



# **ADM10-G07 Junior Inter-Regional Team Championship Rules**

## **VERSION CONTROL**

<b>Version</b>	<b>Date</b>	<b>Amended</b>	<b>Reason</b>
1.0	30/08/2022	(Club) Development Advisory Group	

## **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 age-group.

### **REGIONS**

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

## Junior Inter-Regional Team Championships

### 1. Rules

- a. Teams will consist of four players.
- b. There will be a 3-point penalty per tie if you do not field a team including at least one male and one female player.
- c. Age Groups for the event will be Under 19, Under 17, Under 15, Under 13 and Under 11 - To be eligible players must be under the age in question on the final day of the tournament.
- d. Eligibility: A player who is listed as a 'competitive player' under the team fee or as a 'competitive junior' under the general 'club player' aspect of an affiliated club AND who was born in/is resident in/whose club plays in the leagues of a region, is eligible to represent that region.

### 2. 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.
- b. 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 total number of **games** won;
  - iii. If still equal, by the positive **difference** in number of **points**;
  - iv. If still equal, by the result of the **match between the #1 players of the tie**.
- c. A point is awarded for each game won, with 4 bonus points being awarded to the winning team in each tie.

### 3. 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.

### 4. Team Placing

- a. Positions in the Round Robin will be decided on each team's total number of points won – see scoring 2.c
  - i. Note as the Round Robin is decided by points, teams that win more ties can finish below a team that wins less ties (e.g. if a team wins 4 matches 2-2 they will have 40 points, a team that loses 1 match 2-2, but wins the remaining 3 matches 4-0 will score 54 points).
- b. In the event of a draw between two or more teams the higher placing will go to the team which has:
  - i. if equal, by the greatest total number of matches won;
  - ii. if still equal, by the greatest total number of games won;
  - iii. if still equal, by the positive difference in number of points;
  - iv. if still equal, by the result of the head to head tie (as determined by – 2. Scoring).

## **5. Order of Play**

- a. Normal order of play is: 3,1,4,2, unless agreed in advance by both captains and/or managers, or as dictated by the Tournament Director.

## **6. 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, not gender.
- 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 Junior 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](http://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 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.