



RULES *for*
OPEN CLUB TEAM EVENTS
2014

INCLUDING:

Cousins Shield
Mitchell Cup

1. COMPETITION FORMAT

These events are both interclub events contested between teams of players from the same club. The nature of the event is “home-grown, amateur, club players”.

The *Mitchell Cup* competition is for teams of five female players of any grade who are all members of the same club. One player may be a *domestic* import if one or fewer team members are ‘A-grade’ (and that player is not A1 grade). In addition to this, one player may be an *international* import (defined as a player who does not normally live in New Zealand, and is not a member of a New Zealand Club).

The *Cousins Shield* competition is for teams of five male players of any grade who are all members of the same club. One player may be a *domestic* import if two or fewer team members are ‘A-grade’ (and those two players are not BOTH A1 grade). In addition to this, one player may be an *international* import (defined as a player who does not normally live in New Zealand, is not a member of a New Zealand Club, and who features on the PSA/WSA ranking list).

The above competitions are played over the same period at the same venue but participating clubs may enter one or other of the events or both. The clubs are usually represented by their top five players.

2. CLUB ELIGIBILITY

Any club affiliated to Squash New Zealand can compete in the competitions provided all its team members are eligible to play for the club in accordance with the player eligibility rules below.

3. TEAM ELIGIBILITY

Any club team which fulfills the requirements of 2 and 4 is eligible to enter. 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.

Please note that this competition is played from midday Friday to Sunday and that all teams entered must be in a position to field a team on each day.

4. PLAYER ELIGIBILITY

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

In order to represent a club in this competition all competing players, men and women in any one team **must** fulfill the following criteria – except for the import and/or homegrown player(s) permitted to teams as per the criteria below. Players must:

- a) *Be a full financial member of that club **from 1 April**;*
- b) *Live in the same district as that club;*
- c) *Be on that club's grading list **on 1 April** (NB: this means any transfers need to be effected on 31 March or earlier – contact your District for deadlines); and*
- d) *Play interclub for that club (or not play interclub for another club).*

Further clarifications:

A player that lives in multiple districts concurrently, and therefore meets the eligibility criteria for multiple clubs, can decide which of these clubs he/she plays for.

Where a woman entering the Mitchell Cup plays men's interclub, her men's interclub allegiance will not be taken into consideration for eligibility.

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 fulfill all other eligibility criteria. **Clubs will be required submit a copy of the player's airline ticket with the team entry within the entry deadline.**

Import Players

Mitchell Cup teams with one or fewer 'A-grade' players (that is 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 fulfill the club criteria listed above. All Mitchell Cup teams (regardless of composition) may also 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 WSA world rankings.

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 fulfill the club criteria listed above. All

Cousins Shield teams (regardless of composition) may also 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.

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.

Homegrown Players

In order 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. However, as soon as a player plays Cousins Shield/Mitchell Cup for a different club, this rule will no longer apply to them.

5. PROTEST PROCESS

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 if appropriate. Protests must be received before 5pm on the closing date specified – late protests will not be considered.

6. ENTRIES

Entries for the Cousins Shield & Mitchell Cup should be sent to the host club Tournament Director as per the date on the entry form.

No late entries will be accepted.

The appropriate fee must accompany all entries.

All team entries must be submitted on the correct form and in intended playing order.

7. TEAM PLAYING ORDER

The playing order of the team members, including up to two reserves, must be submitted at the time of official entry:

- 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. a B2 with 2750 points may play above a B2 with 2900 points).*

- b) In submitting their playing order, teams will take gradings from the grading list on the date that entries close. If a player has moved up or down a half grade by the Friday before the event begins, it may be necessary for the tournament director to alter the playing order submitted at the time of entry to satisfy rule 7(a). In this situation, the affected player(s) will move up or down by the **minimum** amount required to satisfy rule 7(a) – teams cannot take the opportunity to make additional alterations to their playing order.*
- c) In determining the Playing Order, all gradings shall be taken from the grading list produced on the Friday before the event begins. Any changes of grading (eg a B1 moving up to A2) occurring after this date will not be taken into account in the team playing orders. Squash New Zealand will publish and save the grading list on this day.*
- d) All team orders shall be circulated to all other team managers no less than 20 days prior to the commencement of the competition by the host club Tournament Director.*
- e) Any protest against team Playing Order/Player Eligibility must be lodged by a Team Manager, in writing, to Squash New Zealand (email: admin@squashnz.co.nz). The closing date for protests will be 5.00pm no less than 14 days prior to the commencement of the competition. No late protests will be considered.*
- f) A Disputes Committee will rule on protests and their decision shall be notified to all team managers no later than Friday the week preceding the start of the competition. The Disputes Committee’s decision is final.*
- g) Any team needing to substitute players in/out of its team after teams and playing orders have been circulated shall make application in writing to the Tournament Director. Where proposed substitutes are eligible to play under rules 2 & 4, and have fewer grading points than the substituted player, the Tournament Director will make the final call on **where** the introduced player(s) appear in the team playing order – based primarily on grading points. Where proposed substitutes are eligible to play under rules 2 & 4, and 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. Should a substitution have a major implication on seedings, it will be necessary for changes to be made.*
- h) The team orders confirmed by the Tournament Director shall apply for all rounds of the competition.*

