



New Zealand Inter- District Teams  
Championships  
2024 Rules

# Contents

1. Competition Information .....	3
2. Player Eligibility .....	3
2.1 All Players .....	3
2.2 District Players:.....	3
2.3 Homegrown Players.....	3
2.4 Import Players .....	3
2.5 Merging districts .....	3
3. Entries .....	4
4. Team Playing Order .....	4
5. Replacing Players – Prior to the Event .....	4
5.1 Substituting Players.....	4
5.2 Replacement Players .....	4
6. Event Logistics.....	4
6.1 Event Format .....	4
6.2 Event Seeding.....	5
6.3 Disputes Committee .....	5
6.4 Team Protests.....	5
6.5 Managers’ Meeting.....	5
6.6 Daily Order of Match Play.....	5
6.7 Submission of Teams.....	5
6.8 Replacement Players – Prior to start of tie .....	6
6.9 Replacement Players – After commencement of tie.....	6
6.10 Scoring.....	6
6.11 Tie Rules .....	6
6.12 Winning Ties/Countbacks .....	6
6.13 Results .....	7
7. Timeline.....	7
8. Trophies.....	7

## 1. Competition Information

This event is a team-based competition between teams from the eleven member districts which make up Squash New Zealand Poipātū Aotearoa (SNZ). There are separate competitions for females and males, each district is entitled to one entry in each competition.

## 2. Player Eligibility

### 2.1 All Players

All players must satisfy the following requirement to compete in the NZ Inter-District Teams Champs Event:

- a) The player must meet the SNZ “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 as at the time of the event (available on the SNZ website). The qualification is valid for two years from the date it was last passed. SNZ will verify that all players in teams representing their district have gained this qualification. Any matches played at the event by players that have not passed this test by August 21 will count as 3/0 loss for their team. It is the responsibility of the player to ensure this test is completed with enough time for results to be collated.

### 2.2 District Players:

- a) Be a full financial member of an affiliated club in the region they are seeking to represent.
- 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 Homegrown Players

- a) To support districts who invest significant time and resources into the development of players any player may continue to play for the district they were a member of after moving away from that district for study/work opportunities.
- b) As soon as a player plays for another district in the same season the district which supported their development enters a team, this rule will no longer apply to them.

### 2.4 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 or homegrown player’s eligibility criteria).
- b) Requests for import players must be made in writing to SNZ by 4.00pm July 12.
- c) All rulings on imports will be communicated to districts by July 19.
- d) The disputes committee will rule on all requests for imports and their decision will be final with no discussion being entered into.

### 2.5 Merging districts

- a) Smaller districts that are struggling to enter a team will be allowed to enter a combined team with players from a maximum of two districts.
- b) Where this is the case, players remain on their home districts’ grading list and are not required to meet player eligibility points 2.2.
- c) Requests for merging districts must be made in writing to SNZ by 4.00pm July 12. All rulings will be communicated to all districts by July 19.

d) SNZ will rule on all requests for merging districts and their decision will be final.

SNZ reserves the right to apply dispensations to individual players in respect of rule 2.

### 3. Entries

All teams must:

- Fulfil **ALL** requirements of Section 2 Eligibility.
- Submit entries by July 26 - No late entries will be accepted.
- Submit players in playing order as at the July 19 grading list.
- Agree to pay the host club the appropriate entry fee for the event.

All teams shall consist of up to six players. 4 players will compete in each tie with 2 players stood down.

### 4. Team Playing Order

Team playing order will be determined by players SquashLevels rating as at the August 24 grading list. Players will be listed in order from highest level to lowest level. Players are not permitted to play out of this order for the entirety of the event, no exceptions.

SNZ will publish and share all grading lists on the SNZ website under the relevant event page.

SNZ reserves the right to alter playing order and seedings should there be evidence of withholding results.

Prior to the Managers' meeting, the Tournament Director will make a final check of the team compositions. 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 and there shall be no change to the team playing order between ties.

