



# National Superchamps 2025 Rules

**Rules Covering the Following Events:**

Superchamps District Eliminations  
Superchamps National Finals

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## 1. Competition Information

District Superchamps events are played to identify the strongest club in their respective district for each grade. The National Superchamps events are played to identify the strongest club from each district for each grade. Teams are composed of five to seven players of the same gender, from the same club, who are of the same or a lower grade (B, C, D, E and F/J).

At the District Superchamps event, clubs compete in a single district and play off to find the District Champion in each grade. The District Champion is then eligible to travel to the National Superchamps Finals to play off for the national title representing their club and their district.

## 2. Eligibility

### 2.1 Club Eligibility

Any Squash New Zealand Poipātū Aotearoa (SNZ) member club can compete in the Superchamps District and National competitions.

### 2.2 Player Eligibility

To represent a club all competing players (men and women) in any one team must fulfil the following criteria with homegrown player(s) permitted to teams as per the criteria below.

#### 2.2.1 Club Players:

- a) Be a full financial member of that club prior to June 6.
- b) Be on that club's grading list on June 6 (NB: this means any approved transfers need to be affected on June 5 or earlier – contact your District for deadlines); and
- c) Live in the same district as that club.
  - i) A player that lives in multiple districts concurrently, and therefore meets the eligibility criteria for multiple clubs, may decide which of these clubs he/she plays for. They must appear on the June 6 Grading List for the club they wish to play for.
  - ii) 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 fulfil all other eligibility criteria i.e., full financial membership and appearing on clubs grading list.
- d) Play interclub for that club (or not play interclub for another club).
  - i) Where a woman entering Superchamps plays men's interclub, her men's interclub allegiance will not be taken into consideration for eligibility.
- e) Played three competitive matches in the 2025 calendar year to qualify for the district event with results showing on the June 6 grading list. E.g., three competitive matches between Jan 1 – June 5.
- f) 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. District will verify that all players in teams representing their club at the district qualifications have gained this qualification. Any matches played at National Superchamps by players that have not passed this test by September 5 will count as 3/0 loss for their team. It is the responsibility of the team manager to ensure this test is completed with enough time for results to be collated.

#### 2.2.2 Homegrown Players

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.

As soon as a player plays Superchamps for a different club, this rule will no longer apply to them. This rule may be waived where a player has not had the opportunity to play for their club due to a team not being entered from their club. Where a player competes for another club in the same year where their club has entered a team this will remove their ability to apply the homegrown player rule.

### 2.2.3 Composite teams

Two clubs can merge to form a team if:

- a) Both clubs each have less than seven eligible and active players on their grading list in the relevant grade, or,
- b) One club has less than seven eligible and active players on their grading list and players from another club do not make their club's team. E.g., A C2 player does not make their club team of seven top C Grade players. In this instance, the player's home club must agree for the player/s to represent another club, and all players must come from the same club.

These clubs should be neighbouring, and players do not need to change club codes on the grading list for transparency.

Teams must apply to their district for approval using the composite team request form (Appendix 1). If the district rejects the application the team will be notified their application was not successful. If the district approves the application, they will submit a recommendation to SNZ for final approval prior to the district event.

Composite teams will compete under the club where the majority of players are from. If there is an even split of players from across both clubs (i.e., Three players from each club), the team can decide which club to represent.

One additional eligible player may be used from a third neighbouring club to join the composite team if required to enable the composite team to compete.

### 2.2.4 Grading eligibility

SNZ will run a grading list on the morning of June 6. Each district will be emailed their respective grading list for checking player eligibility and grading.

To appear on the June 6 grading list for a particular club, players will need to have been moved to that club **NO LATER THAN** June 5. District transfer deadlines take precedence over National Transfer deadlines.

In cases where club transfers are involved, approval from a player's home club must be obtained and is subject to the player meeting the eligibility criteria in Rule 2.2. Districts must also follow up player change request forms relevant to Superchamps.

