



Cousins Shield and Mitchell Cup 2017 Rules

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1. Competition Information

The Cousins Shield and Mitchell Cup are the premier club team's events for men and women respectively in New Zealand squash. These events are interclub events contested between teams of players from the same club.

These competitions are played over the same period at the same venue. Participating clubs may enter either or both events.

This competition is played from midday Friday to Sunday over Queen's Birthday Weekend and all teams entered must be able to field a team on each day.

2. Eligibility

2.1 Club Eligibility

Any club affiliated to Squash NZ can compete in the Cousins Shield and Mitchell Cup competitions.

2.2 Player Eligibility

To represent a club all competing players (men and women) in any one team must fulfil the following criteria - except for the import (domestic and international) and/or homegrown player(s) permitted to teams as per the criteria below.

2.2.1 Club Players:

- a) Be a full financial member of that club prior to the 1st May;
- b) Be on that club's grading list on 1st May (NB: this means any transfers need to be effected on 30th April or earlier – contact your District for deadlines); and
- c) Live in the same district as that club;
 - i) A player that lives in multiple districts concurrently, and therefore meets the eligibility criteria for multiple clubs, may decide which of these clubs he/she plays for. They must appear on the 1st May Grading List for the club they wish to play for.
 - ii) NZ Players returning from overseas to take part in the competition must have been active club members for the club they wish to represent prior to departure overseas and must fulfil all other eligibility criteria i.e. full financial membership and appearing on clubs grading list.
- d) Play interclub for that club (or not play interclub for another club).
 - i) Where a woman entering the Mitchell Cup plays men's interclub, her men's interclub allegiance will not be taken into consideration for eligibility.

2.2.2 Import Players

Domestic Imports

- a) Mitchell Cup teams with one or fewer 'A-grade' players (that are not A1) are eligible for a domestic import (someone who normally lives in New Zealand and is a member of a New Zealand Club) that does not fulfil the club criteria listed above.
- b) Cousins Shield teams with two or fewer 'A-grade' players (who are not both A1) are eligible for a domestic import (someone who normally lives in New Zealand and is a member of a New Zealand Club) that does not fulfil the club criteria listed above.
- c) The grading list as at the eligibility date for entries shall be used to judge the number of 'A-grade' players a club has.

- d) A club may not leave out an 'A-grade' player who is willing/available to play in the Cousins Shield/Mitchell Cup competitions in order to qualify for a domestic import. Where this occurs, the Disputes Panel will review the case and make a final ruling on eligibility.

International Imports

- a) All Cousins Shield and Mitchell Cup teams (regardless of composition) may include an international import (someone who does not normally live in New Zealand and is not a member of a New Zealand Club) that features on the PSA world rankings should they **not** have a Domestic Import.
- b) All international players must be named at the time of team submission, any team who does not name an international player will not be allowed to bring in an international player at a later stage.

2.2.3 Homegrown Players

- a) To support clubs who invest significant time and resources into the development of juniors or other players; players may continue to play for the club they were a member of as a junior after moving away from that district for study/work opportunities.
- b) As soon as a player plays Cousins Shield/Mitchell Cup for a different club, this rule will no longer apply to them. This rule may be waived where a player has not had the opportunity to play for their club due to a team not being entered from their club. Where a player competes for another club in the same year where their club has entered a team this will remove their ability to apply the homegrown player rule.

Squash New Zealand reserves the right to apply dispensations to individual players in respect of rule 2.2.

3. Entries

All teams (men and women) can consist of up to seven players of any grade. 5 players will compete in each tie with 2 players stood down in each tie.

All teams (men and women) may have one player who is **either** a domestic import or an international import (see player eligibility definitions of domestic and international imports).

Clubs may enter more than one team in either competition. All players in the second team must be graded lower than those in the first team.

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

As a condition of entry all teams must accept that the Disputes Panel retains the right to make the final decision on player eligibility and all teams must abide by that decision.

All teams must:

- Submit entries by the closing date to the Tournament Director as per the date on the entry form – No late entries will be accepted
- Have the appropriate entry fee accompanied with the official entry form
- Submit players in playing order as at the 1st May List when submitting entries – Team Playing Order Rules as per Section 4 must be adhered to

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) but within each half grade players can be submitted in order of playing strength (e.g. an A2 with 3750 points may play above an A2 with 3900 points).
- b) International players must play in relevant World Ranking order to other PSA players in their team e.g. WR 39 cannot play below WR 79. Where a team has no PSA players and 1 international player the international player must play in the number 1 spot.
- c) In submitting their playing order, teams will take gradings from the 1st May grading list.
- d) In determining the final Playing Order, all gradings shall be taken from the grading list produced on the Friday before the event begins.
 - i) If a player has moved up or down a half grade by the Friday before the event begins (Friday 26th May), it may be necessary for the tournament director to alter the playing order submitted at the time of entry to satisfy rule 4(a).
 - ii) In this situation, the affected player(s) will move up or down by the minimum amount required to satisfy rule 4(a) – teams cannot take the opportunity to make additional alterations to their playing order.
 - iii) Any changes of grading (e.g. a B1 moving up to A2) occurring after this date will not be considered in the team playing orders.
- e) Submitted team orders shall be circulated to all team managers no less than 20 days prior (Saturday 13th May) to the commencement of the competition by the host club Tournament Director.
- f) Any protest against team Playing Order/Player Eligibility must be lodged by a Team Manager, in writing, to Squash New Zealand as per rule 6.4.

Squash New Zealand will publish and save the grading lists on the Squash New Zealand website under the Cousins Shield and Mitchell Cup event page.

NB: Squash NZ reserves the right to alter playing order and seedings should there be evidence of withholding results.

