

BOP Interclub Rules 2024

Autumn Interclub

7 week competition
 6 team divisions (where possible)

TEAM ENTRIES CLOSE	Feb 19
Autumn Starts	March 4/5
Autumn Finals	April 22/23

Winter Interclub

7 week competition
 6 team divisions (where possible)

TEAM ENTRIES CLOSE	Apr 29
Winter Starts	May 13/14
Winter Finals	July 8/9

“Spring” Interclub

6 week competition
 6 team divisions (where possible).
 No supper (unless the teams arrange between themselves)
 No banners
 3 players per team
 Divisions may be set in zones to avoid long travel (numbers permitting)

TEAM ENTRIES CLOSE	July 12
Spring Starts	July 29/30
Spring Finals	September 2/3

Interclub Doubles

7 week competition. Mixed teams
 6 team divisions (where possible)
 2x round robins followed by a final

TEAM ENTRIES CLOSE	Aug 30
Doubles Starts	Sept 17
Doubles Finals	Oct 29

TEAMS

Teams consist of 4 players (3 for spring), plus reserves. Entries are to be made via iSquash by club committee member.

Teams will be seeded on total points for the top 3/4 players and placed in divisions accordingly. Please ensure the captain’s current contact details including email are listed in iSquash.

PLAY

1 or 2 round robins are played against each club in your respective division. A finals night for all teams may follow the round robin. In six team divisions round robins will be followed by a play-off final, 2 vs 3, to play 1st place at the end of 5 weeks of play.

If at the end of round robin play, there is a tie, the team that won the tie(s) between the two teams progresses. If they shared those ties, a countback over those two ties will decide the ranking.

Doubles: Played on singles courts (as insufficient number of doubles courts in BOP)

All teams within a division playing at the same venue each week

'Team' relates to one pairing of players. Teams may play 2 matches per night

Mixed teams and divisions (i.e. pairs can be 2 x men, 2 x women, or 1 man, 1 woman)

Draws, venues, and results will be available within iSquash

NO grading points will be involved, although players must be on the grading list to enter

Women's Interclub – Monday night

Men's Interclub – Tuesday night

Interclub Doubles- Tuesday night

Play starts at 7pm.

Draws will be in iSquash.

PLAYERS

All players **MUST** be on the NZ grading list before they can play in the Interclub competition. Please see your club statistician if you are not on the grading list.

Women Playing Men's Interclub

Women graded B2 and above may be included in a men's team

Women graded C1 and below must apply to Squash BOP to be included in a men's team. This will be allowed if an acceptable solution to play in a women's team is not viable.

Juniors Playing Interclub

Interclub is primarily a senior competition, but juniors are welcome to play. Please try to keep the number of juniors (under the age of 19) in each team to a minority (1-2 per team each night maximum).

SCORING

Every game won = 1 point. Overall winner = another 2 points. Eg Team one wins 3/2, 2/3, 3/0, 1/3. Score is 11-8.

PAR SCORING APPLIES - **PAR to 11** – win by 2 For all B1 players and above

PAR to 15 – win by 2 For all B2 players and below

Where an A or B1 player plays a B2 or below, the higher graded player chooses the scoring system
Squash BOP may set a scoring system by division. This will be communicated once draws are set.

BALLS

Double yellow dot for B Grade, single yellow dot for C Grade and below.

Where a B grader plays a C grader or below, the **higher graded player** chooses the ball

To be supplied by Host Team. Neutral venues – teams to supply their own balls

DEFAULTS

Team must make every effort to front with a full team of 4 players. If a team has less than three players available, the tie shall be defaulted in full (unless by mutual agreement).

The opposition team receives full points for any defaulted match and **MUST** enter this result on iSquash so

that the points table can be updated. The grading list is not affected, in iSquash enter these results at 15/0 15/0 15/0 and select 'not played'.

Injuries- If someone gets injured input the score as required for correct interclub team points (i.e. if a player gets injured in the second game and lost the first game put it something like 15/8 15/3 15/0), and then mark it as A Defaulted or B Defaulted. These matches will show in SquashLevels but there will be no level changes because a level change cannot be judged on an incomplete match.

If a Team withdraws from the competition after the competition has begun, then all teams in the draw will receive 14 points in lieu of the default for the round. (Including those already played).

SUBSTITUTES

Must be on the national grading list and **should be no more than 20% higher points above the player they are replacing**. Preferably substitutes should not play for more than one team in a division. Reasonable give and take is expected in this area. If there is a problem with a substitute player, attempt to solve the issue PRIOR to starting play rather than protesting afterwards. Usually, if substitute is a fair match to their opponent then the tie should proceed.

Substitutes can be added to the team using the 'search for player' box in iSquash

FINALS / SEMI-FINALS

All players must have played at least 2 rounds to be eligible for any semi-finals or finals.

In the event of a tie in a final or semi-final, the winner will be determined by the higher placed team from the round robin (using the below tiebreak if necessary).

ROUND ROBINS

In the event of two teams being tied on points at the end of an interclub round the winner will be the one which won the contest(s) between the two teams during the competition. If the teams played twice and the results were shared, the winner will be determined by countback of matches, then points for those ties between the two teams. This rule also applies for determining seeds for playoff rounds, where applicable.

RESULT CARDS

The winning team is responsible for entering the results into iSquash. Result cards can be downloaded from the website so that results can be recorded on the night.

Any outstanding results may incur a \$20 fine.

Weekly results MUST be up on iSquash before the start of the next weeks round.

When a tie has been defaulted a result MUST be recorded so that the points table is updated

PLAYING ORDER

Order of play must be in accordance with the up to date NZ National Grading List. Members in the same grade may determine their order but must not play below a lower graded player (e.g. a D2 cannot play above a D1).

PLAYING VENUES

Where possible travel has been kept to a minimum, but in some cases this is not possible due to the make-up of the teams in the divisions. Teams are able to change venue by mutual consent. Please advise any changes to the host club on the draw.

DISPUTES

First and foremost, all teams must try and find a solution to any dispute at the time the match occurs. If you need a rule clarified before a match commences please contact Rebecca. If a dispute arises following a match this should be forwarded to the Squash BOP Office for resolution.

SUPPER

All home teams are to supply supper. If playing at a neutral venue both teams bring two plates each. Supper is not required for Spring

COST

Entry Fee (payable at time of entry): Autumn - \$135 per team, Winter - \$135 per team, Spring - \$75 per team, Doubles - \$50 per team

Squash BOP Interclub Contact Details

Squash BOP Office – Rebecca Glenton

Mobile – 027 280 0103

P O Box 13355, TAURANGA 3141

Email – admin@squashbop.co.nz

Website www.squashbop.co.nz