



Squash Season Entry & Competition Information 2024

Dates & Game Times

- **Premier Boys & Open A Boys:** Wednesdays at 4.15pm 8 May – 24 July
- **Open Girls:** Mondays at 4.15pm, 6 May – 29 July

Grades

Boys

- **Premier:** At least two students must be E Grade or higher.
- **Open A:** Graded players no higher than E2, students who are not graded but have a natural aptitude for squash e.g. can hit the ball down the wall reasonably tightly 10 times in a row both forehand and backhand; are able to return serves; boast; lob.

Girls

- **Open:** J Grade players and students who are not graded but have a natural aptitude for squash e.g. can hit the ball down the wall reasonably tightly 10 times in a row both forehand and backhand; are able to return serves; boast; lob.

Girls may play in a boys' team only if the school:

- (a) does not have a girls' team playing at their level; and
- (b) applies for dispensation by emailing school.sport@collegesport.co.nz.

Some grades may be combined, and some grades may be split zonally, depending on entries.

Entries & Team Lists

- Entries (including team lists with NZ Squash codes & grades where applicable) must be submitted in EnterNOW by Thursday 4 April for all grades.
- Players must be ranked according to their current national grading points, or in order of ability if ungraded.
- Teams in the Premier grade must also submit Premier Registrations (using the Premiers tab in EnterNOW) by the entries closing date.

Rules

- This competition is run under the College Sport Auckland Bylaws.
- Four players from each team shall compete in each fixture for all grades. Each player shall play a match against the same ranked player from the opposing team.
- Teams must rank and play in order of their national grading points.
- Playing order is by agreement, however if no agreement can be met then the playing order shall be: 2, 4, 3, 1 (or 2, 1, 3 for Open Girls).

- Each team must have at least two members ready to play at the latest 20 minutes after the original start time or they will lose by default.
- Team members must be available to referee and score when they are not playing.
- All fixtures must be completed by 5.30pm at the latest.

Premier Boys & Open A Boys:

Teams shall play point-a-rally scoring to 11:

- The winner of a rally scores 1 point and serves to begin the next rally.
- Each game is played to 11 points; except that if the score reaches 10-all, the game continues until one player leads by 2 points.
- An individual match is the best of 5 games.
- Ball Policy:
 - Players graded B2 and above use a double yellow dot ball.
 - Players graded C1 and below use a single yellow dot ball.
 - Where a B2 (or higher) graded player and a C1 (or lower) graded player meet in competition play, the player with the highest grading points shall have the choice of which ball is used.

Open Girls:

- Teams shall play point-a-rally for 15 minutes (including warm up). The server serves 5 consecutive serves whether they win the point or not.
- Ball Policy:
 - Open Girls use a single yellow dot ball.

Draws & Results

- Draws & results will be available in SportsRunner via the College Sport Auckland [website](#) and app.
- Score sheets and team results sheets are available on the College Sport Auckland website.
- Premier team results sheets must be sent to school.sport@collegesport.co.nz within four school days.
- All results must be submitted in SportsRunner within four school days or a 'no result' may be entered.
- Any corrections to results must be sent to school.sport@collegesport.co.nz at least four school days prior to the scheduled dates for crossovers/playoffs/finals.

Premier Boys & Open A Boys:

Points will be awarded in accordance with interclub rules e.g. if a team wins all 4 matches 3-0 then the result is 12-0 and they will be awarded 12 points. Where a team defaults a match, the opposition wins that match 3-0. If the team defaults all four matches, then a 12-0 win is awarded to the opposition. If defaults distort overall results, College Sport Auckland may introduce a playoff game to determine the winner.

Open Girls:

Results should be entered as the number of matches won (4-0, 3-1, or 2-2). If the result is a 2-2 draw, BPD (best points in drawn game) must be selected for the team with the highest total score. Competition points will be awarded as:

- win = 3 points
- draw = 1 point
- loss = 0 points
- win by default = 3 points (4-0 score)
- lose by default = 0 points (0-4 score)

At the end of a round robin, if teams are on equal points, placings will be determined as follows:

1. The team winning the fixture between them shall be placed higher.

2. If teams are still even, the team with the highest total score in the fixture between them shall be placed higher.
3. If teams are still even, the team with the highest points differential in that round (i.e. total points for – total points against) shall be placed higher.

In the event of a draw in semi-finals or finals, the total points in that fixture will be used to determine the winning team. If the total points are equal, the players who played the first match will play first to 9 points to determine the winner.

Attire

- School colours and white-soled non-marking shoes must be worn.
- Hats may not be worn on the courts during games.
- **Safety glasses are compulsory all grades.** Any student in these grades not wearing glasses will forfeit their match.

Defaults & Rescheduling

The Defaults & Rescheduling Policy is available on the College Sport Auckland website. If your team is defaulting, you must:

- a) Call the school your team is defaulting against
- b) Call the venue where your team was scheduled to play
- c) Email school.sport@collegesport.co.nz