

Spring Interclub Rules 2026

Winter Interclub

7-week competition that starts on 11th / 12th August
6 team divisions (if total team numbers allow)
1 x round robin followed by semi-finals and finals

Information to clubs & entries open
TEAM ENTRIES CLOSE

July 13th
July 31st

Men's Starts
Men's Finish

August 11th
September 29th

Women's Starts
Women's Finish

August 12th
September 30th

PLAY

Six teams - one round robin is played home and away against each team in your respective division. The top four teams at the end of the round-robin playoff in the semi-final, the remaining team's playoff for 5/6 (the wooden spoon) – This will be the preferred format. The winning teams in each semi-final will then go onto play in the final. The remaining 4 teams will play off 3 v 5 and 4 v 6. So each team gets 7 weeks of competition.

Four teams – two round robins are played home and away, followed by a straight final and 3/4 play off.

In the event of only five teams in the division then a bye will be introduced, this will be avoided unless absolutely necessary

Draws will be loaded in MySquash.

Men's Interclub – Tuesday night

Women's Interclub – Wednesday night

Play starts at 7.00pm unless otherwise arranged.

PLAYERS

All players MUST be a Full affiliated Club member and be on the NZ grading list before they can play in the Interclub competition. Please see your club statistician if you are not on the grading list.

All Divisions: Mens - 4 players per team, Womens – 3 players per team (reserves may be used, maximum of 8 players per team)

Junior Players

Interclub is an adult competition for players 16 years or older, all Junior players 16 years or older regardless of grade are welcome to play interclub.

Juniors between 14 and 16 years regardless of grade may play in this senior competition but must apply in writing to Squash Waikato before the start of the competition.

A maximum of TWO junior players can play each tie, each week

Juniors under 14 years are prohibited from playing senior interclub

Finals – All listed players must have played at least **1 round** in the five week round-robin in their listed team, to be eligible for the **final three weeks** of play

DISPENSATIONS must be obtained prior to submitting the team list for the competition or at least 24hrs before they play. Junior players that have been granted dispensation and then found to be “playing and leaving” will have their dispensation revoked.

Juniors players are required to participate with the team. They **must** mark or referee a match and are encouraged to stay and socialize at supper and contribute to the team environment.

Women Playing Men’s Interclub

Female players are to apply to Squash Waikato to be included in a men’s team. This will be allowed if an acceptable solution to play in a women’s team is not viable.

PLAYING ORDER

Order of play must be in accordance with the up to date SquashLevels on the date of play.

The order shall be such that a player cannot play above another player graded higher (e.g. B2 cannot play above B1)

Men – C2 players and above cannot play above someone within the same grade, if they are more than half the levels above them. E.g. a C2 on 425 levels cannot play above a C2 on 600 levels, as C2 levels are from 425-699 points. Maximum points they can play above within C2 is 137.

Women – C1 players and above cannot play above someone within the same grade, if they are more than half the levels above them. E.g. a C1 on 300 levels cannot play above a C1 on 400 levels, as C1 levels are from 300-474 levels. Maximum levels they can play above within C1 is 87.

It is up to team captains on the night of play to check MySquash and ensure the team playing order is correct.

TEAM NAMES

A team can enter their own team name as like business house etc

Please keep it fairly PC (offensive team names will be removed)

Team names to start with the club first e.g.: Leamington Lemmings or Huntly Hackers etc

SCORING

Every game won = 1 point. E.g. Game score = 3/1. Winner = 3 points, loser = 1 point

Teams receive **2** extra points for the team win.

Matches: PAR to 15. Play to 15, win by 2 clear points (play continues until there is a clear 2-point win).

Division 1: Teams can play PAR to 11 but **both** players must agree before the competition commences

DEFAULTS

ARE NOT ACCEPTABLE.

