



### Commencement Times

1. Official start time is 7:30pm.
2. Start times for matches must be adhered to. If a team has members present and there are **no** team members present from the opposing team 15 minutes after the scheduled start time, then a forfeit can be applied at No.4.
3. If after another 15 minutes, there are still no team members present, then a forfeit may be applied at No.3.
4. If after 45 minutes after the scheduled match start time, you may claim a Team forfeit.
5. In the event that both team members have players present, but there are no available match-ups, a forfeit can be applied as above. I.e. the forfeit being applied in the first instance to the No.4 position of the team who lost the racket spin.
6. Social Round is R11 Every Season.

### Team Order

6. The playing order at the commencement of the season will be registered Matrix order, unless otherwise approved by BCS.
7. Players must play in the registered team order as per Squash Matrix or the printed Result Sheet.
8. Players cannot play in a position lower than their registered position, but they may play higher.
9. The order of play is No.4, No.3, No.2, No.1, unless both teams agree otherwise.

### Replacement Player

10. Replacements must be no more than the Matrix rating points of the registered players on either team for that specific match up. i.e.

	Team A	Team B
No.1	180	195

Replacement player for Team A or B can be a rating of 195 or below.
11. Replacements are permitted from any centre, but are registered in that team as a match is completed.
12. Replacements cannot be registered in another Premier team.
13. No players are permitted to play twice in any one team on the night.
14. Replacement players must fill in from the bottom of the team with the exception being Rule 15
15. No.1 positions can be filled any by registered PSA Players or a Player with a matrix > 340 (even if they are rated higher than the

registered No.1's). However, they must not be already registered in a BCS team.

### Team Changes / Rating Adjustments

16. No Team changes will be accepted after commencement of the competition.
17. Teams will also be assessed at the completion of rounds 4, 8, 12 and 16, and may be automatically adjusted by BCS where Team players move beyond a 10 point gap.
18. Team changes / adjustments or dispensations can be requested to BCS, who will liaise with the Premier Captains for approval.
19. Only nominated Team Captain can submit team changes.
20. Team changes only come into effect when approved and applied in Matrix.

### Penalties and Forfeits

21. If a replacement player is greater in points, then the match will be recorded as a forfeit.
22. If more than one player plays twice, the lower game will be recorded as a forfeit
23. If you forfeit a game from a no show, you / your team is liable to pay for your match fee and your opponent's match fee on the night.
24. If a team plays out of order, the penalty forfeit will be applied at the 1<sup>st</sup> infringement and all the matches below.
25. Players aged under 19 years are required to wear protective eye wear when playing matches (in accordance with Squash Australia regulations). Failure to comply will be noted on the result and claimed as a forfeit.
26. Penalty forfeits are applied at the infringement match plus all matches below.
27. Forfeits will also be applied where incorrect or incomplete names are entered onto the Result Sheet. In this instance the forfeit will only be applied at that line item only.
28. Unsportsmanlike behavior will not be tolerated. BCS encourage Referees to utilise conduct warnings and penalties to ensure players adhere to the 'Players Code of Conduct' ([www.brisbanecitysquash.com/policies](http://www.brisbanecitysquash.com/policies))
29. All forfeits must be communicated to opposing Team Captain prior to 4pm on the day of play (as a matter of courtesy).
30. BCS will endeavor to monitor and apply penalties, but it is the responsibility of the Team Captains on the night to manage and apply penalties as required, signed by **both** Captains.



### **Finals**

31. Finals are deemed as Semi Finals, Prelim Finals and Grand Finals.
32. A Player must play 1/3 of the (rounded up, excludes byes) matches in the team they are registered in to be eligible for any finals.
33. Substitutes are not permitted in finals.
34. A Player cannot play twice in the finals.
35. All Semi Finals, Prelim Finals and Grand Finals to commence as per the starting time of the Centre as published in Matrix.
36. Referees for Semi Final will be the bottom 2 teams of that division. Referees for the rest of the series will be the losing teams in the previous final.
37. There will be a fine as defined in the "Centre Agreement" for any team not turning up to Referee.
38. The winning team is determined by Matches, then Games and finally points.
39. In the event of a tie, the team that finished highest at the completion of normal competition will be deemed the winner.
40. Prize Money is to be split  $\frac{3}{4}$  Winners  $\frac{1}{4}$  Runners up

### **Competition Scoring**

41. Northside Thursday Night: PAR 11 (+2)
42. Competition Points: Win in 3 – 5 points, Win in 4 – 4 points, Win in 5 – 3 points, loss in 5 – 2 points, Loss in 4 – 1 point, Loss in 3 – 0 points. The team win (as decided by Matches, games and then points) gets an additional 4 points. A total of 24 points is allocated to each team result.
43. If both teams forfeit the same line item, then no competition points will be award for that match.
44. No competition points will be awarded for Byes.
45. All matches shall be officiated by a Marker and Referee, one being supplied from each team.
46. Injuries and infringements should be noted on the Result Sheet. Please also notify the Centre Coordinator as additional paperwork may be required. (Incident Report)

### **Team Withdrawal**

47. If a team is withdrawn from the competition, that Team code will become a Bye.
48. No competition points will be awarded for Byes. Any points awarded for matches

completed in the current round for the withdrawn team will also be removed.

49. A minimum of 7 days' notice is to be given prior to withdrawing a Team; otherwise forfeit fees for the next match will be applied.
50. There is a fee as defined in the 'Centre Agreement' for withdrawing a team post commencement of the Competition.

### **Unplayable Court**

51. If a court becomes unplayable and the matches cannot be played on another court, all matches already played will be entered and obtain Competition points.
52. A match must be completed for Competition points to be awarded. Part matches do not qualify.
53. For any matches that have not been played, the points will be split evenly between the teams.
54. Those Matches completed will determine a Team win. If no matches were completed, the game result will be deemed a tie i.e. 12 points to each team.

### **Payment**

55. A competition fee is due prior to completion of Round 1. Competition fee and subsequent Prizes will be determined by Premier Captains.
56. Players / Teams should pay all fees prior to the commencement of matches, unless otherwise agreed by the Centre Coordinator.
57. If a player does not turn up for their match, the Player or Team must pay for both the player and opposition player on the night.
58. Players / Teams are also required to pay any additional penalties that are incurred on the night (i.e. forfeits / No shows for Refereeing duties at Finals)

### **Other**

59. Once a season a round can be hosted at a centre, with all scheduled Premier matches to be played simultaneously. The host venue will be proposed by Premier Captain's to BCS and the Centre requested to approve by no later than the commencement of the season.
60. Team Captains and contact details must be supplied to BCS prior to competition start.
61. Only a registered and participating Premier Player can be a Premier Team Captain.