

**SQUASH AUCKLAND
INTERCLUB COMPETITION BY- LAWS 2013**

RULE 1: INTERPRETATION

- (a) The “**Association**” means “Squash Auckland Incorporated”
- (b) “**Contest**” shall mean the total matches per night between one team and another in any grade or section.
- (c) “**Match**” shall mean the best of 5 games played between individual team members.
- (d) These By-Laws can be altered only by a properly constituted meeting of the interclub committee, but once interclub matches have commenced for the season, no alteration may be made until the competitions have been completed.
- (e) These rules apply to all interclub contests, but Open grade interclub, Junior Interclub and Masters Interclub are also subject to the special conditions appended to the rules.

RULE 2: COMMITTEE

Squash Auckland will appoint an Interclub committee at the beginning of each calendar year.

The interclub committee shall consist of:

The General Manager, Squash Auckland,
The Interclub Administrator, Squash Auckland,
2/3 nominated members.

The Committee shall have the following duties and powers:

- (a) To be subject to Squash Auckland constitution
- (b) To arrange and control all competitions.
- (c) To interpret these By-Laws
- (d) To decide any matters arising from the competition not covered by these By-Laws.
- (e) To disqualify any club or player for breach of these By-Laws or to impose any penalty herein set forth. NB: The penalty may range from a warning to dismissal from the competition.

The General Manager shall have the discretionary powers to make day to day interpretations and decisions to ensure the smooth running of the Interclub Competition where time precludes the holding of a full Committee meeting.

RULE 3: COMPETITION

- (a) The Association shall conduct each season such competition as decided upon by the Association following the recommendations of the Committee.
- (b) The format for each year will be as decided by the Association following recommendations of the committee and that format will be an appendix to these By-Laws.

(2013 Interclub Promotion) \$3,000 PRIZE POOL

Player Eligibility: (Rules and Conditions)

This promotion is run to support players playing interclub in the Auckland Squash Senior and Masters interclub competition. (2013 Open interclub not included)

1 Entry for every season played in either Senior or Masters Interclub.

1 Entry for every game played.

Winners will be notified by Squash Auckland

The winners agree to support marketing material, names and photos as required by Squash Auckland.

Details of winners published at the discretion of Squash Auckland

No communication will be entered into with other parties in respect to the winners with the exception of Squash Auckland and the competition sponsors.

\$1,000 Travel Prize – all travel and arrangements must be made in conjunction with either:

Flight Centre – Newmarket, Auckland

Flight Centre – Broadway, Auckland

FLIGHT CENTRE®

Unbeatable

Flight Centre Newmarket | Call **09 529 2400**

Flight Centre Broadway | Call **09 529 2546**

The value of \$1,000 relates to the travel details as agreed with the sponsor and the winner at the time of purchase and or travel. Flight Centre Promotional travel packages may or may not be supported by this prize – this is solely at the sponsor's discretion.

The travel prize must be used by 30th June 2014.

RULE 4: ENTRIES

- (a) Entries for all competitions shall close at the Association's office on dates to be fixed annually by the Committee.
- (b) The dates for commencing play and the number of rounds per grade shall be fixed annually by the committee.
- (c) The registration fees, payable with the team entries shall be set by the Association.
- (d) The Committee shall have the right to restrict the number of teams from each club, and to decide the number of divisions.
- (e) Each team must have a captain, whose name, email address and telephone number shall be shown on the entry form, together with the names of the team members listed according to the nominated grading lists showing their codes, grades and grading points. Teams will not be accepted for Interclub Competition if these conditions are not met.
- (f) The Committee shall have the power to decide in which grade or section of a grade any team or individual player shall compete, or of subsequent registration of players. See Rule 5.
- (g) Once the competition entry period closes no further adjustments or alterations can be made to the submitted teams other than by adding a player as a late registration. While the entries are still open, clubs are able to access the online interclub system and edit any teams already loaded.
- (h) Late registrations subsequent to the commencement of the competition must be entered online through the interclub results system, and should be recorded on the back of the Interclub results card (for late registrations being made on the night of play).
- (i) A player may play in more than one competition at a time. Autumn/Winter/Spring Interclub players can be registered to play Masters Interclub and vice versa.

