

## **BADMINTON**

### **RULES**

#### **1. TEAMS**

- Schools are encouraged to field an 'A' team.
- Participating schools will nominate teams in 'A', 'B' or 'C' grade according to the abilities of their players. There are A,B and C grades for both Senior School and Middle School
- Schools may enter more than one team in any one grade.
- Each team should consist of 4 players in grades A, B, C D, and 6 players in grades E onwards

#### **2. ELIGIBILITY**

- The strongest player shall play in position 1. This player will also play in the 1<sup>st</sup> doubles
- From 2020 onwards, the number 1 player will play for a first singles trophy, to be presented to the player who has won the most first matches for the IGSSA season. This will be a perpetual trophy
- 'B' and 'C' grades may have players sharing positions.
- A and B players can only play one game/day. Therefore if there are only 3 members of a team present, play one short.
- Schools must fill from A and B teams first to try and ensure teams of 4 in these grades.

#### **3. UMPIRING**

- Each game should have an umpire and this responsibility is shared by each team.

#### **4. MATCHES**

- Matches are to be played according to 'The Laws of Badminton' as published by the SA Badminton Association.
- From 2007 the Rally point scoring method will be used (in line with International rules). Please see attached sheets for further explanation.
- Match times: Warmup 7.30am for games starting 7.45am sharp.
- Refer to draw for other start times.
- All games must conclude by 11.30am.
- 'A' Grade teams are to play a complete round within the season. Finals will be held on the final week of Winter Sport if the number of entrants/rounds required allows for it.
- 'B' and 'C' Grade rounds will depend on the number of teams nominated.
- SENIOR A and B:
  - o Doubles: 1 set to 21 points. Sudden death tie-breaker at 20-20.
  - o Singles: Best of 3 sets to 15 points. Sudden death tie-breaker at 14-14.
  - o Each team member plays one singles and one doubles match
- ALL OTHER GRADES:
  - o Doubles: 1 set to 21 points. Sudden death tie-breaker at 20-20.
  - o Singles: 1 set to 21 points. Sudden death tie-breaker at 20-20.

5. **EQUIPMENT**

- Sports coordinators are to provide new shuttles for their teams
- Flip scoreboards or scorebooks are to be provided by the host venue

6. **PUNCTUALITY**

- Any team or player arriving 20 minutes or later after their starting time will forfeit their game.

7. **RESULTS**

- Sports Coordinators are responsible for collecting their schools results and letting the Executive Officer know the Open A and B results, as soon as practical following the matches
- As per the minutes of the 26 November 2018 meeting (point 9.3): **All results from the preceding week's matches must be in by COB each Tuesday afternoon. EO will update the standings tables Tuesday evenings. Standings tables will then be forwarded to all, and published on the IGSSA website, each and every Wednesday morning**
- If finals are being held, finalists will be determined by total points initially (ie win/loss tally) and then SD (Score differential) if points are equal but a split needs to be made.

8. **COACHING**

- Coaches are allowed to provide feedback to players during matches and must position themselves at their player's end.
- IGSSA encourages coaches to restrict feedback to in between sets in A grade and at the change of ends in all other grades.

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## **SIMPLIFIED NEW RALLY POINTS SCORING SYSTEM**

### **Intervals and Change of Ends**

When the leading score reaches 11 points, players have a 60 second interval.

A 2 minute interval between each game is allowed.

In the third game, players change ends when a side scores 11. Points.

### **Singles**

At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left service court.

If the server wins a rally, the server scores a point and then serves again from alternate service court.

If the receiver wins a rally, the receiver scores a point and becomes the new server.

### Doubles

There is only one serve in doubles (see attached diagram). The service passes consecutively to the players as shown in the attached diagram.

At the beginning of the game and when the score is even, the server serves from the right court. When it is odd, the server serves from the left court.

If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.

If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.

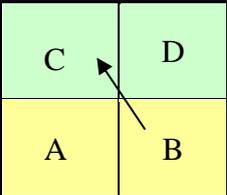
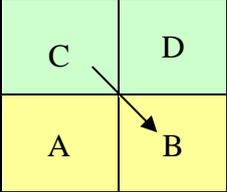
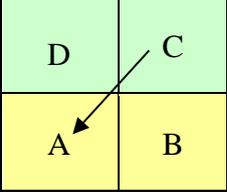
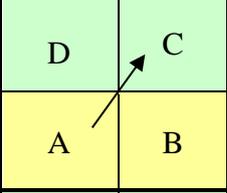
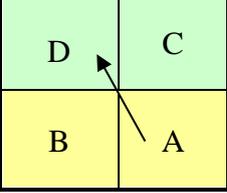
The player of the receiving side who served last stays in the same service court from where he served last. The reverse pattern applies to the receiver's partner

The players do not change their respective service courts until they win a point when their side is serving.

If players commit an error in the service court, the error is corrected when the mistake is discovered

**In a Doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.**

Course of action / Explanation	Score	Service from Service Court	Server & Receiver	Winner of the rally		
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B.	C	D
					B	A
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd.	A serves to D	C & D.	C	D
					A	B
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B.	C	D
					A	B

A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D	
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D	
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B	
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B	
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D	

Note that this means

- the order of server depends on the score odd or even same as in singles.
- The service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played previous rally. This shall guarantee alternate server.