



COMPETITION BY-LAWS

As at February 2015

ACT SQUASH RACKETS ASSOCIATION Inc

Trading as Squash ACT

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DEFINITIONS

1. In these By-Laws, unless the contrary intention appears:
 - a) “Association” means the Australian Capital Territory Squash Rackets Association Incorporated (trading as Squash ACT);
 - b) “Club” means a Member Club or other body affiliated with the Association in accordance with the Rules of the Association;
 - c) “Committee” means the Competition Committee established under the Rules of the Association;
 - d) “Secretary” means the Competition Secretary elected in accordance with the Rules of the Association;
 - e) “Match” means a contest between two players usually consisting of the best of five games for singles matches, or between two teams of two players consisting of the best of three games for junior doubles matches, although there may be other match formats in tournaments and competitions;
 - f) “Rubber” means a match played as part of a contest between two teams;
 - g) “Round” means a scheduled contest between two teams;
 - h) “Team” means a team of a minimum of three players;
 - i) “Regular Player” means a player who is registered with a team as a permanent member of the team and seeded in a team for the current Pennant competition;
 - j) “Registered Reserve” means a player who is not a Regular Player, is affiliated with a Member Club and has a Matrix Rating OR has played in excess of three matches as an Emergency Reserve and now has a matrix details and rating;
 - k) “Emergency Reserve” is a player who is otherwise not a Regular Player nor a Regular Reserve, but through application to the Competition Committee or its delegate, has received approval to play as a reserve. An Emergency Reserve may play up to three matches without payment of any registration fee;
 - l) “Rating” or “Matrix Rating” means the numerical assessment of relative player ability which is maintained by the squash player and results management system known as ‘The Squash Matrix’;
 - m) Words importing the masculine gender shall include the feminine; and words in the singular shall include the plural, and words in the plural shall include the singular.

SQUASH RULES FOR PENNANT MATCHES

Rules of play

2. All matches in competitions conducted by the Association shall be played in accordance with the rules of the game of squash as adopted by Squash Australia, except where otherwise provided in these By-Laws or decided by the Competition Committee or the Board.
3. In all matches in competitions conducted by Squash ACT, matches shall be played at the venue and on the date and time specified by the Committee. Special permission may be given by the Committee or delegate to vary the application of this By-Law upon application to the Association office.
4. The Committee shall, subject to review by the Board, finally determine any question as to the interpretation of:
 - a) these By-Laws, or
 - b) the rules of the game as adopted by Squash Australia.

TEAM ORDER

5. Teams will initially be ordered according to the relative Matrix Rating of each player so that the player with the highest Matrix Rating on the night (according to the Result sheet) plays in position 1, the next highest in position 2, and so on (unless exceptions in these Bylaws apply). This order will not automatically change until the situation in paragraph 7 is reached.
6. If a team does not have a full team on the night, any forfeited match or matches must start from the bottom position i.e. if one match is forfeited in a 4 person team, players must play from positions 1 to 3 and forfeit 4. Any forfeit result may be appealed to the Competition Committee.

Team order changes during the competition

7. This team order shall remain unchanged unless:
 - a) Regular team players must play in the order printed on the Result Sheet for the Match – team order cannot be changed from the Result Sheet order (except where a reserve must be fitted in at the correct position for their Matrix rating).
 - b) When the Matrix Rating of any regular team member is above that of another member who is in a superior position the team will automatically be reordered into descending Matrix Rating order by Matrix administration; or
 - c) the Competition Committee or its delegate may determine an alternative team order.
8. A player may reserve in a position superior to their normal position within the team (i.e. they may play more than once). A player may not play in a position subordinate to their normal position within a team, with the exception of a player in the lowest two divisions under the exception for lowest 2 grades.