RULE 5: ELIGIBILITY

- (a) Teams shall consist of bona fide, affiliated and **graded members** to an affiliated Auckland club. (Affiliated players from other Districts can only play with permission from the Committee.)
- (b) No player being a member of more than one club shall be allowed to play for more than one club during the course of a competition. Where a player does play for another club in the same competition, that team shall lose the whole contest (by default) and the offending player shall not be permitted to play in the particular competition for the balance of that series.
- (c) No player having been registered and approved by the Committee to play for any club shall be allowed to transfer to another club during the Competition without written permission from Squash Auckland and the Club they are leaving.

- (d) Where a Club has more than one team in a division, then the players from these teams **may not be interchanged**, nor where a player plays up into a division may they play for more than one team in that division. If players are interchanged then the offending team /s shall forfeit the whole contest.
- (e) A player may play for teams in higher divisions (subject to other rules herein) a maximum of two times and remain eligible to play in his/her registered division. Thereafter, that is on the third instance, the player is no longer eligible to play for his/her original team.
- (f) A player once classified shall not play in a lower division without the express permission of the committee. A player may be elevated from one division to another without penalty.

(g) **With regard to team playing order, players shall be ranked according to the current grading list. Players must play in order 1 (highest grading points) to 4 (lowest grading points).** "Current" being the last grading as published on the preceding Thursday to play. Team Captains should check the grading list prior to commencement of interclub each week.

Squash Auckland will provide a link to the relevant weekly grading list on the Squash Auckland website. www.squashauckland.org.nz

It is an individual team's responsibility to ensure that they play in the correct order as detailed in the Captains Grading file – published the Thursday prior to play

- (h) In the case of a dispute 'current' shall be defined by the Committee.
- (i) A late registered player's grading list points must not exceed the average points of the top 5 players in the top ranked team of the division. The limit will be recorded on the team list page of the Squash Auckland website. A breach of this would result in a 12-0 default by the team fielding an ineligible player. A late registered player's points cannot be higher than the grading list point limit for the division without prior approval for dispensation from the interclub committee.
- (j) A late registration must compete at least twice during normal pool play in order to be eligible to take part in a play off round/match.
- (k) A GRADE EXEMPT – B1 women and below wishing to participate in the men's interclub competition must apply for a letter of dispensation from Squash Auckland. In the instance that two women play each other (in the men's division), it is the women's player code that determines grading list points won/lost. When teams are determining the playing order it is the men's grading list points that apply. Women who play in the men's interclub competition MUST have a men's player code,

RULE 6: CONTESTS

- (a) Non-marking shoes must be worn. There is no restriction as to the colour of clothing but attire must be designed for squash use. Running shorts and athletic singlets will not be permitted.
- (b) The squash ball as recommended by the Association must be used and is to be supplied by the Host club except that in the case of contests being played at Commercial Clubs hired by the Association, the Association will provide the balls.
- (c) All matches shall be played under the rules adopted by Squash New Zealand for the singles game of squash currently in force.
- (d) PAR scoring will be used as per existing SNZ graded competition rules.
- (e) **Where a B1 plays a lower graded player (B2 and below) – the higher graded player has the option to choose the ball to be played with (Single or Double dot).**
- (f) Four players from each team shall compete and each player shall play a match against one of the opposing team and a match shall be the best of 5 games.
- (g) Each team is required to have two members present and ready to play at the specified commencing time and three members must be present and ready to play within 30 (thirty) minutes of the specified commencing time. If as a result of non adherence to this rule, play in any match does not commence at the specific commencing time or immediately on the conclusion of the preceding match, the defaulting team shall forfeit the match or matches so affected. If both teams fail to observe this rule the appropriate match or matches, and where applicable the contest, shall be cancelled. In the event of a team forfeiting a match pursuant to this rule the remaining members of the team concerned shall be required to play in their correct playing order. If at the commencement of play a team knows that it is short of a player, then where applicable, all members must move up.