Any tournaments that are scheduled to not be fully completed until June 6 or later, are not to have any results of matches played prior to June 6 inputted onto the grading list until June 6 or later.

Only results from club tournaments, district events or sanctioned club grading events will be considered for grading purposes. Where there is evidence of individual results being entered to manipulate the grading list those results will be deleted.

SNZ reserves the right to review and alter grade eligibility should there be any evidence of withholding or manipulating results. SNZ and/or the district reserve the right to request evidence of player eligibility if there is a suspicion of team 'stacking' contrary to Rule 2.2.

SNZ and the Districts reserve the right to apply dispensations to individual players in respect of rule 2.2.

### 2.2.5 SquashLevels changes affecting grading.

SquashLevels is a dynamic system which calibrates the levels for all players nightly and can impact the grade a player is in without them having competed recently. Clubs may request dispensation to their district to review a player's grade eligibility if they believe a player has moved up a grade without playing a match due to these calibrations.

Where a club believes a player has been moved up a grade due to SquashLevels calibration and not from a match result, the following will be used to determine eligibility:

1. Was the player in the grade they wish to compete in on 5 June 2025?  
Yes – ok to compete in grade.  
No – go to #2.

2. Was the player in the lower grade for 4 or more of the 7 days prior to and including 5 June?

Yes – ok to compete in lower grade.

No – ineligible for lower grade.

SNZ will record the nightly levels for all players the 7 days prior to and including 5 June which will be used to apply the above criteria.

### 2.3 Referee Exam

All players will be required to have passed the Club Referee qualification (available on the SNZ website) to be eligible to compete in their District Superchamps Eliminations and Superchamps National Finals. The qualification is valid for two years from the date it was last passed. Districts and SNZ will verify that all players in teams representing their district have gained this qualification.

Any matches played at Superchamps District Eliminations by players who have not passed this test by the date published by their district will count as 3/0 losses for their team.

Any matches played at Superchamps National Finals by players that have not passed this test by September 5 will count as 3/0 losses for their team.

It is the responsibility of the player to ensure this test is completed with enough time for results to be collated.

## 3. Entries

### 3.1 District Superchamps Entries

All teams must:

- Fulfil **ALL** requirements of Section 2 Eligibility.
- Have their club register their team with the district by the published closing date.
- Consist of a minimum of five players and up to seven players. Five players will compete in each tie with two players stood down in each tie.
- Agree to pay the appropriate entry fee for the event.

### 3.2 National Superchamps Entries

The winning team at each grade in the Superchamps District Eliminations is entitled to enter the national finals so that each district is represented at each grade by their best club team.

The winning team may substitute players into their team for the national finals who did not compete in the district eliminations, provided they meet all the eligibility criteria in Section 2.

Winning teams must confirm entry to national eliminations, to their District Administrator following the end of Superchamps District Eliminations. All District Administrators will submit entry forms to SNZ by August 1.

If the Winning District Team in a grade is unable to enter, their place will be offered to the runner-up, and then the third placed team, and so on. Additional teams may be invited to attend the event as per the protocol for inviting additional teams below.

All teams must:

- Submit entries by the closing date, August 1 – No late entries will be accepted.
- Agree to pay the host club the appropriate entry fee for the event.
- Submit players in SquashLevels order as at the June 6 Grading List when submitting entries.
- Can consist of up to seven players. 5 players will compete in each tie with 2 players stood down in each tie.

### 3.3 Protocol for Inviting Additional Teams

- a) Where all 11 districts enter teams to the National Finals, SNZ will **NOT** invite any additional teams to the National Finals.

