



SuperChamps National Graded Club
Championships
2017 Rules



Rules Covering the Following Events:

- Graded Teams SuperChamps District Eliminations
- Graded Teams SuperChamps National Finals

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1. Competition Information

The District SuperChamps events are played to identify the strongest club in the 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 players, of the same sex, from the same club, who are of the same or a lower grade (B, C, D, E and F/J).

At the District SuperChamps clubs in a single district 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 club affiliated to Squash NZ can compete in the SuperChamps District and National competitions.

2.2 Player Eligibility

To represent a club, a player must be:

1. A full financial member of the club they are representing, Districts will inform players of their financial obligations to be a full financial member;
2. Registered on their club's grading list (with the relevant club grading code) by the 15th June 2017;
3. In the appropriate (or a lower) grade by 15th June 2017;
4. Have completed and passed the Online Club Referees Exam for the National Finals (it is highly recommended all players complete this for the District Eliminations).

Squash New Zealand will run a grading list as at 15th June. Each district will be emailed their respective grading list for checking player eligibility and grading.

To appear on the 15th June grading list for a particular club, players will need to have been moved to that club **NO LATER THAN** 14th June to appear on the 15th June grading list.

N.B. District transfer deadlines take precedence over National Transfer deadlines.

Squash New Zealand reserves the right to alter grade eligibility and seedings should there be evidence of withholding or manipulating results. 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.

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

All players will be required to have passed the Club Referee qualification (available on the Squash New Zealand website). The qualification is valid for two seasons e.g. if you sat the test in 2015 the exam will have expired by 2017. Squash New Zealand will verify that all players in teams

representing their district have gained this qualification. Any matches played at SuperChamps National Finals by players that have not passed this test by the Monday prior to the event i.e. **Monday 25th September** will count as 3/0 losses for their team, with grading points lost.

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

Districts are encouraged to impose the refereeing rule for their district SuperChamps.

3. Entries

3.1 District SuperChamps Entries

Clubs must register their teams with their district for the SuperChamps District Eliminations by their district's publicized closing date.

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

All teams can consist of up to seven players. 5 players will compete in each tie with 2 players stood down in each tie.

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.

Winning Teams must return a completed entry form to their District Administrator within 48 hours following the end of the SuperChamps District Eliminations, this date is the 15th August 2017. All District Administrators will submit entry forms to the host club and Squash New Zealand by 17th August 2017. The host clubs will vary from year to year.

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 – No late entries will be accepted
- Have the appropriate entry fee accompanied with the official entry form
- Submit players in playing order as at the 15th June Grading List when submitting entries – Team Playing Order Rules as per Section 4 must be adhered to

All teams 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

Where all 11 districts enter teams to the National Finals Squash New Zealand will **NOT** invite any additional teams to the National Finals.

Where all 10 districts enter teams to the National Finals Squash New Zealand will **NOT** invite any additional teams to the National Finals.

Where 8 to 9 districts enter teams to the National Finals Squash New Zealand may invite 1 to 2 teams to bring the number of participating teams to 10. The process for inviting teams is outlined below.

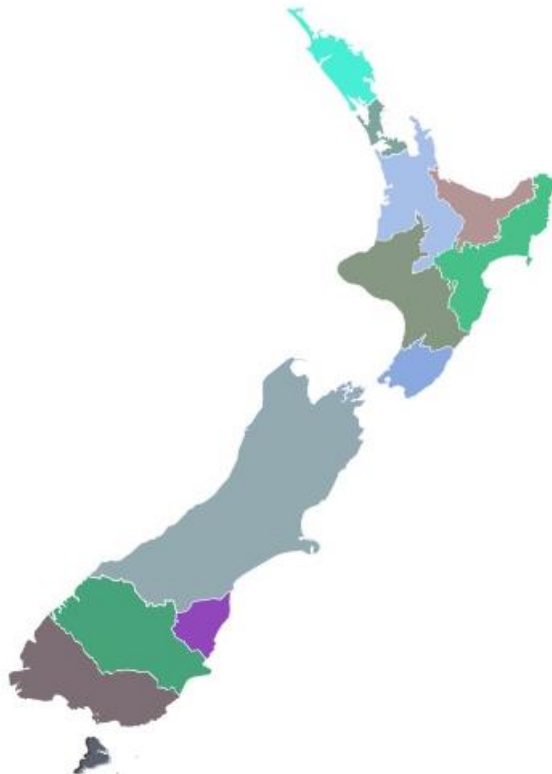
Where 7 or less districts enter teams to the National Finals Squash New Zealand will invite the appropriate number of teams to bring the number of participating teams to 8. The process for inviting teams is outlined below.

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.

N.B. Squash New Zealand reserves the right to not invite teams should the host and neighbouring districts District SuperChamps events not provide enough teams to ensure the invitation process can be upheld.

Neighbouring districts are determined by the map below:



Invited Teams must return a completed entry form to their District Administrator within 48 hours of the original invitation e-mail being sent. All District Administrators will submit entry forms to the host club and Squash New Zealand immediately upon its return from the invited club.