9. A team, including any reserves, and the possibility that a player may be fielded in more than one position, will rank the position of their fielded players in descending order of Matrix Rating such that:

- a) the player with the highest rating will play in the highest position, being position 1. This means a no. 1 player may never play twice for their team on any night.;
- b) the player with the lowest rating will play in the lowest position; and
- c) normally no player may play in a position superior to that of a higher rated player, for example normally a no. 4 player cannot play above a no. 2 or 3 player. However, if there is a vacant position on the night, any lower graded player in that team (including a reserve), may play in that position – see the example box below.
- d) a reserve player must play in the correct rating order in the team, and this may mean that he plays in a lower team position than the player he is replacing.
- e) only the bottom position(s) may be left vacant. For example, in a 4 person team, if the number 1, 2 or 3 is vacant then players must play up a position and leave the no. 4 vacant (forfeit) OR a player may play twice.

A team does not know that their no. 2 is not turning up, but she has been involved in a car accident and cannot play. The no. 1 cannot play at no. 2. The team has two choices:

- A. The no. 3 plays at the 2 position, the no. 4. plays at the 3 position and the no. 4 position is forfeited, OR
- B. The no. 3 & 4 play in their own position and one of these players plays again in the number 2 spot.

Variation in Matrix rating or Team ranking

10. Application to vary the Matrix rating, team ranking or division of players may be made to the Competition Committee or its delegate by a Club or team captain. Until a decision has been made, the player must remain at their current team position.

MATCH PROCEDURES

11. A round in a team competition shall consist of three rubbers in a three person division and four rubbers in a four person division, with each player in one team playing one match against their opposite number in the opposing team (i.e. the player seeded No. 1 in one team shall play the player seeded No. 1 in the opposing team and so on). The Committee shall decide the format of the Pennant and any other competition run under the control of the Committee.

Order of Play

12. All members of both teams should be at the court of play ready to play the first match at the designated time unless prior arrangements are made and agreed by the team Captains.

13. The captain of the visiting team has the right to nominate which match will be played first and third, and the captain of the home team the match to be played second, unless teams have been advised by the Association of a designated playing order. If a player cannot be at the court of play until a specific time, the matter should be arranged between the opposing captains no later than 4.30pm on the afternoon prior to the match.

14. When one player has won two games, the team that has the right to nominate the next rubber must do so, when asked by the opposition Captain. Failure to do so may forfeit the right to make such a nomination.

Commencement of Play

15. In all rounds in a team competition, the warm- up in the match to be played first shall be commenced within ten minutes of the time specified by the Committee for the commencement of play, subject to the conditions of paragraph 13. The warm up in each succeeding match shall be commenced within ten minutes of the completion of the previous match.

16. If the warm-up is not commenced in this time;

a) the team that did not have its appropriate player ready to warm-up shall lose that match by Walkover; or

b) if neither team had its appropriate player ready to warm-up, the match shall be cancelled unless the team captains agree an alternate order of play.

17. If a Round cannot be completed because of insufficient time or other valid reason, any matches which have not been completed shall be played at a date, time and venue agreed between the Committee or delegate and the team captains.

WINNER OF THE ROUND

18. In a round between three person teams, the team winning the greatest number of games or, if the games are equal, the team winning the greatest number of rubbers shall win the round.

19. In a round between four person teams, the team winning the greatest number of matches or, if the matches are equal, the team winning the greatest number of games, or if the matches and games are equal, by the team winning the greatest number of points shall win the round. In the case of matches, games and points being equal, a draw shall be declared.

Competition Points

20. In three player divisions each team will be awarded one Competition Point for each game won. An additional three Competition Points will be awarded to the team winning the round as specified above.

21. In four Player divisions each team will be awarded one Competition Point for each game won and one Competition Point for each rubber won. An additional four Competition Points will be awarded to the team winning the round as specified above, excepting where a draw has occurred, in which case each team will be awarded two additional Competition Points.

Results

22. Team captains must ensure that the correct results of the round are notified to Squash ACT by the method notified to Clubs and teams for the current competition.

23. The captain of the winning team is responsible for lodging the results by midnight Sunday after the round has been played.

24. The captain of the losing team should ensure that the correct results have been notified to Squash ACT, and bring any discrepancy or error to the attention of Squash ACT. 25. The captain of the winning team shall retain the result sheet and enter the results and the captain of the losing team should retain the score sheet for at least three weeks.

