



Senior Inter-Regional Team Championship Rules

VERSION CONTROL

Version	Date	Amended	Reason
1.0	14/06/2019	Competitions Advisory Group	Issued

Definitions

TEAMS

Are players nominated to play a specific tie.

TIES

Are between opposing teams.

MATCHES

Are between individual players and is best of 5 games.

GAMES

A game is first to 11 points, PAR scoring (a player must win by 2 clear points if the score is tied at 10-10).

START OF PLAY

Is the start of the competition for each particular match.

REGIONS

Are defined as Central, East, Grampian, Highlands & Islands, Tayside & Fife, West.

Senior Inter-Regional Team Championships

1. Team & Squad Size

- a. The women's competition will comprise of a 3-person competing team.
- b. The men's competition will comprise of a 4-person competing team.

2. Player Eligibility

A player shall be eligible to represent a region in the Scottish Senior Inter-Regional Team Championships:

- a. If he/she represents the region of his/her birth, or
- b. If he/she represents the region of his/her current place of residence

3. Team & Squad Order

- a. Squad orders must be submitted at the captains meeting prior to the competition getting underway. Squads should be submitted in player strength order. Once the squad order is submitted players are unable to play out of this order.

4. Scoring

- a. The PAR 11 scoring system will be used (with matches being best of 5 games). If games are tied at 10-10 a player must win by 2 clear points.

5. Team Seeding

- a. Team seeding will be decided on the entries received for the current year based upon final placements from the previous year's competition. (For year one of the competition a seeding panel will determine team seeding).

6. Results

- a. Results will be coordinated by the Tournament Director
- b. Both team captains/named team contacts are responsible for:
 - i. Completing the scorecard after the match;
 - ii. Ensuring the scorecard is handed in at the Tournament Desk.
- c. Failure to do so will result in no points being awarded for the missing games, although the results from the games, when ascertained will stand.

7. Team Placing

- a. Teams will normally compete in pools on a round robin basis at the first stage of the competition.
- b. The following are scored by each team:
 - i. **Tie Points** for each Tie – 2 for a win, 1 for a draw, 0 for a loss
 - ii. **Match Points** for each Match won in the Tie
 - iii. **Game Points** for each Game won in each Match
 - iv. **Single Points** for each Point won in each Game
- c. The final places in a pool shall be decided on all the results of that pool:
 - i. First by the greater number of Tie points;
 - ii. If 2 or more teams have the same number of Tie points, then by the greater number of Ties won
 - iii. If 2 or more teams are still equal, then by the greater positive difference of Match Points won and lost;
 - iv. If 2 or more teams are still equal, then by the greater positive difference of Game Points won and lost;
 - v. If 2 or more teams are still equal, then by the greater positive difference of Single Points won and lost;
 - vi. If 2 or more teams are still equal, the result of the match(es) between the #1 players (in order of games then points) of the Tie(s) between them;
 - vii. If 2 or more teams are still equal, the result of the match(es) between the #2 players (in order of games then points) of the Tie(s) between them;
 - viii. If 2 or more teams are still equal, the result of the match(es) between the #3 players (in order of games then points) of the Tie(s) between them.
- d. At any knockout stage, the result of a Tie between two teams shall be decided:
 - i. By the greatest number of matches won;
 - ii. If equal, by the greatest positive difference of games won and lost;
 - iii. If still equal, by the greater positive difference of points won and lost;
 - iv. If still equal, by the result of the match between the #1 players of the Tie.

8. Order of Play

- a. Normal order of play is:
 - i. Men's competition - 3,1,4,2, (unless agreed in advance by both captains and/or managers, or as dictated by the Tournament Director).
 - ii. Women's – 3,1,2 (unless agreed in advance by both captains and/or managers, or as dictated by the Tournament Director).

9. General

- a.** Team order sheets must be submitted to Scottish Squash.
- b.** Scottish Squash must be informed of all details concerning alternations to the team orders prior to the tournament. Final team alterations, due to injury/unforeseen circumstances, must be submitted to the Tournament Director before the start of play and no changes are permitted after the start of play.
- c.** No player may play for more than one team.
- d.** Players (including reserves) can only play for the team they have been listed for prior to the start of play.
- e.** Team lists must be exchanged between the two captains before the match starts.
- f.** Teams must be selected in order of ability.
- g.** Advertised times of matches should be regarded as a guide only. Matches will follow immediately after preceding matches wherever possible and so competitors should ensure that they are present at least one hour prior to the advertised time of their matches.
- h.** Every match in the Senior Inter Regional's must be marked.
- i.** Players will be required to mark and referee matches.
- j.** If a match is unable to be played due to one player being unable to play, 3 points will be awarded to the opposition, providing their player is ready and able to play.
- k.** If both players in a match cannot play, 0 points will be awarded to each team for that match.
- l.** Ties will be played according to 'The Rules of the Singles Game of Squash', please refer to the WSF website at www.worldsquash.org
- m.** The WSF Dunlop Pro XX yellow-dot ball will be used during all ties.
- n.** The Scottish Squash Code of Conduct and Fair Play Policy will apply.
- o.** All junior competitors will be required to wear approved eye protection in accordance with Scottish Squash's Eye Protection Policy.
- p.** The decision of the Tournament Director is final.