4. Team Playing Order

4.1 B-E Grade Team Playing Order

- a) The order shall be such that a player cannot play above another player graded higher (e.g. B2 cannot play above B1).
- b) Within each half grade players must be submitted in order of playing strength (e.g. a B2 with 2850 points may play above a B2 with 2900 points).

4.2 F/J Grade Team Playing Order

- a) In the F/J Grade competition all players shall play in grading points order (from highest to lowest grading points).

4.3 Team Playing Order Dates

- a) In determining the Playing Order for SuperChamps District Eliminations all gradings shall be taken from the Date set by the district, please refer to your district for the set date.
- b) In determining the Playing Order for SuperChamps National Finals all gradings shall be taken from the 1st September grading list.
 - a. Teams may be required to change their playing order to satisfy rule 4.1 and rule 4.2 following the 1st September grading list.
 - b. Any grading changes that occur after the 1 September grading list will not be considered for final team orders.
- c) Teams can alter their team or playing order **ONCE** to reflect current form, after the 1st September grading list has been published. All team playing order alterations must be received by 8th September.

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 1st September grading list. 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

All teams are able to substitute players in or out of their team when submitting their final team playing order prior to 8th September 2017.

Any teams needing to substitute players in or out of their team after 8th September 2017 shall make application in writing (by email) to the Tournament Director no later than 5.00pm on Friday preceding the competition (22nd September 2017).

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 Friday preceding the competition must receive unanimous agreement from all managers.

5.2 Replacement Players

Any changes to team composition occurring after 1 September 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 SuperChamps National and District Finals will be played on a pool basis, depending on the number of entries.

Eleven Districts 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

Ten Districts Entered

Should ten 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

Nine Districts Entered

If nine districts enter the SuperChamps National Finals, Squash New Zealand will 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 6 7
Pool B	2 5 8
Pool C	3 4 9

After the completion of pool play, the three teams that finish first, second and third in their respective pools will form a new pool and play each other to find final placings.

Eight districts Entered

If eight districts enter the SuperChamps National Finals for any one grade, Squash New Zealand may invite two more teams (as per rule 3.3 **Protocol for Inviting Additional Teams**) to bring the number of participating teams to ten. Should this not be possible the event shall be run with eight teams as per the following format.

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 the end of 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 Districts Entered

Where four districts are unrepresented at the SuperChamps National Finals for any one grade, Squash New Zealand will invite additional teams (as per rule 3.3 **Protocol for Inviting Additional Teams**) and the event will be run with either eight or ten 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 end of 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 Districts Entered

Where fewer than seven teams enter the SuperChamps National Finals, Squash New Zealand will invite additional teams (as per rule 3.3 **Protocol for Inviting Additional Teams**). 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 sum of the top five players' (based on points) grading points taken from the Districts set date.

The SuperChamps National Finals will be seeded by the host club Tournament Director according to the sum of the top five players' (based on points) grading points taken from the 1 September 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 SuperChamps National Club Graded Championship 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 5.00pm on the Friday 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.

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 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 in 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 telephone or e-mail the Tournament Director with your playing order if you are unable to meet this deadline.

Teams in playing order 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 section 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. 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 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 4, 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

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).

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).

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 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.

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.

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. Timeline

1. 14th June 2017 all club transfers completed – Check with District for local transfer deadlines
2. 15th June 2017 Grading Lists run by SNZ and uploaded to SNZ website to determine player eligibility
3. District SuperChamps Team Playing Order date set by districts
4. Teams entered to district SuperChamps events by District Entry Dates for Team Registration
5. 11th-13th August 2017 – District SuperChamps Eliminations
6. 15th August 2017 – Clubs Completed National entry form is returned to their district administrator
7. 17th August 2017 – Districts submit all entry forms to the host club and Squash New Zealand
8. Runner-up and neighbouring district teams invited to National Finals
9. 1st September 2017 Grading Lists run by SNZ and uploaded to SNZ website to determine National SuperChamps Team Playing Order
10. 8th September 2017 – Team playing orders and changes to team compositions as per the 1st September grading list submitted to host club
11. 20th September 2017 (7 days prior) – All team playing orders circulated to team managers
12. 5.00pm 22nd September 2017 – All player substitutions submitted to Tournament Director in writing (e-mail) with notifications to teams of substitutions made within 48hours of the request
13. 5.00pm 22nd September 2017 All team protests are lodged to tournament director
14. 25th September 2017
 - a. All club referees exams completed by players
 - b. Daily order of match play for first day notified to teams
15. 27th-30th September – National SuperChamps Finals

8. Trophies

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

Squash New Zealand will provide pennants and trophies for the following places for the SuperChamps National Finals:

Graded Teams Finals winning team B grade men	Davis Trophy
Graded Teams Finals winning team B grade women	Bouchier Cup
Graded Teams Finals winning team C grade men	Royal Oak Shield
Graded Teams Finals winning team C grade women	Hawkes Bay Shield
Graded Teams Finals winning team D grade men	Tawa Cup
Graded Teams Finals winning team D grade women	Tawa Cup
Graded Teams Finals winning team E grade men	Southern Cup
Graded Teams Finals winning team E grade women	Bay of Plenty Cup
Graded Teams Finals winning team F/J grade men	Cashmere Club Cup
Graded Teams Finals winning team F/J grade women	Lancaster Park Cup