26. Should a result not be received by the Association within the time frame specified, the Competition Committee or its delegate shall ascertain the winning team and notify the captain that results must be lodged within 24 hours or adjustments may be made to the Competition points, if there are no extenuating circumstances.

27. In any case, failure to lodge results by midnight Sunday shall result in the winning team losing the winner's additional Competition points as specified above.

Balls

Balls

28. The home team must provide a (new) match ball. Team captains may agree to use any approved ball in accordance with the rules of squash, however, the Competition Committee will issue a recommendation before the commencement of the Pennant. For finals, both teams should have a new ball available.

29. Captains are to use their common sense and discretion when choosing the ball for each match on the night, taking full account of the court temperature and expected level of play. If the chosen ball turns out to be unsuitable for play, the ball may be changed.

Hire of Courts

30. Team captains are responsible for the payment of correct fees.

EYEWARE AND CLOTHING

31. Protective eyewear which complies with the Australian Standard 4066:1992 must be worn by all players who satisfy the Squash Australia eligibility requirements for Under 19 and all junior age group competitions. Failure to do so may result in a Walkover being awarded to the opposing team.

32. Clothing shall be neat and appropriate to the game of squash. Players must wear shirts at all times while playing. Clothing with offensive wording, pictures or symbols must not be worn.

“Offensive” is defined as being objectionable to other players present and captains/referees should use their discretion in this matter.

PLAYING WHILE PREGNANT

33. A pregnant player may participate in any Squash ACT competition at her own risk. However, due to the nature of the game, Squash ACT recommends the pregnant player seek medical advice before participating in any match. No responsibility shall be accepted by Squash ACT, the venue operator and/or venue owner, clubs, match officials or the opponent for any pregnancy related injury that occurs in a match or as a direct result of participation in a match.

INELIGIBLE PLAYERS AND FORFEITS

34. Where a player who is not eligible to play in a match in accordance with these By-Laws and/or the Rules of the Association plays in such a match:

- a) the ineligible match shall be awarded to the opposing team three games to nil and the maximum points (according to the scoring system), to nil; and
- b) the results of the other matches seeded above the ineligible match will be unaffected.
- c) if an ineligible player/match is played by a team and that team wins the night, they will forfeit the bonus winning points (4 or 3 points as applicable).
- d) an ineligible player includes (but may include other situations) where
 - A player ‘plays down’ for example a no. 1 who plays a the no. 2 position
 - A reserve has a higher Matrix rating than the player they are reserving for (or who is above the Division floor if that reserving rule would have applied)
 - An unregistered or unapproved reserve is used (see Emergency Reserves).

Walkovers

35. A walkover shall be awarded when a match is unable to be played because one team is unable to field a player in every team position. When this occurs, the team that is unable to field sufficient players shall re-order the available players so as to play all possible higher position matches, and all matches for the unplayed lower team positions will be considered as walkovers and forfeited to the opposing team three games to nil and the maximum points to nil.

For example, a player at no. 1 position is not available, and there is no reserve available. A lower player in the team may play at no. 1.

He/she can then play twice, that is at their normal position and at 1, or another player can play twice (but only playing up, not down a position). If no player wants to play twice, then the bottom position in the team must be forfeited – this is a walkover in that bottom position.

36. Player ratings will not be adjusted as a result of a Walkover.
37. Where the Committee is not satisfied that the remaining players were arranged in accordance with the above:
- a) matches shall be decided in the manner set out in in these By-laws; and
 - b) the team in default may be liable to a fine as determined from time to time by the Committee. For example, this may occur for repeat offences.
38. Where a walkover occurs in a round, the team in default shall:
- a) if the walkover occurs in more than one match, lose all defaulted matches in the round three games to nil and twenty seven points to nil,
 - b) pay the cost for both players in any single matches where a walkover ensues and pay the total cost of the hire of the court for the night if all matches are defaulted; and
 - c) render its Club liable to a fine as determined from time to time by the Committee. If a Club considers that it should not be required to pay such a fine, it may make appeal to the Committee for redress.
39. The team awarded the walkover shall be credited with match Competition points as if they had won the Match.