- (h) The playing order on any given night is by agreement however if no agreement can be met then the playing order shall be: 2, 4, 3, 1.
- (i) Where members of a team, collectively default (i.e. do not attend a contest) and do not advise the opposing team before 12noon on the day of play, the 'winning' team who are responsible for completing the result card must write NOT ADVISED IN TIME on the card and the following penalties will apply:
 - (i) **A \$100 fine** will become payable by the club of the defaulting team within 7 (seven) days of written notification to the club by the committee. A copy of this invoice will also be sent to team captains to ensure they are aware of (ii) below.
 - (ii) Failure to pay the fine within 14 days of notification shall result in the team at fault receiving 0 points in the following round. .

Steps to be taken in the event of a team default are to notify the opposing captain 24 hours in advance. Failure to do this may be the subject of a protest from the opposing team. An appeal may be lodged against the fine imposed by the committee, but this must reach Squash Auckland within 7 (seven) days of the date of the notifying letter.

NOTE: When one or two members are unable, due to unforeseen circumstances, to play and cannot be replaced in time, it is not necessary to default the **whole** team; but the opposing captain must be kept informed at all times.

If a replacement cannot be found it is possible in order to give the opposing player a game to play as a **guest player** someone who is not legally able to play. Interclub pennant points gained by the guest player **will not** count towards the team score on the night, but individual grading list points will apply for that contest. The captain of the opposing team must be informed of this guest player **ON ARRIVAL and BEFORE play commences**. Both teams must agree on the order/placement of the guest player, If no agreement is reached then the guest player must play in the 4th position. A guest player **MUST** be on the grading list to play.

VENUES AND DATES

- (a) No alteration shall be made in the places and dates set unless with the previous consent of the Committee. Should a contest not be played on the night arranged then the teams in default shall be deemed to have been defeated, provided however, that the question as to whether a team is in default or not shall be decided by the Committee.
- (b) Contests postponed or abandoned. A decision to postpone or defer play may be made at any time by mutual agreement of the team captains or independently by the Host Controller. Whether play has been in progress or has not commenced, a result card shall be filled in marked "Contest abandoned" and signed by the team captains and Host Controller. It shall be forwarded to the Squash Auckland where arrangements to recommence and determine the contest at a suitable venue will be made, preferably within the week prior to the next contest. Where identical teams cannot be fielded for the replay, then the substitute player/s shall not be graded above the player/s they are replacing. Any costs incurred with a postponed game shall be paid by the team who requested the change.
- (c) All team members are required to be available to mark matches during the contests, and proficiency is expected by team members of all grades.

RULE 7: RESULTS/POINTS

- (a) Points allocated in a match will be those that a team earns in a contest. (i.e. if a team wins all 4 contests 3/0 then the match result is 12/0).
- (b) The host club is responsible for loading the results into the online interclub system. In addition the interclub card must be signed and certified as correct by the Captain of each team or his nominee, who shall be responsible for calculating points earned for the contest and checking that all players' codes are entered and correct. Results should be loaded within 7 days. If after 14 days the results have not been loaded the Host team/s shall **(at the interclub committee's discretion)** forfeit any points gained on that result card.