- b) Where 10 districts enter teams to the National Finals, SNZ will **NOT** invite any additional teams to the National Finals.
- c) Where 9 districts enter teams to the National Finals, SNZ **may** invite 1 team to bring the number of participating teams to 10. The process for inviting teams is outlined below.
- d) Where 8 districts enter teams to the National Finals, SNZ will **NOT** invite any additional teams to the National Finals.
- e) Where 7 or less districts enter teams to the National Finals, SNZ **will** invite the appropriate number of teams to bring the number of participating teams to 8. See process below:

#### 3.3.1 Process for invitation shall be as follows:

1. Host district runner up at that grade
2. Neighbouring districts runner up at that grade
3. Host district number three at that grade
4. Neighbouring districts number three at that grade
5. Host district number four ..... and so on.

SNZ reserves the right to not invite teams should the host and neighbouring district's District Superchamps events not provide enough teams to ensure the invitation process can be upheld. Neighbouring districts are determined by the map pictured:



Invited teams must return all information to complete the entry form to their District Administrator within 48 hours of the original invitation email being sent. All District Administrators will submit entry forms to the host club and SNZ immediately upon its return from the invited club.

## 4. Team Playing Order

In determining the playing order for Superchamps District Eliminations, players' SquashLevels ratings will be taken from the grading list date set by the district. Please refer to your district for the set date.

In determining the playing order for Superchamps National Finals all levels will be taken from the September 1. grading list.

- Any level changes that occur after the September 1 grading list will not be considered for final team orders.
- SNZ reserves the right to alter playing order and seedings should there be evidence of withholding results.
- Final team orders shall be circulated to team managers (by email) by September 5.
- Final ratification of all teams and playing orders will take place at the Managers' meeting.
- The team orders confirmed by the Tournament Director shall apply for all rounds of the competition.

Players must play in order of their SquashLevels rating (from highest to lowest levels) for the entirety of the event. No exceptions.

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

Any teams needing to substitute players in or out of their team shall make application in writing (by email) to the Tournament Director no later than 4.00pm September 5. **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 place the replacement player in order of SquashLevels ratings. 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 after September 5 must receive unanimous agreement from all managers.

### 5.2 Replacement Players

Any changes to team composition occurring after September 10 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 format for Superchamps National Finals and District Eliminations will be either a round robin (six teams or less), or pool play followed by playoffs (seven teams or more). The pool sizes will depend on the number of entries. District Elimination draws should follow the National Event formats listed below for the relevant number of teams competing,

#### Eleven Teams Entered.

Should all districts enter, the Superchamps National Finals will be played on a pool basis as follows:

Pool A            1 4 5 8 9

Pool B            2 3 6 7 10 11

After the completion of pool play, there will be one round of play-offs to determine final placings.

#### Ten Teams Entered

Should ten teams enter, the Superchamps National Finals will be played on a pool basis as follows:

Pool A            1 4 5 8 9  
Pool B            2 3 6 7 10

After the completion of pool play, there will be one round of play-offs to determine final placings.

#### Nine Teams Entered

If nine districts enter the Superchamps National Finals, SNZ may invite one more team to bring the number of participating teams to ten (as per rule 3.3 Protocol for Inviting Additional Teams) and run in the format outlined above. Should this not be possible the event shall be run with nine teams as per the following format:

Pool A            1 4 5 8  
Pool B            2 3 6 7 9

After the completion of pool play, there will be one round of play-offs to determine final placings.

#### Eight Teams Entered.

If eight districts enter the Superchamps National Finals for any one grade, SNZ will not invite more teams.

The Superchamps National Finals will be played on a pool basis as follows:

Pool A            1 4 5 8  
Pool B            2 3 6 7

This pool play should be completed by Thursday. On Friday, the second round of play will be played as follows:

Winner of Pool A v Runner up of Pool B - **Match A**

Winner of Pool B v Runner up of Pool A - **Match B**

Third place of Pool A v Fourth place of Pool B – **Match C**

Third place of Pool B v Fourth place of Pool A – **Match D**

The finals day (Saturday) playoff will be determined as follows:

1st & 2nd Place - Winner of Match A v Winner of Match B

3rd & 4th Place - Loser of Match A v Loser of Match B

5th & 6th Place - Winner of Match C v Winner of Match D

7th & 8th Place - Loser of Match C v Loser of Match D

#### Seven Teams Entered

If seven districts enter the Superchamps National Finals for any one grade, SNZ will invite an additional team (as per rule 3.3) and the event will be run with eight teams. If further teams cannot be invited, the Superchamps National Finals will be played on a pool basis as follows:

Pool A            1 4 5  
Pool B            2 3 6 7

This pool play should be completed by the Thursday. On Friday, the second round of play will be played as follows:

Winner of Pool A v Runner up of Pool B - Match A

Winner of Pool B v Runner up of Pool A - Match B

Third place getter of Pool A, third place getter of Pool B and fourth place getter of Pool A form a pool and play each other to determine minor placings.

The finals day (Saturday) playoff will be determined as follows:

1st & 2nd Place - Winner of Match A v Winner of Match B

3rd & 4th Place - Loser of Match A v Loser of Match B

5th, 6th & 7th Place - Final pool play matches played to determine placings.

#### Six or Fewer Teams Entered

Where fewer than seven teams enter the Superchamps National Finals, SNZ will invite additional teams (as per rule 3.3). Where final entry numbers are six or lower, a single pool round-robin format will be used.



## 6.2 Event Seeding

The Superchamps District Eliminations will be seeded by each District, according to the summed rankings of the top five SquashLevels ratings of players in a team, taken from the district's set date (Example in Appendix 3).

The final seedings for Superchamps National Finals will be calculated by the host club according to the summed rankings of the top five SquashLevels ratings of players in a team based on the September 1 grading list.

## 6.3 Disputes Committee

The Disputes Committee shall consist of the Tournament Director, and two other suitable people. The Disputes Committee shall rule on any protests made by teams/players about the National Superchamps rules. Their decision will be final.

In the case where a decision cannot be reached by the Disputes Committee, SNZ will rule on the case and all decisions from SNZ will be final with no discussion being entered into.

## 6.4 Team Protests

Any protests for National Superchamps teams (relating to player eligibility/team eligibility) must be submitted to SNZ by 4.00pm August 15. SNZ in conjunction with the disputes committee will rule on any protest.

## 6.5 Managers' Meeting

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

Any managers not attending the managers meeting forfeit all rights to protest any changes. The Tournament Director will chair the meeting.

## 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 daily order of play for each day of the District Superchamps eliminations will be made by each district prior to the start of the competition and will be notified to participating teams.

The daily order of play for each day of the National Superchamps finals will be made by SNZ prior to the start of the competition and will be notified to participating teams on or before Monday prior to the start of the competition.

## 6.7 Submission of Teams

The teams in correct playing order for the first round must be handed to the Tournament Director at least one hour prior to the start of play. You may text or email the Tournament Director with your playing order if you are unable to meet this deadline.

Teams in correct playing order for each subsequent round must be handed to the Tournament Director within 30mins 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.

When a team must default a match within any tie of the competition, and is unable to field a replacement player, the default will apply to the No. 5 position with all other players moving up to play the matches from 1 to 4.

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. The replacement player(s) must be no higher on the grading list than the original player(s). Matches played by replacements from outside of the nominated team members will count as automatic 3/0 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 4, 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 Balls

For grades C and below each individual match (both in District Eliminations and National Finals) shall be the best of five games with PAR to 15 (must win by 2). Single dot balls are to be used for C and below competitions, even if players have subsequently moved up to B grade.

For B Grade each individual match (both in District Eliminations and National Finals) shall be the best of five games with PAR to 11 (must win by 2). Double dot balls are to be used for B grade competition.

#### 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.

In pool play, each team will play the other teams in their pool once with each tie consisting of five matches - with team members playing their correspondingly ranked member of the opposing team once. All matches in pool play must be played.

The final playoff round shall consist of the top placed team in each pool playing one another, the second placed teams playing one another etc. In the case where 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 where there is agreement from both players.