RESERVING

Intent of reserving rules

40. The reserving rules permit an alternative player to be substituted for an unavailable regular competition player, and are intended to create a fair match while not permitting a team to be unduly strengthened.

41. The Matrix Rating of the regular player is the key determinant of eligibility. The substitution of a player with a superior Matrix rating is generally not allowed (although other provisions, such as those for the lowest Divisions, may apply, see below). The playing of an ineligible reserve may result in a forfeit and adjustment of points for that match. The Committee or its delegate may make reserve eligibility rulings in special or unusual circumstances.

Eligibility to reserve

42. A reserve may be an alternative Regular Player (including a higher or lower Division player), or a Registered Reserve listed on the Matrix, who has been drawn from any Division, or an Emergency Reserve.

43. At the time of arrangement, the reserve must have a Matrix rating that is:

- a) less than, or equal to, that of the Regular Player being replaced; or

b) less than, or equal to, the minimum floor rating of the division.

A Matrix rating difference of 1 point or less would be considered as 'equal to'.

Floor rating

44. The minimum floor rating is the rounded average Matrix Rating of the lowest ranked players in all teams in the division. That is, it is the average floor ranking of the number 3 or 4 players in the division (depending on whether it is a 3 or 4 person team division) as determined by the Committee.

There may be times when a team has a very low rated bottom player and finding a suitable reserve is difficult. This is where the Division **floor rating** can be used.

For example: A reserve is needed for a no. 4 player in Division 6 whose rating is 139.10. The minimum floor rating for Division 6 is calculated as 143 (example figures only). An available player from any Division higher or lower than Division 6, with a rating of less than 143 is thus eligible to reserve.

The one floor rating for the Division applies for all positions in the team – in the example above, it may be a no. 3 player with a rating below the floor level of 143 who is then eligible to find a reserve up to 143.

45. Reserves can be pre-arranged, but the time of the arrangement must be no more than 21 days prior to the match. For a pre-arranged match, any changes (up or down) to the reserve player's rating, in the 21 days, are irrelevant. If more than 21 days is needed then the arrangement must be prior approved by the Committee or its delegate.

Special Lower Divisions rule

46. If it is not possible to obtain a reserve who meets the above criteria for play in either of the lowest two divisions (or as nominated by the Committee), the criteria are relaxed to allow eligibility of a reserve player rated not more 5 Matrix points above the Regular Player, or the second last player in the team may also play in the last position (that is, that second last player can play down).

Emergency reserves

47. An Emergency Reserve is a player who is not a Regular Player or a Registered Reserve and who does not have a matrix rating, or has a rating that would otherwise raise questions about their eligibility and correct rating, (for instance, a rating more than 12 months old), but who has received approval from the Committee or its delegate to play as a reserve.

48. An Emergency Reserve without a rating may be assigned an initial Matrix Rating by the Competition Committee or its delegate. This rating may subsequently be revised and Matrix points adjusted accordingly.

49. The playing of an Emergency Reserve who is not eligible (prior approval to play not obtained) will result in the adjustment of competition points for that match as decided by the Committee, unless subsequent approval as an Emergency Reserve is obtained from the Competition Committee or its delegate.

50. After playing four matches, an Emergency Reserve who has not paid a registration fee to play in the competition will be liable for payment of a reserve registration fee and become a Registered Reserve. Clubs will be billed for Emergency Reserves during the competition.

Playing order for reserves

51. A reserve (or reserves) must play in the correct rating position in the team, as determined by the Result Sheet (or current Matrix ratings if the Result Sheet is unavailable) for that round and the reserve's rating.

That is, a team with one or more reserves will rank the position of their fielded players in descending order of Matrix rating such that:

- a) the player with the highest rating will play in the highest position, being position 1;
- b) the player with the lowest rating will play in the lowest position; and
- c) no player plays in a position superior to that of a higher rated player.
- d) a reserve player must play in the correct rating order in the team, and this may mean that he plays in a lower team position than the player he is replacing.
- e) exception – see Rule 9 about team order when a player(s) may play twice on a night.

