



Competition Rules – BADMINTON

1. TEAM ENTRY

- 1.1 Schools are encouraged to field a Senior 'A' team.
- 1.2 Competition grades are: Senior A, B, C, D, E, and Middle School (one grade). Senior grades are open and can be filled with players from Years 7-12. Middle School grade is for the lower-level players from Years 7-9.
- 1.3 Schools may enter more than one team in any one grade.
- 1.4 Each team should consist of 4 players in Senior A, B, C, D, and 6 players in Senior E and Middle School grade.
- 1.5 The shield grades are Senior A and Senior B.

2. ELIGIBILITY

- 2.1 The strongest player shall play in position 1. This player will also play in the 1st doubles.
- 2.2 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.
- 2.3 B and C grades may have players sharing positions.
- 2.4 A and B players can only play one game/day. Therefore, if there are only 3 members of a lower team present, teams must play one short.
- 2.5 Schools must fill from A and B teams first to try and ensure teams of 4 players in these grades.
- 2.6 Any team arriving 20 minutes or later after their starting time will forfeit their game.

3. UMPIRING

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

4. MATCH RULES

- 4.1 Matches are to be played according to '[The Laws of Badminton](#)' as published by the SA Badminton Association.
- 4.2 The RALLY POINTS SCORING SYSTEM will be used (in line with International rules).
- 4.3 Match times: Warmup 7.30am for games starting 7.45am sharp. Refer to draw for other start times.
- 4.4 All games must conclude by 11.30am.
- 4.5 SENIOR A and B:
 - 4.5.1 Doubles: 1 set to 21 points. Sudden death tiebreaker at 20-20.
 - 4.5.2 Singles: Best of 3 sets to 15 points. Sudden death tiebreaker at 14-14.
 - 4.5.3 Each team member plays one singles and one doubles match.
- 4.6 ALL OTHER GRADES:

4.6.1 Doubles: 1 set to 21 points. Sudden death tiebreaker at 20-20.

4.6.2 Singles: 1 set to 21 points. Sudden death tiebreaker at 20-20.

5. EQUIPMENT

5.1 Schools are to provide new shuttles for their teams.

5.2 Flip scoreboards or scorebooks are to be provided by the host venue.

6. RESULTS

6.1 If a shield match is unable to commence for reasons beyond the control of either team, then every reasonable effort should be made to reschedule. Shield grades should be prioritised where practical when venues are affected. If a mutually agreeable reschedule date between the participating schools cannot be reached, then the match result will be a draw, with 0 score differential.

6.2 All results from the preceding week's matches must be submitted to Clipboard by 48 hours post-fixture in order for accurate Premiership Tables to be published in a timely manner.

6.3 For shield grades, three points will be awarded for a win, one point for a draw and zero points for a loss. In the event of a bye, the team drawn to have a bye will be awarded zero points. In the event of a forfeit, the non-offending team will be awarded three points and the maximum winning set margin 6-0. The offending team will be awarded zero points and the maximum losing set margin 0-6.

6.4 If **half or more** games from an IGSSA Division are unable to be completed in a single Shield round, then **all games** from that round in that Division will be considered a draw, with a 0-point differential. For the avoidance of doubt, for example, if there are six scheduled Shield games in a round, and three are unable to be completed, then all games in that round are considered a draw.

6.5 'A' Grade teams are to play a complete round within the season.

6.6 'B' and 'C' Grade rounds will depend on the number of teams nominated.

6.7 A 1v2 Final will be scheduled with the top 2 teams (finalists) playing for the shield in the nominated shield grades (Senior A and Senior B). The winner of the 1v2 Final will be awarded the shield.

6.7.1 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.

6.7.2 If no finals match can be played and team(s) are on tied points in shield grades at the end of the season, the shield winner will be identified using the following criteria:

- i. Head-to-Head – Calculate the premiership points for games played between *each team involved in the tie* only. The school with the most Head-to-Head premiership points wins the shield (providing equal number of Head-to-Head games between tied teams exist). If there is still no clear winner from Head-to-Head calculation, then:
- ii. Score Differential – Calculate the score differential for all games played. The team with the greatest score differential will be awarded the shield. If there is still no clear winner from the score differential, then:
- iii. The shield will be shared between all teams on tied points.

7. COACHING

7.1 Coaches are allowed to provide feedback to players during matches and must position themselves at their player's end.

7.2 IGSSA encourages coaches to restrict feedback to in between sets in A grade and at the change of ends in all other grades.