- (c) The host club is responsible to hold and store the completed result cards until the end of the calendar year.
- (d) If a player is not on the grading list at the time of play then any points earned (competition or grading list) for the player/s matches will not be awarded. No competition points will be awarded to team members who played below the player who did not have a player code. Competition points will NOT be awarded in retrospect once the player has been put on the grading list.
- (e) If a team should receive a full team default from another team it shall be awarded all matches, games and points. In the event of a team defaulting in any contest which has commenced, the team not defaulting shall be awarded all uncompleted matches, games and points.
- (f) In the event of a tie on points at the end of a promotion or playoff round the winner will be the one which won the contest between the tied teams during playoffs. If there are no final knockout rounds the winner will be the one which won the contest between the tied teams during playoffs.
- (g) If a Team withdraws from the competition after the competition has begun, then all teams in the draw will receive 12 points in lieu of the default. (Including those already played).

RULE 8: PROTESTS AND APPEALS

- (a) In the event of a dispute arising over the playing of any contests a 'protest' must be submitted through the online interclub system from the team protesting within 7 (seven) days of the result being loaded online and submitted.
- (b) If a team is aware, subsequent to a contest, of an infringement of these rules, it is its responsibility to put this in writing within 7 (seven) days of the result being loaded in the online interclub system. The protest must be submitted through the online interclub system to the Committee.
- (c) Unless an appeal against any interpretation or decision by the Interclub Committee under these By-Laws is lodged in writing within 7 (seven) days from the notification of the decision, their decision shall be enforced. If any appeal is duly lodged, a Club if disqualified shall not be debarred from taking part in matches until the appeal has been heard. Should the appeal be not upheld, the decision of the Committee as from the date of its notification of such decision to the disqualified Club shall be enforced.
- (d) A protest on the grounds of playing attire must be made known to both players, and the marker, and the Host Club Controller, before the match commences.

OPEN INTERCLUB: Special conditions applying to Open Interclub

1. When two rounds are played - no late registrations after the 1st round.
2. Team to be played in true merit order (Highest points to lowest points)
3. The number of players per team to be decided by the Interclub Committee. In the event of there being 3 players per team the following will apply; Points will be allocated per games won. Each game worth one point. The team winning the tie will receive two bonus points.
4. Selection criteria is based on a minimum aggregate of team points; 3 players 9000 points, 4 players 12000 points.
5. Players from other Divisions may play up as often as required without affecting their status in their normal playing division.
6. All women graded B1 and below wishing to play in the Men's Division must apply to the Interclub Committee.
7. Normal Interclub Rules will apply for all situations not covered under this format.

MASTERS: Special conditions applying to Masters Interclub

- (a) Competition format to be decided upon each year by the Interclub Committee. Mixed women and men's teams are acceptable.
- (b) The minimum age is 40 and over for men and 39 and over for women. Players are eligible if their (Men 40th or Women 39th) birthday falls within the current calendar year. (2013)

- (c) Teams may have a maximum of one A grade male and female player – play on any one interclub round.
- (d) A late registered player's grading list points must not exceed the average points of the top 5 players in the top ranked team of the division. The points limit will be recorded on the team list distributed to captains at the beginning of the competition. A breach of this would result in a 12-0 default to the team fielding an ineligible player.
- (e) A late registration must compete at least twice during normal pool play in order to be eligible to take part in a playoff round/match.
- (f) Players are to be ranked and play (1-4) according to the current men's grading list points (highest to lowest) (Rule 5 : g)
- (g) Guest players may be used and results used for computer points but do not count for overall Team results.
- (h) When there are grading and championship rounds no late registrations are permitted during the championship round.

HOST CLUB'S DUTIES

Host clubs must appoint a competent Controller prior to each night's play, who will be responsible for the following:

- (a) Ensure that team captains exchange and disclose team playing orders in writing, and fill out result cards with players' names prior to the contest.
- (b) When play is completed, checking that cards are filled in correctly and signed.
- (c) Signing their name on behalf of the Host Club, and forwarding cards promptly to be received by the Squash Auckland Office within 24 hours.
- (d) In the event of a default, noting on the result card whether the venue club and opposing team were advised with reasonable prior notice (see Rule 6g).
- (e) Advise completion time of each contest on result cards.