

Concept Swiss-Winter-Squad-Championships

Changes – yellow

Changes from December 2025 - pink

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1- Introduction

In the Swiss-Winter-Squad-Championships the communities should be able to measure themselves in a team competition during three match days. The focus is on fun, competition and especially team spirit.

1.1- Goal

The goal of the Swiss-Winter-Squad-Championships is to set up an attractive off-season competition format in which the club feeling is strengthened. Besides the winter training there is the possibility to compete among the communities, to fan for each other and to win the attractive Swiss-Winter-Squad-Championships title. Due to shorter tournament days and a two-league system, players of all levels should get to enjoy the competition. While the first league allows players to compete at the highest level in the communities, the second league offers especially younger clubs or tournament newcomers the opportunity to gain their competitive experience.

2- Leagues

The Roundnet Winter League consists of the following game classes:

- **1. Swiss Roundnet-Liga (1. SRL)**
- **2. Swiss Roundnet-Liga (2. SRL)**

Winter 2026	1. SRL	2. SRL
Level	Advanced / Contender / Pro	Advanced / Intermediate / Basic
Squads	Max. 10 Squads	Max. 18 Squads
Cadre	Two-club-rule* Min.: 8 people (min. 3 women) Max.: 12 people	No two-club-rule Min.: 6 people (min. 2 women) Max. : 12 people
Games per encounter	2 open, 1 mixed, 1 women	1 st md: 2 open, 1 women, 2 mixed** 2 nd md: 2 open, 1 women Quarter-finals: 2 open, 1 women Semi-finals: 1 open, 2 mixed Final: 2 open, 1 women
Registration	30. September – 15. November 2025	30. September – 15. November 2025
1st match-day	11. January: Groupe stage (Basel)	Regional Groupe stage with group east+central (17.01. Zürich / Thun) and group west I+II (31.01. Lausanne)
2nd match-day	1. February (Lausanne): Groupe stage <i>The Squads play out the seeding for the final matchday</i>	07. February: Level Groupe stage With <i>Groupe X (Lucerne): Top 4 (1st west I, west II, east, central) play a round robin for the seeding for the final match day</i> <i>Groupe Y and Z (Bern): Play a round robin for the last 4 spots at the final match day</i>
Schedule finals	14 th March (Bern): Joint final matchday (top 8 in each case)	

Due to the league mode, shorter match days are possible. On the final match day, the 1st SRL and 2nd SRL will play in the same hall. This makes it possible to follow each other's games and fan for each other.

3. Squad composition

3.1- 1st Swiss Roundnet League

A squad consists of at least 8 people, 3 of whom must be women.

A squad consists of a maximum of 12 people. Not all 12 players have to be registered from the beginning. Late entries are possible. In case of absence due to injury, additional players may be nominated.

3.2- 2nd Swiss Roundnet League

A squad consists of at least 6 people, 2 of whom must be women.

A squad consists of a maximum of 12 people. Not all 12 players have to be registered from the beginning. Late entries are possible. In case of absence due to injury, additional players may be nominated.

3.3- Composition rules

All Swiss clubs or players whose residence is in Switzerland are allowed to participate.

Foreign clubs can send an official request to participate in Swissroundnet (swissroundnet@gmail.com). The organizing committee will then decide on admission.

* **Two-club-rule:** A squad in the 1. SRL may have members from a maximum of two different clubs. There are no restrictions for players without club affiliation. For the 2. SRL there are no restrictions

One-person-one squad-rule: A person may only be represented in one squad.

3.3.1- Expectations

E1: Women rule: Women may be represented in a 1st SRL and 2nd SRL squad, but not in two squads of the same league.

E2: Help-out rule: Substitute 1st SRL: A person who plays in a squad of the 2nd SRL may help out in the 1st SRL, provided that the 2-club rule is observed.

Substitute 2nd SRL: A person who plays in a squad of the 1st SRL may help out in the 2nd SRL if the normal squad-members aren't able to play (f.e. early planned absence, illness). The goal of this rule is that all games can be played and not to get a sporty advantage. Don't be a jerk!

However, once a person has played twice in the 1st SRL, they may no longer play in the 2nd SRL. On the final match day, persons who have already played in the 1st SRL are not allowed to help out.

E2.1 Help-out Rule for the final match day:

A maximum of two people who have never played in the squad may be used on the final match day.

E3: Extra expectations:

The goal is always, that the squads can play they're games. Further exceptions are possible and must be approved by the SWSC-Committee. (Shouldn't affect the sport-competition)

3.3.2- Forfeit rules:

If rules are broken the game can be played in other compositions. The squad who broke the rule loses forfeit:

- If the broken rule is self-inflicted the squad loses the whole encounter forfeit.
- If the broken rule isn't self-inflicted (f.e. injury, illness) the squad loses only the affected game.

