



**SQUASH NEW ZEALAND**  
POIPĀTŪ AOTEAROA

**New Zealand Masters District Teams Championships  
2024 Rules**

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## 1. Competition Information

The event is a masters team competition between teams from the eleven member districts which make up Squash New Zealand Poipātū Aotearoa (SNZ).

Each district is entitled to one entry in the competition. There will be a single competition for teams of both male and female players.

## 2. Player Eligibility

### 2.1 All Players

All players must satisfy the following requirement to compete in the NZ Masters Inter-District Teams Event:

- a) The player must meet the SNZ "Citizenship" criteria which states that he/she must be a New Zealand citizen or, if not, must have been ordinarily resident in New Zealand for fifteen months within the eighteen-month period prior to the start of the competition that he/she has entered.
- b) No player may play for more than one district during any given season (i.e., play for one district for seniors and another district for masters) and no player may change districts during any given season except in exceptional circumstances.

### 2.2 District Players:

- a) Be a full financial member of an affiliated club in the region they are seeking to represent.
- b) Live in the district.
  - i. A player that lives in multiple districts concurrently, and therefore meets the eligibility criteria for multiple districts, may decide which of these clubs he/she plays for.
- c) NZ Players returning from overseas to take part in the competition must have been active district representatives for the district they wish to represent prior to departure overseas.

### 2.3 Homegrown Players

- a) To support districts who invest significant time and resources into the development of players any player may continue to play for the district they were a member of as after moving away from that district for study/work opportunities.
- b) As soon as a player plays for another district in the same season the district which supported their development enters a team, this rule will no longer apply to them.

### 2.4 Import Players

- a) Districts may request for a maximum of three import players where they are unable to form a team without the inclusion of an import (a player who does not meet the district or homegrown player's eligibility criteria).
- b) Requests for import players must be made in writing to SNZ by 4.00pm September 6.
- c) All rulings will be communicated to all districts by September 12.
- d) The disputes committee will rule on all requests for imports and their decision will be final.

### 2.5 Merging districts

- a) Smaller districts that are struggling to enter a team will be allowed to enter a combined team with players from a maximum of two districts.
- b) Where this is the case, players remain on their home districts' grading list and are not required to meet player eligibility points 2.2.
- c) Requests for merging districts must be made in writing to SNZ by 4.00pm September 6. All rulings will be communicated to all districts by September 12.
- d) SNZ will rule on all requests for merging districts and their decision will be final.

SNZ reserves the right to apply dispensations to individual players in respect of rule 2.

### 3. Entries

All teams must:

- Fulfil **ALL** requirements of Section 2 Eligibility.
- Submit entries via the official entry form by September 20 – No late entries will be accepted.
- Submit players in playing order as of the September 13 grading list.
- Agree to pay the host club the appropriate entry fee for the event.

All teams shall consist of six male players and six female players who must fall within the following age categories:

35-39 age group	One male, one female
40-44 age group	One male, one female
45-49 age group	One male, one female
50-54 age group	One male, one female
55-59 age group	One male, one female
60+ age group	One male, one female

Districts may choose to send players in addition to those indicated above with up to two men and two female players. A maximum of two nominated players including reserves may be exempt from playing in the individual championship prior to the teams' event.

### 4. Team Age Groups

For the Masters event, the WSF regulations regarding age group eligibility will apply i.e., entrants must be over the minimum age for the age group they have entered as at the first day of the individual event.

Players may play down to any age group e.g., a player who will be 45 at the time of the event may play in the 40-44 age group or below but not the 50-54 age group or above.

### 5. Replacing Players – Prior to the Event

#### 5.1 Substituting Players

If a district wishes to make changes to its team after the closing date for entries, the replacement player(s) must be no higher on the grading list than the original player(s) for that age group.

All teams can substitute players in or out of their team prior to 4.00pm October 14. All player substitutions must meet the eligibility rules as per Section 2.

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 October 14 must receive unanimous agreement from all managers.

#### 5.2 Replacement Players

Any changes to team composition occurring after submission of teams 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 NZ Masters Inter-District Teams Event will guarantee 3 ties for each district. The event will be played with as a monrad draw unless another format is deemed more suitable. The format of the event will be circulated prior to the event.