For example, the no. 2 player in a team is out and a reserve is found. If that reserve has a lower rating than the no. 3 player, the reserve must play in the no. 3 position and the no. 3 play up at 2, even though the reserve is playing for the absent no. 2.

Reserves for finals

52. A reserve for the finals must have played at least four matches for that Club in the current competition, unless the Committee or its delegate approves otherwise.

OFFICIATING

53. Each team will supply either a Marker or Referee for each rubber alternately; if one team provides the marker for the first rubber, that team provides the referee for the second match and so on. Changes to this order may occur by mutual consent of the team captains. Duties are defined in the Rules of Squash.

BEHAVIOUR

54. Matches shall be played within the spirit of the game and misconduct may make players liable to penalty by Squash ACT, the Committee or its delegate. Misconduct shall include, but shall not be limited to, conduct which in the opinion of the Association, Committee or its delegate, is contrary to the interests of the game, brings the game into disrepute or is in breach of a Squash ACT policy.

FINALS

Team eligibility to play in finals

55. All players, with the exception of Emergency Reserves and new Regular Players registered for their first season of Competition must be Rules Accredited Players to be eligible to play in the finals of the Competition unless otherwise decided by the Committee. Any matches played by ineligible players will be considered forfeit unless the Committee rules otherwise.

Finals series

56. The four highest ranked eligible teams shall be selected to play in the finals series. The first placed team shall be named as the Minor Premiers (see Premier Division Rules for variation on Finals).

57. The teams shall be ranked according to the number of Competition Points awarded throughout the Competition as displayed on the Matrix. In the event of tied final Competition points for any teams, there will be a count back of matches and/or games (matches for 4 person teams, games for 3 person teams), to determine positions 1 to 4.

58. Bonus Competition Points may be awarded for any other specified qualification or reason decided by the Committee. Other final eligibility qualifications may be determined by the Association or Committee.

Final series rounds court allocation

59. For all Divisions (Premier Division may be different, see special rules), the first final series round (both semi-final A and B matches) will be played at the home courts of the Minor Premiers (team finishing 1st), providing home court hire is available. The Minor Premiers may nominate courts other than their home courts. This nomination must be made to Squash ACT within a reasonable time to allow hire and notification procedures and Squash ACT may refuse the nomination if the time period is too short or courts are unavailable.

For Divisions who play a second round of the final series (Preliminary Final), the match is to be played at the home courts of the winner of the minor semi-final, subject to court availability and with the proviso to nominate as set out above for the first series round.

All Divisions shall play Grand Finals at the Squash ACT courts at Woden, subject to court availability.

Drawn rounds in Finals

60. In the event of a draw in the Semi Finals or Preliminary Finals, the team finishing the final round prior to the finals in the higher position would be declared the winner. In the event of a draw in the Grand Final, the two teams involved would be declared joint winners.

Final series rounds and responsibility to provide referees and markers

61. The following method of providing referees for finals and markers will be used:

8 Team Divisions

- a) Semi-final A – between teams finishing

1st and 2nd will be refereed and marked by teams finishing 5th and 6th;

- b) Semi-final B – between teams finishing 3rd and 4th will be refereed and marked by the teams finishing 7th and 8th;
- c) Preliminary final between loser of semi- final A and winner of semi-final B will be refereed and marked by the loser of semi- final B;
- d) Grand finals –between the winner of semi- final A and the winner of preliminary-final will be refereed and marked by the loser of the preliminary-final.

7 Team Divisions

- e) as per a)-d) above with semi-final B being marked and refereed by the team finishing 7th.

6 Team Divisions

- f) Semi- final A between teams finishing 1st and 4th will be refereed and marked by the team finishing 5th.
- g) Semi-final B – between teams finishing 2nd and 3rd will be refereed and marked by the team finishing 6th;
- h) **Grand-final** – between winner of semi- final A and winner of semi-final B will be refereed and marked by the losers of semi-final A and semi-final B.