The final decision if a broken rule is self-inflicted or not remains to the SWSC-Committee.

4- Registration

When registering, the core team of the squad of at least 8 (1st SRL) or 6 (2nd SRL) is indicated. It is indicated whether the squad wants to play in the 1st SRL or in the 2nd SRL. If there are too many registrations for the 1st SRL, the places will be allocated according to the cumulative points of the Swiss Roundnet ranking of the best eight players. The best two teams of the 2nd league from last season have a guaranteed spot in the 1st league.

With the registration the squad commits to participate on all playing days with at least 8 (1st SRL) or 6 (2nd SRL) persons. If a squad is not able to play a match completely, it will be considered as a forfeit defeat. Exception: Short-term injury / illness. See also forfeit rules.

4.1- Registration rules

1. SRL

The **10** best teams that have registered by the deadline (according to cumulative Swiss-Roundnet-Powerranking points) will receive a starting place in the 1. SRL. The top six teams in the 1st SRL from 2025 and the two best teams (**RC Basel, Kreis 0 ii**) in the 2nd SRL from 2025 are guaranteed a place in the 1st SRL if they want to take it.

2. SRL

One safe spot per club for clubs that are not represented in the 1st league (for registrations up to and including October 15th) - thereafter and otherwise 'first come first served' applies.

5- Organization of match days

5.1 – Dates and locations

Winter 2026	1. SRL	2. SRL
1st match day	11. January Basel	17. January Groupe east: Zürich 17. January Groupe central: Thun 31. January Groupe west I+II: Lausanne
2nd match day	1. February Lausanne	7. February Groupe X: Lucerne Groupe Y+Z: Bern
Schedule finals	14 th March: Bern	

The locations have been selected so that travel distances are as short as possible. The regional groups in the 2nd division on the first match day further shorten the travel distances. Otherwise, central locations have been chosen.

5.2- Club-Support

Each participating club is assigned to organize or help with a match day. Early organization means that reserving a hall should not be a problem. The organization includes the reservation of a gym and the organization of the sets. The organizing clubs are each supported by a club that is assigned to set up and take down.

The gyms should be reserved as soon as possible.

Playing system, time and tournament schedule will be organized by the Swiss Roundnet Winter Season Committee.

The costs will be shared by the squads participating on the match day

5.3- Requirements for venues

A gym should fulfil all requirements according to the document 'Requirements for SWSC venues'.

6- Game mode

The game-mode is affected by the number of squads per league. The definitive game-mode will be communicated after the end of the registration period. The actual plan is to play with the following format:

6.1- 1st Swiss Roundnet League

On the first two match days there will be a group phase in which the squads should compete with as many other squads as possible.

6.1.1- Groupe stage

Structure groupe stage

- Example for 10 Teams:
 - o Groupe stage 1
 - Groupe A: 5 Teams, everyone against everyone
 - Groupe B: 5 Teams, everyone against everyone
 - o Groupe stage 2:
 - Groupe X: consisting of A1, B2, A3, B4, A5, each against each other
 - Groupe Y: consisting of B1, A2, B3, A4, B5, each against each other
- Example for 7 to 9 Teams:
 - There would be only one Groupe stage in which the teams play a round robin.

In the group stage there are 3-5 matches per match day. A match is structured as follows:

Group stage encounter (example Squad A vs. Squad B)

Since the matches are played simultaneously, each player may only play once per encounter.

If a squad is not able to provide players for all matches, the match will be scored 4:0 (8:0 sets) forfait.

The composition of the teams of two may be changed in each round. Substitutions during a match are not permitted. The composition of the teams of two must be communicated until the sing up for the match day with the sheet (Composition groupe stage)

Matches (all take place at the same time)

- Open 1A vs. Open 1B
- Open 2A vs. Open 2B
- Mixed A vs. Mixed B
- Women A vs. Women B

Mode

- Two Sets on 21 (HC 25)

Scoring

- The ranking list is drawn up in the following order of criteria:
1. Average Set difference (S:N) | 2. Set losses | 3. Direct encounter, 4. point difference

6.1.2- Final match day

The first 8 squads qualify for the third match day (final match day). These will compete in a co-system with quarterfinals, semifinals and finals. **The Top 4 seeds can choose their opponents (seed 5 to 8). First seed chooses first, second seed second, third seed third and fourth seed takes the remaining squad.**

It will be played best of 3 on 21 (HC 21), an optional third set is played on 15 (HC 15). In case of a tie, the match will be decided by a mixed (players from squad freely combinable, 1 women + 1 open), 1 set to 21 (no HC).

6.2- 2nd Swiss Roundnet League

A group phase takes place on the first two match days. At the first match day there is a regional group stage and at the second match day there will be a level group stage. The first 8 squads qualify for the third match day (final match day). They compete in a co-system with quarterfinals, semi-finals and finals. Seeding is based on the ranking list after the group phase.