### 5. Replacing Players – Prior to the Event

#### 5.1 Substituting Players

All teams can substitute players in or out of their team prior to 4.00pm August 23. All player substitutions must meet the eligibility rules as per Section 2.

The Tournament Director will make all decisions on team substitutions and communicate these within 48 hours of the request being made. The Tournament Director will place the new player in the team playing order according to their SquashLevels. 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 after August 23 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 NZ Inter-District Teams Event will guarantee 3 ties for each district and where possible 4 ties.

The event will be played on with a monrad draw unless another format is deemed more suitable. The format of the event will be circulated prior to the event.

The event will run from midday Friday to Saturday night, should numbers and venue dictate a final round may be required to be played on Sunday morning, this will be determined at the time of entries closing. All districts are expected to be available from midday Friday and are not to depart prior to Sunday morning.

#### 6.2 Event Seeding

The NZ Inter-District Teams Event will be seeded by the Tournament Director according to the sum of the team's top four players SquashLevels, players levels will be taken from the July 19 grading list.

#### 6.3 Disputes Committee

The Disputes Committee shall deal with all team/player protests and any disputes that arise during the event and 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.

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

#### 6.4 Team Protests

Any protests (such as those relating to player eligibility and team eligibility) must be submitted to the Tournament Director before 4:00pm 9th August – late protests will not be considered. The Disputes committee will rule on any protest. Any protests received outside this time will not be upheld.

#### 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 players/teams. 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.

Should the team personnel alter after seeding (due to injury, non-appearance, or other changes) SNZ 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 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 by August 26. The order of play for subsequent days will be drawn at the managers' meeting.

#### 6.7 Submission of Teams

The teams in correct playing order for the first round must be handed to the Tournament Director at least one hour prior to the start of play.

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 once 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.

If a team must default a match within any 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. 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 SquashLevels ratings 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 a 3/0 loss for the defaulting player.

#### 6.10 Scoring

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

#### 6.11 Tie Rules

The first players must be on court ready to warm up no more than fifteen minutes following the conclusion of the previous match, or the scheduled start time of the tie, unless a valid reason why they will not be ready to commence is communicated with tournament control prior. Failure to do this will result in the match being defaulted if a complaint is made to the Disputes Committee by the opposition team manager. If after another 45 minutes (one hour total from the scheduled start time) the second player is not on court, then the entire tie is defaulted unless further time is allowed at the discretion of the tournament director.

Each tie shall be allocated one court per contest and all matches in that contest shall be played one after another on the same court, in that days playing order. 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 if 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) First by the number of games won.
- b) If the number of games won is the same, then the number of points won.

- c) If the number of points won is the same, the winner will then be decided by a random drawing of places.
- If pool play, 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.

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

- a) First by the number of games won.
- b) If the number of games won is the same, then the number of points won.
- c) If the number of points won is the same, the winner will then be decided by a random drawing of places.

### 6.13 Results

The host club is required to display the full match scores throughout the event and to forward these to SNZ 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 SNZ 7 days after the end of the event. The host club is required to enter the results into the iSquash within five days of the event's conclusion.

### 7. Timeline

- July 12 4pm: Requests for import players from districts due to SNZ.
- July 19: Outcome of import player requests sent to districts.
- July 19: Grading list run to determine player eligibility and team seedings.
- July 26: All entries due to SNZ and tournament director.
- August 2: Team lists sent to team managers.
- August 9 4pm: Any protests on personnel or teams due to SNZ in writing.
- August 16: Outcomes of any protests communicated to team managers.
- August 23: Grading list run to determine final playing order.
- August 23 4pm: Final request for substitutions made to tournament director.
- August 26: Updated team lists/seedings sent to managers based on August 24 grading list.
- August 26: All players must have completed their club referee's exam.
- August 26: First day's order of play communicated to team managers.
- August 30-31: NZ Inter-District Team Championships event

### 8. Trophies

SNZ trophies will be awarded as follows:

M C Day Cup: New Zealand Inter District Team Champion - Men's

K A Mackwell Cup: New Zealand Inter District Team Champion – Women