62. Should referees not be provided by the allocated team(s), the Committee shall enforce such penalties as it sees fit. The minimum penalty for non-compliance is \$25.

GENERAL QUERIES, APPEALS, PROTESTS

63. All player enquiries should be initially directed to their respective Club representatives, who will then liaise with the Competition Committee and Squash ACT.

Protests

64. Where the Captain or, in their absence, the acting captain of a team considers that the Squash ACT Rules or these By-Laws has been infringed in a match or round in which their team has played, they may lodge a protest with Squash ACT within 2 days of the match.

In the event of a protest, where the Committee is satisfied that a breach of these By-Laws has been committed, the Committee shall enforce such penalties as are provided for in the By-Laws or Rules, or in the absence of specific penalties, such penalties as it sees fit.

Correspondence

65. All correspondence to the Competition Committee or its delegate is to be made via email to Squash ACT or mailed to Squash ACT, 4 Launceston St, Phillip 2606.

PENNANT COMPETITION ENTRIES

66. An entry by a Club for a Team competition conducted by Squash ACT shall be made in writing and shall be lodged with Squash ACT before the date and time and by the method specified by the Competition Committee.

67. In preparing and submitting an entry a Club shall comply with all requirements relating to entries laid down by the Committee.

68. Each Club will submit a list of teams with players seeded in order of merit, primarily determined by each player's current Matrix Rating. A player should be within the correct rating range for the Division they are submitted for, as determined by the Committee. Any variation outside of the Division range must be submitted to the Committee for approval. The team rating average, calculated by adding together the ratings of each player and dividing by the number of players in the team, should also be within the average range for that division as determined by the Committee.

69. The Committee shall, for the purposes of a team competition, arrange each team contained in the entry of the Club into a Division.

70. The Committee may reject the entry of any Club for a team competition or refuse to permit any team or player to participate in a competition.

71. Where the Committee is of the opinion that the entry of any Club for a team competition should be amended, the Committee may amend that team or player entry or decline to accept that entry until it has been amended to the satisfaction of the Committee.

72. The Committee may, at any time after it has accepted the entry of any Club, vary the order of merit or the composition of any team contained in that entry in any way the Committee thinks fit.

73. Players may register and play in more than one team for a Club, as long as their matrix rating allows this. However, a player will be charged fees for each team that he plays for.

Transfers

74. A player who has registered for a Club shall be eligible to change Clubs and register for another Club in the same or a subsequent competition unless the initial Club objects.

75. The player may appeal to the Committee if the initial Club refuses to release them. Valid reasons for refusal would be financial indebtedness to the Club or insufficient notice of the request for transfer to another Club.

Fees and Charges

76. Competition fees and any other charges will be determined by the Association. All fees must be paid on the due date, and Clubs that have not paid by the due date will be charged a late fee of \$25 for each week or part thereof after the closing date which remains unpaid. If fees have not been paid by the due date, no points will be awarded to all teams of that Club. Points will commence being awarded when fees, plus any accrued penalties, have been paid. Points not awarded may not be restored.

Squash ACT Premier League Guidelines

Concept:

The competition will be League based, with 4 lines of players, so that the top 6 available players in the ACT play on line 1, the next 6 play on Line 2 and the third 6 play on Line 3. Line 4 will be the top 6 women players (minus any women who qualifies for lines 1 to 3).

It is both an individual competition based on Lines of players at a reasonably equal standard, and also a team competition. At the end of the competition there will be an ACT Champion player, and Winners on the other 3 lines.