6.2.1 – Group stage

The structure of the group phase depends on the number of registered teams.

Structure group stage

- Example for **18** Teams:

- o Groupe stage 1 (Regional group stage)

- Groupe east: **4-5** squads, everyone against everyone
- **Group central: 4-5 squads, everyone against everyone**
- Groupe west I: **4-5** squads, everyone against everyone
- **Groupe west II: 4-5 squads, everyone against everyone**

- o Groupe stage 2 (level group stage):

*The groups are formed according to the results of group phase 1, with two groups of **seven** and one group of **four**. The first four teams (winners of the regional groups) in group X will decide the seeding places 1-4 for the final match day and group Y and Z will fight for the places on the final match day (first and second in each group qualify). Points from group stage 1 are cancelled.*

- Group X: Rank 1 to 4 → each squad has 3 games (**Bo3 to 21, HC25**)
- Group Y: → each squad has **6** games (**Two sets to 21, HC 21**)
- **Group Z: → each squad has 6 games (Two sets to 21, HC 21)**

Scoring

- The ranking is based on the following order of criteria: set difference, set losses, direct encounter (set difference)
- If two squads are equal, the following additional criteria are decisive:
Group phase 1: **RGX points**

In the group stage there are **3-6** matches per match day. A match is structured as follows:

****2* SRL: The two mixed** will be played after the two open and the two women games. So an encounter for the first regional matchday will include totally 5 games (2 open, 1 women, 2 mixed).

Regional Group stage encounter (example Squad A vs. Squad B)

If a squad is not able to provide players for all matches, the match will be scored 5:0 (10:0 sets) forfeit.

Substitutions during a match are not allowed.

Matches

- Part 1: Open and women (games take place at the same time)
The 2 open and the women games are played simultaneously, each player may only play in one of these games per encounter.
 - Open 1A vs. Open 1B
 - Open 2A vs. Open 2B
 - Women A vs. Women B
- Part 2: Mixed (games take place at the same time)
Part 2 starts after Part 1 is finished. The squads can form their two mixed team. There can play persons, who already played part 1 (open and women)
 - Mixed 1A vs. Mixed 1B
 - Mixed 2A vs. Mixed 2B

Mode

- 1 Set to 21 (HC 21)

Level Group stage encounter (example Squad A vs. Squad B)

If a squad is not able to provide players for all matches, the match will be scored 3:0 (6:0 sets) forfeit.

Substitutions during a match are not allowed.

Matches

The 2 open and the women games are played simultaneously, each player may only play in one of these games per encounter.

- Open 1A vs. Open 1B
- Open 2A vs. Open 2B
- Women A vs. Women B

Mode

- Group X: Best of 3 sets to 21 (HC 25)
- Group Y and Z: two sets to 21 (HC 21)

6.2.2- Final match day

The first 8 squads qualify for the third match day (final match day). These will compete in a co-system with quarterfinals, semifinals and finals. The seeding will be done according to the ranking after the group stage.

It will be played best of 3 on 21 (HC 21), an optional third set is played on 15 (HC 15). The team with two or more wins wins the match

7 – Playing rules

We play with the new Rules from the RRR25 by the IRF:

https://static1.squarespace.com/static/5f4677d15add242b3dd3415e/t/68f26cc31a07e714ca834ac9/1760718019422/RRR25_OfficialResults_20251016_V2.pdf

In the 2nd league it is allowed to play with the smaller NHZ 90cm or no NHZ if both teams agree. If one team doesn't agree the game is played with the regular 100cm NHZ.

8- Promotion and relegation

The two best teams in the 2nd SRL are guaranteed a place in the 1st SRL for the next competition. There are no fixed relegation places, as it is not yet clear how big the leagues will be in the next competition.

9- FAQ

Can I also play as an Advanced player in the 2nd SRL?

Yes, that is possible. The 2nd SRL is aimed at players at Basic, Intermediate and Advanced level. However, once a person has played in the 1st SRL, they are no longer allowed to help out in the 2nd SRL.

Is there an upper limit for the number of squads per club in the 1st SRL?

No, there is no upper limit. On the one hand, this allows matches to be played at as similar a level as possible; on the other hand, a squad cannot always be assigned to just one club (see squad composition). However, clubs with several squads are asked to form squads that are as homogeneous as possible.

Regarding the rule that squads may only consist of people from a maximum of 2 clubs: What about dual memberships (person is a member of two clubs)?

A dual membership entitles the person to compete for one club or the other. When registering, the person with dual membership must indicate their club affiliation according to the squad in which they play. Regarding the 2-club rule, only one club per person is counted. However, no person may play in two different squads.

9 - Authors

If you have further questions about the concept feel free to contact one of the authors through the following mail address:

Swissroundnet@gmail.com

Best regards your Swiss-Winter-Squad-Championship Committee

Lukas Böhler, Sarah Regard