#### 6.12 Winning Ties/Countbacks

Each tie shall consist of five matches and the team winning the most matches shall win the tie.

In pool play, 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 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.

## 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 available for participants from SNZ within seven days after the end of the event.

The host club is required to enter all results into MySquash Competitions within five days of the event's conclusion.

## 7. Timeline

- June 5: All club transfers complete, check with districts for local transfer deadlines.
- June 6: Grading list run and uploaded to SNZ website to determine player eligibility.
- \*Follow District Superchamps Elimination rules/timeline for all district eliminations.
- July 18-20 or 25-27: Recommended weekend for District Superchamps Eliminations.
- Winning teams must confirm entry to National Finals to their district following district eliminations.
- August 1 (at the latest): Districts submit all entry forms to the host club & SNZ.
- Runner-up and neighbouring district teams invited to national finals.
- August 8: Team lists sent out to team managers.
- August 15 4pm: All team protests due in writing to SNZ.
- August 22: Outcomes of any protests communicated to team managers.
- September 1: Grading list run and uploaded to SNZ website to determine team playing orders.
- September 1 4pm: All player substitutions submitted to tournament director in writing (e-mail).
- September 2: Draws sent out to the team managers.
- September 5: Updated team lists sent out to managers with final team playing orders.
- September 5: All club referee exams completed by players.
- September 8: Daily order of match play for entire competition notified to teams.
- September 10-14: National Superchamps Finals.

## 8. Trophies

Trophies for the Superchamps District Eliminations will be awarded by the district associations.

SNZ will provide pennants for the winners and runners-up of each grade and trophies for the following places for the Superchamps National Finals:

Grade	Men's	Women's
B Grade	<i>Davis Trophy</i>	<i>Bouchier Cup</i>
C Grade	<i>Royal Oak Shield</i>	<i>Hawkes Bay Shield</i>
D Grade	<i>Tawa Cup</i>	<i>Tawa Cup</i>
E Grade	<i>Southern Cup</i>	<i>Bay of Plenty Cup</i>
F/J Grade	<i>Cashmere Club Cup</i>	<i>Lancaster Park Cup</i>

Winning teams can keep trophies for 1 year if they are returned to SNZ in the same condition as when awarded. It is the winning team's responsibility to get the trophy engraved before sending it back to SNZ.

## Appendix 1: District Composite Club Team Request form:

Two clubs from the same district can merge to form a team to compete in their District Superchamps Eliminations Competition if they meet one of the following criteria:

- Both clubs each have less than 7 eligible and active players on their grading list in the relevant grade,
- One club has less than 7 eligible and active players on their grading list and players from another club do not make their club's team. E.g., A C2 player does not make their club team of 7 top C Grade players. In this instance, the player's home club must agree for the player/s to represent another club, and all players must come from the same club.

Where possible clubs merging should be neighbouring i.e., relatively close by to each other, not opposite ends of a district. It will be at the districts discretion as to what counts as 'neighbouring' in their district.

One additional eligible player may be used from a third neighbouring club to join the composite team if required to enable the composite team to compete.

Teams must apply to their districts for approval prior to the district competition entry closing date (check with your district for the deadline). If the district rejects the application the team will be notified their application was not successful. If the district approves the application, they will submit a recommendation to SNZ for final approval prior to the district event.

Please complete the following form and submit to [admin@squashbop.co.nz](mailto:admin@squashbop.co.nz) by your districts 9<sup>th</sup> June 2025.

