

## DUNEDIN INTERCLUB RULES

### 1. TEAM ENTRY

- a. Clubs must enter player details (including reserves) for each team they wish to enter on iSquash by the specified date and time.  
**Late entries may be accepted at the discretion of the Dunedin Games Committee**
- b. Teams entered (including reserves) must be final selections. Permanent changes to team personnel after the closing date can only be made with the approval of the Dunedin Games Committee. Application must be made in writing including a re-grade request (if applicable) and an explanation of the reasons for the re-grade. Changes to teams may not be made until confirmation has been received from the Dunedin Games Committee.
- c. All players must have a player code allocated by NZ Squash. No player without a player code may take the Court. If a player without a player code plays in a match, the result will be recorded as a default game.
- d. At the beginning of the General Competition all new and returning players must have sat and passed the New Zealand Squash Club Referee test. A player joining a team after the commencement of the General Competition must sit and pass the New Zealand Squash Club Referee test within two weeks.

### 2. TEAM PERSONNEL

- a. Grading points are as per the latest grading list. The playing order within teams must be in accordance with gradings per the following table:

Grading	Grading Points (Men and Women)
A1	4000
A2	3500
B1	3100
B2	2700
C1	2400
C2	2100
D1	1800
D2	1500
E1	1200
E2	900
F/J1	600
J2	500
J3	300
J4	100

[E.g. A D1 player must play above a D2 or below player. If there is more than one D1 player in the team, they may play in any order, but all must play above any D2 or lower graded players.]

- b. During the General Competition players may "fill in" for teams playing in a higher division, however when that player has played in the higher division on 3 occasions the player must remain in the higher division.
- c. Players may "fill in" for teams from the same Club playing within the same division during the season but the Dunedin Interclub Disputes Committee reserves the right to restrict this practice if it appears that an unfair advantage is being obtained.
- d. A player may "fill in" for a team from another club provided that:
  - i. The team from the club originating the request must be genuinely unable to fill the vacancy from within their own club.
  - ii. No player may play for 2 different clubs on the same night
  - iii. Rules 2.a and 2.e must be complied with.
  - iv. Prior to the tie the substitute player must be added to the team list in iSquash.
  - v. This arrangement is not permitted during semi-final or Finals matches. Rule 6a applies.
- e. No player is permitted to play in a division lower than that in which their team was originally placed.
- f. Players may be re-graded to a lower division during the course of the season subject to approval by the Dunedin Interclub Disputes Committee in accordance with Rule 1.b

### **3. CONDUCT OF TIES**

- a. The Interclub format shall be determined by the Dunedin Games Committee and posted at the commencement of each season. All teams are required to play according to the published draw.
- b. Grading Games are played before the commencement of the General Competition to ensure that teams can compete in their seeded division. The Dunedin Games Committee reserves the right to change the division of a team to achieve a competitive competition for all players.
- c. The General Competition shall be the games that establish the final placings for the Final Series.
- d. Any alterations to playing dates, times or venues must be notified to the Interclub Controller prior to the originally scheduled date/time of the tie. In general new dates/times should be prior to the originally scheduled date/time, but in no case shall be later than the end of the round, during which the match would otherwise have been played.
- e. In the event of adverse weather conditions, the Interclub Controller shall make the decision to cancel the scheduled games by 12 noon on the day. Teams will make the appropriate arrangements to reschedule the match no later than the end of the round during which the match would otherwise have been played. Any disputes must be referred to the Interclub Controller who may nominate a date for the match to be played. If the match cannot be played on this date the team which cannot play shall default the match.
- f. In the event that teams cannot agree on a new date/time the team which originally defaulted shall generally be deemed to have forfeited the match unless

it can be demonstrated that the fault is with the other team. Any disputes must be referred to the Interclub Controller who may nominate a date for the match to be played. If the match cannot be played on this date the team which cannot play shall default the match.

- g. While it is expected that teams comprise 4 players approval may be given to teams affected by extenuating circumstances to field only 3 players. Approval must be sought from the Interclub Controller sufficiently early so that the opposing team can be notified well in advance. The vacant team position will always be at No. 4 position.
- h. Teams defaulted to will be awarded points as if match defaulted had been won by the player defaulted to in 3 straight games. If a default is at a position other than 4, all matches for positions below the one which was defaulted will also be treated as defaulted by the team infringing.
- i. Where any player is unable to complete a match because of illness, injury or other unforeseen circumstance the match is lost. If a player is injured during the match regard must be given to whether the injury was caused by the non-injured player's dangerous conduct (see The Rules of Squash – Rules 16 and 17) in which case the match may be awarded to the injured player. The result of the match must be recorded as games gained by the non-injured player will be included in the calculation to determine the allocation of points for the tie.
- j. The conduct, dress and play of all competitors in Interclub matches is governed by The Rules of Squash and must be in accordance with normal tournament/teams event expectations.

#### **4. RESULTS**

- a. It is the Host Club's responsibility to ensure all results are entered on iSquash by the day after the match.
- b. It is the Host Club's responsibility to retain a copy of the results of all matches played at the Club on a particular night (including matches between 2 visiting teams).
- c. The following must be correctly entered on the results sheet prior to the commencement of tie.
  - Home Team's Responsibility  
Division; Venue; Date of match; Match code
  - Individual Team's Responsibility  
Full team name (eg Otago A); Full Players' Names (Christian name, not initials); Player codes; and Captains' signatures.

#### **5. DISPUTES**

- a. Any disputes or complaints arising during the course of the Interclub competition, the Club Captain shall notify the Interclub Controller by phone within 24 hours and in writing (by mail, or email) within 72 hours. The Interclub Controller will refer the dispute or complaint to the Dunedin Interclub Disputes Committee for action.
- b. The Dunedin Interclub Disputes Committee reserves the right to interpret any situations that arise (including any not specifically covered under these rules) and to rule as it sees fit. The right of appeal to Interclub Controller is available

in respect of any determination made by the Dunedin Interclub Disputes Committee.

- c. Three members of the Dunedin Games Committee will constitute the Dunedin Interclub Disputes Committee. A Convenor will be appointed and have a casting vote in addition to a determinative vote.

- d. Incorrect results on iSquash

Where results has been entered incorrectly on iSquash, the Club Captain must submit the written result sheet to the Interclub Controller no later than **2 weeks** after the date of the match for which the result is being queried, or within 2 days after the end of a round, where results would affect semi-finals or finals draws for the next week.

Incorrect results on iSquash can affect both the allocation of interclub competition points and the grading list.

Where the result on iSquash has been entered incorrectly, the Interclub Controller will correct the result if they are advised within the stated time period.

## **6. FINALS SERIES**

- a. If the Interclub competition includes a Final Series, players must be named in the officially submitted team, and have played for the team at least 3 occasions during the General Competition in order to be eligible to play for that team in the Finals Series.
- b. Approval may be given by the Dunedin Interclub Disputes Committee for other players to be used where a team has difficulties in fielding a team for the Final Series.
- c. If the Interclub competition includes a Finals Series, team members must play in strict grading list points order during the Finals Series according to the grading list available either online or printed immediately before the commencement of the semi-finals.
- d. If the Interclub competition includes a Promotion/Relegation and/or Final Series, the games will be played at the Club of the top placed team, where courts allow.
- e. In the event of the final result being two-all, a count back of games and points will be done until a winner is found. Where there is a tied result (equal matches, equal games and equal points) the last two players shall return to court and play one game in the following format:
  - i. The winner is the first to 15 points, playing a point a rally. In this instance the rule that a player must win by 2 points is suspended
  - ii. First serve is decided by the spin of the racket