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

8 DAILY ORDER OF MATCH PLAY

The daily order of match play shall be drawn by lots, except for the match between each team’s number one, which shall be the third match in each tie.

A separate order of play shall be drawn for each day’s play.

The order of play for the first day will be made by the host club's Tournament Director at least 7 days prior to the start of the competition and will be notified to participating teams at that time. Subsequent draws will be made at the managers' meeting prior to commencement of the competition.

9. SUBMISSION OF TEAMS

The teams for the first round must be placed in a sealed envelope in playing order and 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 placed in a sealed envelope 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.*

10 RESERVES

All teams should be listed as five players plus (up to) two reserves. These reserves may play in any round of the competition but may only play in the lower two positions and, if both are playing, must play in the order in which they are nominated (refer 7 above).

11 REPLACEMENT PLAYERS

At any time after the submission of teams pursuant to 9 above, 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.

Such 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 and the replacement must take their place in the team in the order in which they were nominated. (See 7 above).

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

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 particular 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.

12 DEFAULTS

When a team defaults a match within any one tie of the competition, and is unable to field a replacement under 11 above, the default will apply to the number five position with all other players moving up.

If the tie has *already commenced* (meaning a replacement player is not permitted) 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 (in 8 above), with all players remaining in their named positions.

13 SEEDING

The Squash NZ Senior Selectors will seed the Mitchell Cup & Cousins Shield competitions, and specify the type of draw to be used by the host club.

14 EVENT FORMAT

The Mitchell Cup and Cousins Shield 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.

15 SCORING

Each individual match shall be the best of five games with point-a-rally to 11 (+2).

Each tie shall consist of five matches and the team winning the most matches shall win the tie. In a pool competition, one point will be allocated for each tie won.

Excepting finals, all matches must be played in each 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 are still equal, then by the result between those two teams.
- c) If three or more teams have won the same number of Ties, then by the greater number of matches won *in ties between those three teams*;
- d) If two teams are still equal, then by the result between those two teams.
- e) If three or more teams still equal, then by greater positive difference between games won and lost *in ties between those three teams*;
- f) If two teams are still equal, then by the result between those two teams.
- g) If three or more teams still equal, then by greater positive difference between points won and lost *in ties between those three teams*;
- h) If two teams still equal, then by the result between those two teams.
- i) If more than two teams are still equal, then by drawing of lots.

15 RESULTS

The host club Tournament Director is required to display the full match scores online throughout the event and to forward these to the Squash New Zealand national office immediately after the event has concluded.

These results will be communicated to the media and copies of the full results will be available from Squash New Zealand after the end of the event.

The host club will also process the results for inclusion in the Grading List.

16 MANAGERS' MEETING

A Managers' Meeting must be held at least one hour prior to the start 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.

17 DISPUTES COMMITTEE

The Disputes Committee shall consist of two or more members of the Squash New Zealand Executive Council.

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.

18 TROPHIES

Banners will be awarded to the winner and runner-up in both the Mitchell Cup and Cousins Shield. In addition, the Mitchell Cup and Cousins Shield 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.

19 Calendar of Important Dates

- 1 April:** Players must be on the grading list for their proposed club (until the conclusion of the competition).
- 2 May:** Entries due with Burnside Club (paul@squashways.co.nz).
- 5 May:** Full list of entries and personnel (in named playing order) circulated to all entrant clubs.
- 9 May:** Any protests on personnel or playing order due with Squash New Zealand (admin@squashnz.co.nz) *no later than 5pm*.
- 15 May:** Teams advised of the outcome of any protests.
- 23 May:** Tournament director makes any required alterations to playing orders based on the grading list.