Please circle your answers for following options: **Eligibility criteria above:** a or b

**Competition:** Men Women **Grade:** B C D E F/J

<b>Club 1 Name:</b>			
<b>Key club contact name:</b>		<b>Position:</b>	
<b>Email:</b>		<b>Phone:</b>	

<b>Club 2 Name:</b>			
<b>Key club contact name:</b>		<b>Position:</b>	
<b>Email:</b>		<b>Phone:</b>	

Please provide details of the proposed team you wish to submit, please place players in current SquashLevels ratings as at day form is completed (playing orders will be updated based on dates in the official rules):

	Club Team name*:				
	First name	Last name	Grade	SquashLevels	Player code
1					
2					
3					
4					





## Appendix 2: Bay of Plenty District Superchamps Elimination Information:

### 1. Venue Allocation

- Host Clubs will be decided by the Squash Bay of Plenty and advised ASAP after entries close. Host club requirements will be sent out to host clubs.
- If your club wishes to be considered as a host venue, please indicate you preferred grade(s)/gender(s) in an email to Squash BOP by 10<sup>th</sup> June, including the name of the Tournament Controller and must include their contact details. Squash BOP will endeavour to fill venues to provide a better atmosphere, rather than spread the grades around. This may mean some clubs will miss out, but will provide a better experience for players and make it more worthwhile for hosts

### 2. Player Eligibility

- As per Squash NZ rules
- Squash BOP reserves the right to alter grade eligibility and seedings should there be evidence of withholding or manipulating results. Squash BOP reserve the right to request evidence of player eligibility if there is a suspicion of team 'stacking'. Only results from club tournaments, district events or sanctioned club grading events will be considered for grading purposes. Where there is evidence of individual results being entered to manipulate the grading list those results will be deleted.

### 3. Entries/Teams

- **Entries close on Monday 10<sup>th</sup> June.** No late entries will be accepted.
- Teams are to be entered in MySquash by club committee member. They must include manager's details.
- Teams consist of five players of the appropriate grading. Teams must be entered in order of merit. A club may name 5 to 7 players in the team.
- A club may enter two teams from the same gender/grade. Only one team per club will be nominated as BOP reps to national Superchamps in each gender/grade (unless all other entered clubs refuse invite).
- Clubs will be invoiced for the entry fee. This must be paid immediately, or teams will not be included in the draw
- Entry Fee \$170.00 per team and is non-refundable.
- Composite teams need to be submitted to Squash BOP for approval by **9<sup>th</sup> June**. Please see '2.2.3 Composite Teams' above for details.
- Final Team Entry lists will be published in MySquash on **12<sup>th</sup> June**
- Any protest against team or player eligibility must be lodged in writing by the team manager no later than 5pm **14<sup>th</sup> June**.
- Any protest will be considered by Squash BOP and ruled on accordingly.
- NO appeal can be lodged against the Squash BOP's decision.
- Any minor late changes to teams can be made at the Managers Meeting. Replacement players not on the original team list must be of the same grade e.g. B1 or lower replaces a B1, B2 or lower

replaces B2, and agreed to at the Managers meeting.

- A protest against a final team playing order may be lodged at the manager's meeting. If an agreement cannot be reached Squash BOP disputes committee will be contacted for a ruling and this decision is final. If play commences before a dispute is sorted Squash BOP will not look into any correspondence in regards to this issue. (After the fact it is too late)
- The Squash BOP Disputes Committee shall consist of Rebecca Glenton, Ross McCurran and Robbie Wyatt. This committee determines a decision should the club disputes committee be unable to. Squash BOP may seek wider council on protests and other issues that arise to enable a decision to be reached. Rebecca Glenton should be contacted in the first instance on 027 280 0103
- Squash NZ Rules & Regulations apply for District Superchamps Eliminations & National Superchamps Finals (as above).

#### **4. Playing Rules**

- Playing Order will be taken from an MySquash Grading List as produced by Squash BOP, **4<sup>th</sup> July**. A copy of this will be available on the Squash BOP website.
- Final playing order should be advised at the Managers Meeting prior to commencement of the first round.