All players are required to play in the order the team is submitted as at the time of official entry and there shall be no change to the team playing order between ties.

Prior to the Managers' meeting, the Tournament Director will make a final check of the team compositions from the 1st May grading list. 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

Any team needing to substitute players in/out of their team after the teams have been entered and playing orders have been circulated shall make application in writing (by email) to the Tournament Director no later than 4.00pm on Tuesday preceding the competition (Tuesday 30th May).

Where proposed substitutes are eligible as per player eligibility rule 2, and they have **fewer** grading points than the player they are replacing, the Tournament Director will propose a logical playing

order position – based primarily on grading points – and circulate the proposed change among team managers for approval, managers will have 48hours to protest changes. All team managers will be informed of changes to team seedings.

Where proposed substitutes are eligible as per player eligibility rule 2, and they have **more** grading points than the substituted player, the Tournament Director will propose a logical playing order position – based primarily on grading points – and circulate the proposed change among team managers for approval, managers will have 48hours to protest changes. All team managers will be informed of changes to team seedings.

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.

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

5.2 Replacement Players

Any changes to team composition occurring after team submission that are **NOT** substitutions (i.e. do not meet rule 2) may only occur with the unanimous permission of the other teams in the competition.

5.3 Replacing International Players

Where an international player on the original team submissions is no longer able to play teams may **NOT** bring in another international player.

6. Event Logistics

6.1 Event Format

The Cousins Shield and Mitchell Cup competitions will be played on a knockout basis (unless numbers are such that a pool draw is more appropriate - at the discretion of the Organising Committee & Squash NZ). Plate matches will be played for the Cousins Shield and the Mitchell Cup competitions.

Wherever possible all teams will play a minimum of three ties, and likely four.

6.2 Event Seeding

The Cousins Shield and Mitchell Cup will be seeded by the Squash New Zealand Senior Selectors according to the sum of the top five players' (based on points or approximate) grading points taken from the 1st May Grading List. International players will be given an approximate grading.

The Selectors reserve the right to reseed the event at any time in the lead-up to the competition.

6.3 Disputes Committee

The Disputes Committee shall deal with all disputes that arise during the event and rule on any protests made by teams/players about the Cousins Shield and Mitchell Cup Event Rules. Their decision will be final.

The Disputes Committee shall comprise the Tournament Director, a SNZ Representative, and at least one other suitable person.

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.

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

6.4 Team Protests

All clubs who have entered Cousins Shield/Mitchell Cup competition have the right to protest (stating their case in writing to Squash New Zealand – email admin@squashnz.co.nz) against other teams regarding player eligibility and team playing orders if appropriate.

Protests must be received before **midday** two weeks prior to the event starting i.e. 19th May – late protests will not be considered.

All protests must refer to the rule the protesting team/person believes has been contravened.

The Disputes committee in conjunction with Squash New Zealand will rule on any protest. Their decision shall be notified to all team managers no later than Friday the week preceding the start of the competition (Friday 26th May). All decisions will be final with no discussion being entered into.

6.5 Managers' Meeting

A Managers' Meeting must be held at least one hour prior to the commencement of the first round of play. 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.

Any managers not attending the managers meeting forfeit all rights to protest any changes.

The Tournament Director will chair the meeting alongside a SNZ representative.

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 the first day will be made by the host club's Tournament Director prior to the start of the competition and will be notified to participating teams on or before Monday prior to the start of the competition.

The order of play for subsequent days will be drawn at the managers' meeting prior to commencement of the competition.

6.7 Submission of Teams

The teams in playing order for the first round must be handed to the Tournament Director at least one hour prior to the start of play. You may telephone or e-mail the Tournament Director with your playing order if you are unable to meet this deadline.

Teams for each subsequent round must be 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 is 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.

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. 5 position with all other players moving up to play the matches from 1 to 4.

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 five players able to play for any round. The replacement player(s) must be no higher on the grading list than the original player(s). 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 4, 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

Each individual match shall be the best of five games with PAR to 11 (must win by 2).

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.

In pool play, each team will play the other teams in their pool once with each tie consisting of five matches - with team members playing their correspondingly ranked member of the opposing team once.

All matches in pool play must be played.

In the final playoff where 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 five matches and the team winning the most matches shall win the tie.

When teams play one another in a Pool, the final order of merit in that Pool is decided based on all results in that Pool, as follows:

- 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.

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 immediately 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. 30th April 2017 all club transfers completed – Check with District for local transfer deadlines
2. 1st May 2017 Grading Lists run by SNZ and uploaded to SNZ website to determine player eligibility
3. 8th May 2017 All entries due with Herne Bay Ponsonby Rackets Club
4. 13th May 2017 Team playing orders circulated to all team managers
5. Midday 19th May 2017 any protests on personnel or playing order due with Squash New Zealand (admin@squashnz.co.nz)
6. 26th May 2017 Grading List run by SNZ and uploaded to SNZ website to determine final playing order with Tournament Director making any required alterations as per rule 4
7. 26th May 2017 Ruling of protests advised to all team managers
8. 29th May 2017 Daily order of play for first days matches circulated to all managers
9. 4:00pm 30th May 2017 final request for substitutions to tournament director made
10. 2nd-4th June 2017 Cousins Shield/Mitchell Cup Competition

8. Trophies

Squash New Zealand will provide pennants and trophies for the following places for the Cousins Shield and Mitchell Cup:

- Winners
- Runner Ups
- Plate Winners

In addition, the Cousins Shield (Men's Trophy) and Mitchell Cup (Women's Trophy) will be awarded to the two winning teams.

Winning clubs can take these away with them on the condition that they are returned in the condition they were received.