



## Squash Team Championships Entry & Competition Information 2022

### Dates

- Tuesday 21<sup>st</sup> & Wednesday 22<sup>nd</sup> June 2022

### Venues

- Division 1 teams will play at North Shore Squash Club, Shea Terrace, Takapuna
- Division 2 teams will play at National Squash Centre, Unitec, Carrington Road, Mount Albert

### Grades

- Division 1 is for higher graded players.
- Division 2 is for ungraded players (or E2 and below). If you have a girls' team playing in Open A or B grade, or a boys' team in Open B or Junior grade, enter them in Division 2 as this is a great playing experience.

### Entries

- Entries (including team lists) must be submitted in [EnterNOW](#) by 11.59pm Thursday 2 June 2022.
- Schools may request to enter more than one team per grade but if court space limits entries, first teams will be given priority.
- Girls may not play in a boys' team.
- College Sport Auckland will invoice schools once entries have closed.
- Teams withdrawn after the entry closing date will still be liable for the entry fee.

### Rules

- This competition will be played according to the [NZSSSA Tournament Rules](#) where appropriate.
- 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.
- Teams must check with the venue controller before leaving the building and must be available as courts become free.
- The tournament ball is the Dunlop single yellow dot ball. A and B grade players play with the approved alternative, a Dunlop double yellow dot ball. Where an A or B grade player is playing a C grade or lower player, then the higher graded player has the choice of single or double yellow dot ball.
- Students are responsible for the maintenance of clean and tidy venues.

### Playing Order

- Team lists (five players and up to one reserve) must be submitted in playing order in [EnterNOW](#) by 11.59pm Thursday 2 June 2022.
- Graded players must be listed in order of national grading points.
- Any changes to playing order must be made at (or prior to) the managers meeting.
- The appropriate member of each team shall officiate the appropriate match – one refereeing and one marking by mutual agreement.

### Tuesday

Playing Order	2	4	1	5	3
Marking Order	1	5	3	2	4

### Wednesday

Playing Order	5	3	1	4	2
Marking Order	1	4	2	5	3

## **Results**

- Completed results sheets must be returned promptly to the venue controller.
- In a round robin, one competition point will be allocated for each tie won. The team with the most competition points shall win the round.
- In the event of two or more teams finishing equal at the end of a round-robin pool play, then the winner shall be determined by:
  1. First by greater number of ties won;
  2. If two teams are still equal, then by the result between those two teams.
  3. 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;
  4. If two teams are still equal, then by the result between those two teams.
  5. If three or more teams still equal, then by greater positive difference between games won and lost in ties between those three teams;
  6. If two teams are still equal, then by the result between those two teams.
  7. If three or more teams still equal, then by greater positive difference between points won and lost in ties between those three teams;
  8. If two teams still equal, then by the result between those two teams.
  9. If more than two teams are still equal, then by the drawing of lots.

## **Uniforms**

- Protective eyewear is compulsory.
- Students must wear appropriate squash clothing i.e. no running shoes, singlets
- Soles of shoes must be made of non-marking material.

## **Team Management**

- Managers meetings will be held at 8.30am at both venues. Any alterations to playing order must be made at (or before) this meeting.
- All teams must have a teacher or adult with them at every game – they must be aware of any medical problems of players in the team, implement the rules of the competition, and supervise the players. Teams without supervision may lose by default.