#### **5. Scoring**

- For grades C-F/J each individual match shall be the best of five games with PAR to 15 (must win by 2). For B Grade each individual match shall be the best of five games with PAR to 11 (must win by 2).
- Each tie shall consist of five matches and the team winning the most matches shall win the tie.
- One competition point will be allocated for each tie won.
- The team winning the most competition points shall win the round.
- When teams play one another in a Pool or round robin, the final order of merit in that Pool is decided based on all results in that Pool or round robin, 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

#### **6. Refereeing and Marking**

- Members of all teams must mark or referee matches, as instructed by the Host Club at all times.
- This shall not include matches where their own team is involved unless the situation warrants otherwise and decided by the Host Club.
- Supporters of teams may not referee games on behalf of team members.
- Members of the two teams involved in the District Graded Teams Event Finals may be relieved of the obligation to mark and referee while their final is in progress.
- It is strongly recommended that the Host Club should provide independent, competent referees for the finals where practicable.
- All players will be required to have passed the Club Referee qualification (available [here](#) on the SNZ website) to be eligible to compete in their District Superchamps Eliminations and Superchamps

National Finals. The qualification is valid for two years from the date it was last passed. Districts and SNZ will verify that all players in teams representing their district have gained this qualification.

- Any matches played at Superchamps District Eliminations by players who have not passed this test by 9<sup>th</sup> July will count as 3/0 losses for their team.
- It is the responsibility of the player to ensure this test is completed with enough time for results to be collated.

#### 7. Submission of Teams

- The teams for the first round must be submitted in playing order and handed to the Host Club Tournament Director half an hour prior to commencement of play. Teams for the following round to be played must be handed to the Tournament Director within half an hour of the finish of play in the previous round.
- This also applies to any team that has a bye in any round of the competition.

#### 8. National Superchamps Finals

- Should your team make it to the National Superchamps Finals, Squash Bay of Plenty will cover team entry fee. All other costs are up to the teams to fundraise for.

**Dates:** Wednesday 10 September – Sunday 14 September

**Venues:**

B Grade - Timaru Squash Club (Midlands)  
 C Grade - Otago Squash Club (Otago)  
 D Grade - Squash City Invercargill (Southland)  
 E Grade - Hawkes Bay Squash Rackets Club (Eastern)  
 F/J Grade - Geyser City Squash Club (BOP)

#### Summary of Important Dates

<b>6 June</b>	Official Grading List produced for eligibility/seeding
<b>9 June</b>	Deadline for Composite Team applications
<b>10 June</b>	Entries Close/Deadline for Venue Requests
<b>19 June</b>	Draws Published
<b>4 July</b>	Playing Order Grading List
<b>11-13 July</b>	Superchamps Regional Eliminations
<b>10-14 Sept</b>	Superchamps Nationals



### Appendix 3: New team seeding method:

The top five players from every team are ranked from top to bottom based on their Level as at the seeding date, with 1 being the highest ranked player.

For example, if there are 10 teams in the competition, players will be ranked from 1 to 50.

The ranks for players within a team are added together. The team with the lowest total rank will be the competitions top seed.

In the example below of a four-team competition, Team C will be the top seeds as they have the lowest total rank of all teams (40).

<b>Team A</b>	<b>Level</b>	<b>Rank</b>	<b>Seed</b>
Player 1A	2345	7	
Player 2A	2134	9	
Player 3A	2056	11	
Player 4A	2000	14	
Player 5A	1567	15	
		<b>56</b>	<b>3</b>
<b>Team B</b>			
Player 1B	4201	1	
Player 2B	4012	2	
Player 3B	1532	16	
Player 4B	1490	17	
Player 5B	1465	18	2
		<b>54</b>	

<b>Team C</b>	<b>Level</b>	<b>Rank</b>	<b>Seed</b>
Player 1C	3980	3	
Player 2C	3631	4	
Player 3C	2143	8	
Player 4C	2012	12	
Player 5C	2001	13	
		<b>40</b>	<b>1</b>
<b>Team C</b>			
Player 1D	2563	5	
Player 2D	2355	6	
Player 3D	2109	10	
Player 4D	1424	19	
Player 5D	1421	20	
		<b>60</b>	<b>4</b>