The event will be run from Monday to Tuesday afternoon. All districts are not to depart prior to Tuesday i.e., departure must be on the Wednesday.

## 6.2 Event Seeding

The NZ Masters Inter-District Teams Event will be seeded by the Tournament Director according to the sum of the 12 players' grading points taken from the October 14 grading list.

## 6.3 Disputes Committee

The Disputes Committee shall

- Deal with all disputes that arise during the event.
- Comprise the Tournament Director, the Masters Director, and at least two other suitable persons.
- As they see fit, defer to other people for advice before making their decision.
- Rule on any protests made by teams/players about the NZ Junior Inter-District Teams Event Rules.

Any team(s) wishing to implement a procedure or situation contrary to these Rules must receive unanimous agreement from all team managers (team managers shall be presumed to have consulted with their team members). The Disputes Committee must be informed and shall adjudicate on which teams are affected. Where unanimous agreement cannot be found from all affected team managers, the Disputes Committee shall make a final ruling.

All decisions made by the Disputes committee 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 SNZ by 4.00pm October 4. The outcomes of any protests will be communicated to team managers by October 11. Disputes committee will rule on any protest. Any protests received outside this time will not be upheld.

## 6.5 Managers' Meeting

There will be a meeting of all the team managers on finals day of the individual event which will be called by the Tournament Director. The timing of this meeting will be advised. This meeting may be used as a forum to make alterations to playing personnel if proposed changes receive unanimous approval from ALL managers. If there is any opposition to proposed changes, they may not occur.

All Managers of teams are required to attend. The Tournament Director will chair the meeting.

Should the team personnel alter after seeding (due to injury, non-appearance, or other changes), the tournament director reserves the right to re-seed the event.

## 6.6 Daily Order of Match Play

The daily order of match play shall be drawn by lots at the managers meeting only after all changes to team personnel etc. are confirmed (i.e., no more changes will be allowed).

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

## 6.7 Submission of Teams

One hour prior to the first match for the team's event, each team manager must submit their team for Round One. in age group order.

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 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 may need to be resubmitted to satisfy section 4. Teams may not make age group order changes that are not necessary under rule 4.

The Disputes Committee's decision regarding replacement players is final.

When a team must default a match within any one tie of the competition, and is unable to field a replacement player, the default will apply to the appropriate age group of the player unable to play.

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 eleven 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 grading 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 to different age groups and the default will apply to the age group the defaulted player was named in 6.7, with all players remaining in their age group. This match counts as a 3/0 loss for the defaulting player.

### **6.10 Scoring**

All matches shall be the best of five games, PAR 11 (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.

A minimum of ten players in each tie must have played in the individuals.

The Tournament Controller shall allocate two courts per contest and all matches in that contest shall be played in the order published by the Tournament Controller.

All matches in all rounds prior to the final must be played.

If in the final round of play 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 twelve 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 communicated to the media and copies of the full results will be available for participants from SNZ days after the end of the event. The host club is required to enter the results into the iSquash within five days of the event's conclusion.

## 7. Timeline

- 6<sup>th</sup> September 4pm: Request for import players/merging districts due to SNZ.
- 12<sup>th</sup> September: Request for import players/merging districts communicated to districts.
- 13<sup>th</sup> September: Grading list run to determine player eligibility and team seedings.
- 20<sup>th</sup> September: All entries due to host club and SNZ.
- 27<sup>th</sup> September: Team lists sent to managers.
- 4<sup>th</sup> October 4pm: Any protests on teams or players due to SNZ.
- 11<sup>th</sup> October: Outcomes of any protests communicated to managers.
- 14<sup>th</sup> October: Grading list run to determine final team playing orders.
- 14<sup>th</sup> October 4pm: Final request for substitutions to tournament director.
- 16<sup>th</sup> October: Updated team playing orders sent to managers.
- 21<sup>st</sup> – 22<sup>nd</sup> October: NZ Masters Inter-District Team Championships Event.

## 8. Trophies

The Christchurch Cup will be awarded to the winning district of the NZ Masters Inter District Team Championships.

The host club shall provide individual prizes (i.e., bottle of wine, small miniature etc.) for the Winning and Runner-Up teams.