COMPETITION RULES

Badminton

Revised | April 2026

1. TEAM ENTRY

1.1 Grades are:

Senior A, B, C, D, E - senior grades are open and can be filled with players from up to Year 12.

Middle (one grade) - middle grade is for lower-level players from up to Year 9.

The Shield grades are **Senior A** and **Senior B**.

1.2 Schools are encouraged to field a Senior 'A' team. Schools may enter more than one team in any one grade.

1.3 Each team should consist of 4 players in Senior A, B, C D, or 6 players in Senior E and Middle grade.

1.4 Schools are expected to provide a venue (4-6 courts) for every eight teams entered in the competition.

1.5 Schools who do not enter a team in an A-grade (or equivalent) competition are not eligible for finals in the corresponding B-grade (or equivalent) competition.

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. The fourth singles shall be a forfeit, and the second doubles shall be a forfeit.

2.5 Schools must fill from A and B teams first to try to 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.

2.7 Eligibility for a finals match: If half or more of the player(s) matches (including any semi-finals) have been played in any given grade, they can play in a final in that grade (as confirmation, if a player plays 50% of their matches in Senior A grade and 50% in Middle A grade, they would be eligible for finals in either grade).

For avoidance of doubt – players **can** play in a higher grade than where they have played 50% of their matches. For example, if a player had played solely in the Senior Bs, and the Senior As are short a player for a Final, the Senior B player may play.

A player may only play in **one** IGSSA Grand Final in each sport.

Schools are expected to keep player attendance records at games so that this information can be provided upon request (for example, student roll in Clipboard).

3. UMPIRING

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

4. MATCH RULES (INC IGSSA-SPECIFIC 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 SENIOR A and B:

4.4.1 Doubles: Best of 3 sets to 21 points (two point advantage is required beyond 20-20). If the score is still tied at 29-29, then there will be a sudden death tiebreaker, and first to 30 points is the winner.

4.4.2 Singles: Best of 3 sets to 15 points. (two point advantage is required beyond 14-14). If the score is still tied at 20-20, then there will be a sudden death tiebreaker, and first to 21 points is the winner.

4.4.3 Each team member plays one singles and one doubles match.

4.4 ALL OTHER GRADES:

4.5.1 Doubles: 1 set to 21 points. (two point advantage is required beyond 20-20). If the score is still tied at 29-29, then there will be a sudden death tiebreaker, and first to 30 points is the winner.

4.5.2 Singles: 1 set to 21 points. (two point advantage is required beyond 20-20). If the score is still tied at 29-29, then there will be a sudden death tiebreaker, and first to 30 points is the winner.

4.5 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.

5. RESULTS

5.1 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.

5.2 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.

5.3 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.

5.4 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. FINALS

6.1 Single pool - two semi-finals, 1 v 4 and 2 v 3, will be scheduled, with the winners of the two semi-finals (finalists) playing for the Shield in the Grand Final. The winner of the Grand Final will be awarded the Shield. If season length/number of nominations does not allow for semi-finals, then a 1 v 2 Grand Final will be scheduled, and the winner of the Grand Final will be awarded the Shield.

Two pools - two semi-finals, 1 (Pool A) v 2 (Pool B), and 2 (Pool A) v 1 (Pool B), will be scheduled, with the winners of the two semi-finals (finalists) playing for the Shield in the Grand Final. The winner of the Grand Final will be awarded the Shield. If season length/number of nominations does not allow for semi-finals, then a 1 (Pool A) v 1 (Pool B) Grand Final will be scheduled, and the winner of the Grand Final will be awarded the Shield.

The team which finishes higher on the regular season ladder has the right to host any semi-finals, or the Grand Final, at their choice of home venue. In the event that the preferred home venue is not available, IGSSA will schedule an alternative venue in consultation with the school with hosting rights.

In the event that finalists are from different pools, the hosting rights will be granted to the team which earned more ladder points. If teams in one pool played fewer games than the teams in the other pool, overall ladders will be adjusted on average wins.

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.

If the Score Differential is also equal, then the team who has won in Head-to-Head games in any Shield matches from the regular season will advance. Where more than one H2H Shield game has been played, total score from the two games shall be combined to determine a winner. For example, if Team Blue and Team Red played two Shield games in the regular season, with Blue winning the first 3-0, and Red winning the second 2-0, Team Blue would advance. If a further split needs to be made, then a point countback is to be made on all Head to Head Shield games.

6.2 If either or both semi-final matches cannot be played, the higher-ranked team will advance to the Grand Final.

6.3 If no Grand Final 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. EQUIPMENT

7.1 Schools are to provide new white shuttles each week for their teams.

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

SPORTSMANSHIP GUIDELINES

Sport plays an essential role in the personal and social development of students, fostering teamwork, discipline, and resilience. To ensure that every student has a positive and enriching experience on the field or court, it is important that we prioritise sportsmanship, respect, and enjoyment in every competition.

IGSSA's Sportsmanship Guidelines are designed to maintain a healthy balance in competition, ensuring that students from all skill levels and backgrounds have the opportunity to feel engaged and supported. In this spirit, collegiality and open communication between schools and coaches are vital. By working together, we can create an environment where the well-being of our athletes comes first, where every match is competitive yet compassionate, and where the values of respect, fairness, and encouragement shine through.

These guidelines are a reminder that while winning is part of sport, the ultimate goal is to nurture a love for the game and foster strong character in all our students.

CONSIDERATIONS

It is expected that all players will embrace and respect Badminton etiquette, including:

- When returning a non-live shuttle, ensure it is returned directly to your opponent to the best of your ability (either over or under the net – do not simply sweep it away)
- If a player is accidentally hit on the body by a shuttle, a quick and courteous apology gesture is appropriate
- Both players to ensure that scores are called out clearly before service, if no umpire is present
- Low five or handshake is appropriate at the end of play
- Call out good play and shots by your opponent

- Good badminton etiquette means being considerate, calm, and respectful of your opponent and the game