



# Masters Club Team Championships

AD Long Cup  
2020 Rules

# Contents

AD Long Masters Club Team Championships 2020 Rules.....	1
1. Competition Information .....	3
2. Eligibility .....	3
2.1 Club Eligibility .....	3
2.2 Player Eligibility .....	3
3. Entries .....	3
4. Team Playing Order.....	3
5. Replacing Players – Prior to the Event .....	4
5.1 Substituting Players.....	4
5.2 Replacement Players.....	4
6. Event Logistics.....	4
6.1 Event Format.....	4
6.2 Event Seeding.....	5
6.3 Disputes Committee .....	5
6.4 Team Protests .....	5
6.5 Managers’ Meeting.....	5
6.6 Daily Order of Match Play.....	5
6.7 Submission of Teams .....	6
6.8 Replacement Players – Prior to start of tie.....	6
6.9 Replacement Players – After commencement of tie.....	6
6.10 Scoring.....	6
6.11 Tie Rules .....	7
6.12 Winning Ties/Countbacks .....	7
6.13 Results.....	8
7. Trophies .....	8

## 1. Competition Information

This event is a National Club Championship contested between teams of players from the same club.

The competition is played over a weekend period at one venue.

## 2. Eligibility

### 2.1 Club Eligibility

Any club affiliated to Squash NZ can compete in the AD Long Masters Club Team Championships competition.

### 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.

Squash New Zealand reserves the right to apply dispensations to individual players in respect of rule 2.2.

## 3. Entries

Clubs must register their teams by the publicized closing date. This date will be no later than 10 days prior to the first day of the event to allow programmes etc. to be completed.

All teams must fulfil **ALL** requirements of Section 2 Eligibility.

All teams must:

- Submit entries by the closing date – No late entries will be accepted
- Have the appropriate entry fee accompanied with the official entry form

All 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

- a) Due to the nature of this event as a mixed competition all players shall play in grading points order (from highest to lowest grading points).
- b) In determining the Playing Order for AD Long Masters Club Team Championships all gradings shall be taken from the Friday prior to entries closing
- c) Any grading changes that occur after the 10<sup>th</sup> July grading list will not be taken into account for final team orders.

**NB: Squash NZ reserves the right to alter playing order and seedings should there be evidence of withholding results.**

All players are required to play in the order the team is submitted and there shall be no change to the team playing order between ties.

All team orders shall be circulated to all other team managers (by email) 7 days prior to the commencement of the competition.

Prior to the Managers' meeting, the Tournament Director will make a final check of the team compositions from the grading list 10th July. 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 on Monday preceding the competition.

The Tournament Director will make all decisions on team substitutions and communicate these within 48hours of the request being made. The Tournament Director will make the final call on where the introduced player(s) appear in the team playing order – this will be based on grading points. 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.

**N.B. All player substitutions must meet the eligibility rules as per Section 2.**

Any teams requesting substitutions to their team after the Monday preceding the competition 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 AD Long Masters Club Team Championships on a knockout basis (unless numbers are such that a pool or a round-robin draw is more appropriate, at the discretion of the organising committee).

Plate matches will be played (unless a round robin draw is used).

## **6.2 Event Seeding**

The AD Long Masters Club Team Championships will be seeded by the host club Tournament Director according to the sum of the top four players' (based on points) grading points taken from the Friday before entries close 10<sup>th</sup> July 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 AD Long Masters Club Team Championships Rules. Their decision will be final.

In the case where a decision cannot be reached by the Disputes Committee Squash New Zealand will rule on the case and all decisions from Squash New Zealand 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 on the Wednesday prior to competition starting. The Disputes committee in conjunction with Squash New Zealand will rule on any protest. All decisions will be final with no discussion being entered into.

All decisions regarding protests will be informed to teams by the Thursday prior to the competition starting.

## **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 host club's Tournament Director 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.

The order of play for subsequent days will be drawn at the managers' meeting prior to commencement of the competition.

## **6.7 Submission of Teams**

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

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 as soon as 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 rule 4.

When a team has to default a match within any one tie 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 for personal grading points 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 3, the default will apply to the position the defaulted player was named in 6.7, with all players remaining in their named positions. This match counts as an automatic loss of points for the player defaulted and a 3/0 loss for the defaulting player.

## **6.10 Scoring**

All individual matches shall be the best of five games with PAR to 15 (must win by 2).

### 6.11 Tie Rules

Players must be on court ready to warm up no more than ten minutes following the conclusion of the previous match, or the anointed start time of the tie. Failure to do this will result in the match being defaulted if a complaint is made to the Disputes Committee by the opposing team.

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 and lost two, then the winner will be decided on count back as follows:

- a) the highest positive differential on games won and lost; then
- b) the highest positive differential on points won and lost;
- c) If the teams still cannot be separated the winner will be decided by the drawing of lots.

When teams play one another in a Pool, 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) the highest positive differential on games won and lost; or, if still equal,
- b) the highest positive differential on points won and lost;
- c) If the two teams are still equal, they shall be declared joint winners.

### 6.13 Results

The host club Tournament Director is required to display the full match scores throughout the event and to forward these to the Squash NZ national office at the end of each day. The “Teams Result Sheets” provided should be used.

These results will be communicated to the media and copies of the full results will be available for participants from the Squash NZ national office immediately after the end of the event.

The host club is required to enter the results into the iSquash Grading List within five days of the event’s conclusion.

## 7. Trophies

Squash New Zealand will provide:

The AD Long Cup (played for since 1999) and a banner for the winning club team

A banner for the runner-up team.