



Masters Club Team Championships 2024 Rules

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1. Competition Information

This event is a Masters Club Team Championship contested between teams of players from the same club. Clubs compete to find the overall best masters club across the country, as well as encourages participation of master's players from all clubs at all levels.

2. Eligibility

2.1 Club Eligibility

Any club affiliated to Squash New Zealand Poipātū Aotearoa (SNZ) can compete in the Masters Club Team Championships competition.

Each club may enter up to two teams who will receive automatic entry (while spaces allow). Additional teams may be entered, however may be balloted out should entries excess capacity at the closing date.

2.2 Player Eligibility

To represent a club, a player must fulfil the following criteria:

1. Players must be over 35 years of age as at the first day of the event.
2. A full financial member of the club they are representing.
3. Live in the same district as that club.
 - a. 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.
4. Play interclub for that club (or not play interclub for another club).
 - a. Where a woman entering plays men's interclub, her men's interclub allegiance will not be taken into consideration for eligibility.

SNZ reserves the right to apply dispensations to individual players in respect of rule 2.2.

2.3 Merging clubs

Teams that do not qualify for the top division will be allowed to enter a combined team with players from a maximum of two different clubs.

Where this is the case, players remain on their home club's grading list and are not required to meet player eligibility points 2, 3, and 4.

3. Entries

All teams must:

- Fulfil **ALL** requirements of Section 2 Eligibility.
- Submit entries via the official entry form by July 5th – No late entries will be accepted.
- Agree to pay the host club the appropriate entry fee for the event.

Teams can consist of up to six players (male and/or female). 4 players will compete in each tie with 2 players stood down in each tie.

4. Team Playing Order

Team playing orders will be determined by players SquashLevels ratings as at the July 26th grading list. Players will be listed in order from highest level to lowest levels. Players are not permitted to play out of this order for the entirety of the event, no exceptions.

SNZ reserves the right to alter playing order and seedings should there be evidence of withholding results.

Final team playing orders will be sent to team managers by August 2nd.

Prior to the Managers' meeting, the Tournament Director will make a final check of the team compositions. 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.

5. Replacing Players – Prior to the Event

5.1 Substituting Players

Any teams needing to substitute players in or out of their team after entries close shall make application in writing (by email) to the Tournament Director no later than 4.00pm August 5th. 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 48hours of the request being made. The Tournament Director will add the substituted player(s) in the team based on SquashLevels order. 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 to their team after August 5th must receive unanimous agreement from all managers.

5.2 Replacement Players

Any changes to team composition 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 Masters Club Team Championships will be played from 11am Friday morning to 4pm Sunday afternoon and will be played in monrad draws with eight teams in each division.

6.2 Event Seeding

The Masters Club Team Championships will be seeded by the Tournament Director according to the sum of the top four players' SquashLevels taken from the July 26 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 Masters Club Team Championships 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 (such as those relating to player eligibility and team eligibility) must be submitted to the Tournament Director by 4.00pm Friday 19th July 2023. The Disputes committee in conjunction with SNZ will rule on any protest. All decisions will be final with no discussion being entered into. All decisions regarding protests will be informed to the team managers by July 26th.

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 discuss all aspects of the event.

Where it is not possible to hold a Managers Meeting all communication can be distributed to the teams via e-mail communication on the Monday preceding the event.

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. A separate order of play shall be made for each day's play.

The order of play for the first day will be made by the Tournament Director prior to the start of the competition and will be notified to participating teams on or before August 5th. The order of play for subsequent days will be drawn at the managers' meeting.

6.7 Submission of Teams

The teams for the first round in playing order must be handed in or sent to the Tournament Director at least one hour prior to the start of play.

Teams for each subsequent round must be 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.

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 time 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 rule 4.

When a team must default a match within any one time of the competition, and is unable to field a replacement player, the default will apply to the No. 4 position with all other players moving up to play the matches from 1 to 3.

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 four players able to play for any 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 losses for the team, although may count towards SquashLevels if both players agree.

6.9 Replacement Players – After commencement of tie

After the commencement of any one time 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 3, 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

All individual matches shall be the best of five games with PAR to 15 (must win by 2). Except for the top division which will be best of five games PAR to 11 (must win by 2).

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 four matches, with team members playing their correspondingly ranked member of the opposing team once. All matches in pool play must be played.

In the final playoff round 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 four matches and the team winning the most matches shall win the tie. If each team has won two of the four matches, then the winner will be determined by:

- a) First by the number of games won.
- b) If the number of games won is the same, then the number of points won.
- c) If the number of points won is the same, the winner will then be decided by a random drawing of places.

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.

In the event of two teams finishing equal at the end of a finals play-off, then the winner shall be determined by,

- a) First by the number of games won.
- b) If the number of games won is the same, then the number of points won.
- c) If the number of points won is the same, the teams will be declared joint winners.

7. Results

The Tournament Director 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.

The host club is required to enter the results into the iSquash within five days of the event’s conclusion. These results will be communicated to the media and copies of the full results will be available for participants from SNZ within five days after the end of the event.

8. Timeline

- June 27th: Grading list run to determine player eligibility.
- July 5th: Team entries due to host club.
- July 12th: Team lists sent out to team managers.
- July 19th 4pm: Deadline for any player or team protests
- July 26th: Outcomes of any protests communicated to all team managers.
- July 26th: Grading list run to determine team seedings and team playing orders.
- August 5th: Order of play for first round sent to team managers.
- August 5th 4pm: Deadline for player substitution
- August 9th – 11th: Masters Club Team Championships

9. Trophies

SNZ will provide for the top division:

- The AD Long Cup (played for since 1999) and a banner for the winning club team.
- A banner for the runner-up team.

Host club may provide little keepsakes and/or prizes for the other divisions.