As a sign of good sportsmanship **ALL** rounds should be played, please be respectful of each club and aware of the travel situation some clubs are faced with, i.e. If your team has a couple of long-distance travels for interclub then there will be teams in your division that have many long-travel nights for their away games. If in some extreme circumstance a default is unavoidable, please contact the Squash Waikato manager

In the case of a default the opposition team receives full points for the defaulted match and **MUST** enter this result on MySquash Competitions so that the points table can be updated. The grading list is not affected.

*In MySquash: **Please enter these results at 15/0 15/0 15/0 and select ‘not played’***

Squash Waikato - PO Box 4212, Hamilton 3247.

Email: manager@squashwaikato.co.nz

Mobile: 027 467 8067

SUBSTITUTES

- o Substitutions may be a club member from a lower or same-division team. (i.e., where two teams from the same club are in the same division, as long as they are lower than the 3rd ranked player on the Team List. If they play in a particular team **THREE** times or more, they are then deemed to be in that team permanently)
- o Substitutions can be a “graded” player from any club who has fewer points than the registered 3rd player.
- o Players may only play in a division above their registered division twice. Players who substitute in a higher division three times or more may not continue playing in a division below that.
- o Other substitutions are allowed but must be approved by Squash Waikato before the player can play.
- o Reasonable give and take is expected in this area. If there is a problem with a substitute player, attempt to solve the issue **PRIOR** to starting play rather than protesting afterward. Usually, if a substitute is a fair match to their opponent then the tie should proceed.
- o Substitutes can be added to the team using the ‘Add’ button when entering scores
- o **Finals** – All players must have played at least **1 round** in the five week round-robin to be eligible for the **final two weeks** of play.

PLEASE NOTE: Each team can only have up to 8 named players throughout the competition.

PLAYING COURTS

With the goal to encourage more people to play interclub and especially when there is a large travel distance between clubs, then at the request of the traveling team and if available two courts can be used.

Note: large travel is classed as over 1.5 hours

Whilst the vast majority of interclub teams will always play on one court, this does make the option of playing on two courts available if so, requested by the visiting team and it would be expected to be reciprocated if court availability allows.

BALLS

The expectation is that the host clubs will supply new balls for the round

Double yellow dot for B Grade, single yellow dot for C Grade, and below. If a B grader plays a C grader or below, the *higher graded* player chooses the ball.

PLAYING VENUES

Please consider your draw carefully. If you have long travel distances, please plan ahead. You can make arrangements with the other club to meet halfway if you prefer. Or perhaps play during a weekend.

If Squash Waikato notes that specific teams are defaulting to teams because of travel distances, they will be warned of the rules of fair and equal play. If defaults continue Squash Waikato will contact the club concerned and request it be dealt with by the club committee.

DISPUTES

First and foremost, all teams must try and find a solution to any dispute at the time the match occurs. If you need a rule clarified before a match commences please contact Squash Waikato. If a dispute arises following a match this should be forwarded to the Squash Waikato office for resolution.

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SUPPER

All home teams are to supply supper. Please be respectful of your team and opposition, it is an expectation that all players stay for supper. Teams are encouraged to keep supper timely and delays in supper being provided as soon as possible after the completion of the round should be avoided.

I.e.: teams should cater for their opposition rather than the whole club as this can lead to players that have finished early waiting for the last team to finish playing before supper is served.

RESULT ENTRY

The winning team is responsible for entering the results into MySquash Competitions. Squash Waikato are happy to help guide captains with this process

TEAM CAPTAIN RESPONSIBILITIES

Weekly results MUST be up on MySquash Competitions before the start of the next week's round. This is the responsibility of the winning team captain, results not put through before the next round will be automatically put through as a default win to the opposition team.

When a tie has been defaulted a result MUST be recorded so that the points table is updated

Make sure at least one team member is available to open up the host squash club and have met all requirements for play to commence at 7pm

Check the team playing order via MySquash before the tie commences, as matches played in the incorrect order will automatically be a default win to the opposition.

Squash Waikato Interclub Contact Details

Squash Waikato Office – Nicki Blake

Mobile – 027 467 8067

PO Box 4212, Hamilton 3247

Email – manager@squashwaikato.co.nz Website www.squashwaikato.co.nz