



New Zealand Junior District Teams
Championships and Gifford Cup
2024 Rules

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1. Competition Information

The event is a junior team's competition between teams from the eleven member districts which make up Squash New Zealand Poipātū Aotearoa (SNZ).

Each district is entitled to one entry in each 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 NZ Junior Inter-District Teams 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. Players may also not represent another country in the previous 3 years and compete in this event.
- b) No player may play for more than one district during any given season (i.e., play for one district for juniors and another district for seniors) 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 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 NZ Junior Inter-District Teams Event by players that have not passed this test by September 30 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.
- 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.
- 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 SNZ by 4.00pm August 23.
- c) All rulings will be communicated to districts by August 29.
- d) The disputes committee will rule on all requests for imports and their decision will be final with no discussion being entered into.

2.4 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 August 23. All rulings will be communicated to all districts by August 29.
- 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

3.1 Players

All teams must:

- Fulfil **ALL** requirements of Section 2 Eligibility.
- Submit team entries via the official entry form by September 2 - No late entries will be accepted.
- Submit players in Squash Levels order as of August 30 grading list.
- Agree to pay the host club the appropriate entry fee for the event.

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.

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

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 SNZ event rules and regulations as well as any relevant SNZ policies, alongside their district policies.

4. Team Playing Order

Team playing order will be determined by player's SquashLevels ratings as at the September 30 grading list. Players will be listed in order from highest level to lowest level. 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.

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 results tampering.

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.

A team who has players that play out of order will default those matches 3/0, e.g., the number 1 player and number 3 player swap around, the team will default at positions 1 and 3. Matches between players in positions 2, 4 and 5 that are in the correct order as per the team list will stand.

If the team is discovered to be playing out of order,

- a) And players in the incorrect positions in the team order haven't taken to the court, the order can be amended to the correct playing order.
- b) If incorrect players have taken to the court, the tie must continue to be played with the incorrect order and those matches will be won 3/0 by the team playing in the correct order. All matches in the tie must be completed.

Where this occurs SNZ should be contacted immediately and will consult with the tournament disputes committee to resolve any further issues.

5. Replacing Players – Prior to the Event

5.1 Substituting Players

Teams can substitute players in or out of their team prior to final requests deadline of 4.00pm September 30. 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 include the substituted player(s) in the team lists based on SquashLevels order. 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.

Teams requesting substitutions to their team after September 30 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 Junior Inter-District Teams Event will guarantee 3 ties for each district and where possible 4 ties.

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

All teams need to be available to play from Monday 8am through to Tuesday evening. Teams are not to depart prior to Tuesday i.e., departure must be on the Wednesday.

6.2 Event Seeding

The NZ Junior Inter-District Teams Event will be seeded by the Tournament Director according to the sum of the top four player's SquashLevels taken from September 30 grading list.

6.3 Disputes Committee

The Disputes Committee shall

- Deal with all disputes that arise during the event.
- Comprise the Tournament Director, a SNZ Representative, and at two other suitable persons.
- As they see fit, defer to other people for advice before making their decision.
- Rule on any protests made by teams/players about the NZ Junior Inter-District Teams Event Rules.

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 SNZ by 4.00pm September 13. Any protests received outside this time will not be upheld.

The outcomes of any protests will be communicated to team managers by September 20.

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 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. The Tournament Director will chair the meeting.

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

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

One hour prior to the first match for the team's event, each team manager must submit their team for Round One.

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 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.

When a team must 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 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. The defaulted match counts as an automatic 3/0 loss for the team.

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

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.

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 that days playing order as published by the Tournament Director.

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 placings the pool 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 finals play-off, then 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 within seven 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

- August 23, 4pm: Requests for import players/merged teams from districts received by SNZ.
- August 29: Requests for import players outcomes communicated to districts.
- August 30: Grading list to determine player eligibility and team seedings.
- September 2: All entries due with host club and SNZ.
- September 6: Team lists sent to managers.
- September 13, 4pm: Any protests on teams or players due to SNZ.
- September 20: Outcome of protests communicated to team managers.
- September 30: Grading list run to determine team playing orders.
- September 30: All club referee exams completed by players.
- September 30, 4pm: Final request for substitutions to tournament director
- October 2: Updated team playing orders sent to managers.
- October 7 - 8: NZ Inter-District Team Championships Event.

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:

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

- Win 4/0 5 Points 1 point per match won plus one bonus point.
- Win 3/1 4 Points 1 point per match won plus one bonus point.
- Draw 2/2 2 Points 1 point per match won.
- Loss 1/3 1 Point 1 point for the match won.
- Loss 4/0 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

SNZ 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.