Ties/Countbacks

Each tie shall consist of four matches and the team winning the most matches shall win the tie. If each team has won two of the four matches and lost two, then the winner will be decided on count back as follows:

- a) the highest positive differential on games won and lost; then
- b) the highest positive differential on points won and lost;
- c) If the teams still cannot be separated the winner will be decided by the drawing of lots.

At the end of the pool play, the pool order will be determined by ties won.

In the event of two or more teams finishing equal at the end of a round-robin pool play, then the winner shall be determined by:

- a) First by greater number of Ties won;
- b) If two teams have won the same number of ties then by the result between those two teams.
- c) If three or more teams have won the same number of Ties, then teams will be ordered based upon the number of matches won in the ties between those three teams only;
- d) If two teams are still equal i.e. have won the same number of ties and matches, then by the result between those two teams.
- e) If three or more teams still equal i.e. have won the same number of ties and matches, then by greater positive difference between games won and lost in ties between those three teams;
- f) If two teams are still equal after positive difference between games won, then by the result between those two teams.



- g) If three or more teams are still equal, then by greater positive difference between points won and lost in ties between those three teams;
- h) If two teams are still equal, then by the result between those two teams.
- i) If more than two teams are still equal, then by random drawing of places.

In the event of two teams finishing equal at the end of a finals play-off, then the winner shall be determined by:

- a) the highest positive differential on games won and lost; or, if still equal,
- b) the highest positive differential on points won and lost;
- c) If the two teams are still equal, they shall be declared joint winners.

## 6.13 Results

The host club Tournament Director is required to display the full match scores throughout the event and to forward these to the Squash NZ national office at the end of each day. The “Teams Result Sheets” provided should be used.

These results will be communicated to the media and copies of the full results will be available for participants from the Squash NZ national office 7 days after the end of the event. The host club is required to enter the results into the iSquash Grading List within five days of the event’s conclusion.

## 7. Timeline

1. 4:00pm 15<sup>th</sup> September 2017 - Requests for import players from districts received by Squash New Zealand
2. 18<sup>th</sup> September 2017 - Grading Lists run by SNZ and uploaded to SNZ website to determine Team Submission Order
3. 20<sup>th</sup> September 2017 - Requests for import players outcomes communicated to districts
4. 22<sup>nd</sup> September 2017 – All entries due with Burnside Squash Club
5. 29<sup>th</sup> September 2017 - Team playing orders circulated to all team managers
6. 2<sup>nd</sup> October 2017 - All club referees exams completed by players
7. 4:00pm 2<sup>nd</sup> October 2017 - Final request for substitutions to tournament director made
8. 4:00pm 2<sup>nd</sup> October 2017 - Any protests on personnel or playing order due with Squash New Zealand (admin@squashnz.co.nz)

## 8. Gifford Cup Rules

### 8.1 Gifford Cup Description

Awarded to the district whose boys’ and girls’ teams combined have the highest differential between matches won and lost throughout the Junior Inter District Teams Event.

### 8.2 Points Allocations

Regulations for awarding points:

1. One point is awarded for each match won in a tie, plus one bonus point for a clear win:
 

a. Win 4/0	5 points	1 point per match won plus one bonus point
b. Win 3/1	4 points	1 point per match won plus one bonus point
c. Draw 2/2	2 points	1 point per match won
d. Loss 1/3	1 point	1 point for the match won
e. Loss 0/4	0 points	

### 8.3 Deciding Winner

All points won will be recorded on a table that also indicates the number of ties played. At the end of the event, total points for both teams (Boys & Girls) from each District are added and divided by the number of ties played by both teams.

1. The District with the highest average is the winner of the Gifford Cup.
2. If at the end of the event, two teams are on equal points, the winner is found on count back of games won and lost.
3. If still equal, count back on points won and lost.

## 9. Trophies

Squash New Zealand trophies will be awarded as follows:

New Zealand Inter District Team Champion - Boys

*for the winning district in the boys' competition*

New Zealand Inter District Team Champion - Girls

*for the winning district in the girls' competition*

Gifford Trophy

*for the district whose boys' and girls' teams combined have the highest differential between games won and lost throughout the entire event.*