1. The competition will be centre based – everyone playing at the same courts on the night – ideally played at all Club centres that have players involved. However, it is acknowledged this may not be practical. The number of nights played at each centre may also take into account the number of players from each Club in the League.
2. Players will be placed in Lines according to their Matrix rankings, and this may mean that not all Clubs are represented, and not in equal numbers.
3. Players from each line will be placed in teams, and this is necessary for court scheduling purposes. Players will be put in Club teams as much as practical, with teams having an equal balance of players also as much as practical (for example endeavour to have a top Line 1 player with a 'weak' Line 4, and so on to balance teams. There may be some 'mixed Clubs' teams.
4. Night of play will be determined prior to each Pennant competition.
5. 6 players each line will yield 15 weeks of round robin competition (3 x 5 rounds).
6. The ideal will be to preserve the same six players on each line for the extent of the competition (15 weeks). However, at the end of each 5 weeks (end of a 'round robin' round), any necessary changes will be made with players being promoted or relegated – this will be on a 'clear case' basis and not on a small change in matrix ratings (as a guide, looking at rating changes of 15 points or over).
7. **Reserves:** reserves must be at an equal or lower Matrix rating, or below the Line floor rating. The usual Bylaw rules will apply to Emergency reserves (not Matrix registered players) – that is, prior approval from the Competition Committee must be obtained or the match may be declared illegal and forfeited.
8. **Reserve exceptions:**
 - a. Line 1 players may obtain a reserve who has a higher Matrix rating but only if they have obtained the prior agreement of their scheduled opponent.
 - b. Line 4 players – women players should obtain another woman player, but if this is not possible at a reasonable level, they may get a male reserve with a rating equal or lower than their own.

9. End of Competition:

Teams: after 15 rounds the team on top of the ladder is immediately declared the winning team, and second as runner up team.

Lines: after 15 rounds, finals will be played for each Line. The first, second etc placed players will be decided on the number of wins for each player over the 15 rounds.

Up to 3 wins by reserves will be counted as a win for that player, any other reserve matches will be counted as a loss. In the event of a draw, a countback of games won will decide the placings.

Two final rounds are conducted within each line. First round is 1v4 and 2v3, second round, the Grand Final, is between winner of 1v4 and the winner of 2v3.

Officiating: All players must make themselves available to referee and/or mark at the finals, although qualified Referees will also be used as available. Players coming 5th and 6th in each Line will be responsible for refereeing the semi-finals of that Line. Losers of 1v4 and 2v3 will be responsible for refereeing the grand finals.

COMPETITION COMMITTEE PROCEDURES

- a. The Competition Committee will comprise one representative from each registered Club participating in the Squash ACT Pennant competition
- b. the Committee shall meet regularly at a convenient time and place as determined by the Committee. Other meetings regarding urgent matters may be called by the Chair or the Board. These meetings may be held electronically if necessary - for example, an urgent matter may be decided by email exchange. Any such matter should be ratified and documented at the next regular Committee meeting
- c. The Committee shall endeavour to make decisions by consensus but if a vote on an issue is necessary then each Club shall have one vote
- d. Clubs may have an alternative representative who may also attend meetings and participate in debate but not vote if the regular representative is present
- e. The Chair shall be appointed by the Squash ACT Board and will have a casting vote only. If unavailable, the Chair will nominate a stand-in Chair for a meeting. If the Chair or a stand-in Chair is not present, members will nominate a Chair at the meeting
- f. other persons such as Squash ACT employees may attend the meeting on the invitation of the Chair or the Committee but will not have a vote
- g. the Committee will be responsible for the organising and conduct of the Pennant Competition, the upkeep of the By-Laws, the Competition format, court allocations and other matters as delegated by the Board. The Committee may delegate any of these matters to a Squash ACT employee or nominee, such as court allocation
- h. the Committee may delegate matters to a sub-committee on a one-off or ongoing basis. For example, the Committee may refer matters regarding grading or player rating issues during the Pennant Competition to a sub-committee
- i. the CC will report to the Board after each CC meeting, usually by way of Minutes. The Board will ratify decisions of the Committee normally by acceptance of the Minutes. Any matter that the Board disagrees with or needs further clarification on, should be referred back to the Committee before a final decision is made
- j. role of the Board in Pennant Competition matters: the Board has the final say on any matters relating to squash in the ACT area, however, it should first refer any relevant competition matter or concern to the Committee for discussion and recommendation.