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## BADMINTON SACSSGSA RULES

Badminton is conducted under the rules of the Badminton World Federation unless otherwise stated.

### 1. TEAMS

- a) A team shall consist of 4-6 players.
- b) If a school has more than one team in the same division, players cannot interchange from team to team at any stage of the day or season.
- c) Each team must have players ranked 1-6, 1 being the strongest player in the team.
- d) Teams must supply their own basic first aid kit, however a backup kit will be available from the venue coordinator if required.

### 2. PLAYER ELIGIBILITY

- a) Players are only eligible to play one game per day, unless approval is given by the Executive Officer prior to the game and both teams have been notified.
- b) A player is able to be bought up from a lower grade to fill in for a team that does not have enough players to take the court, however this player must not play another game for the day unless approval has been given by the Executive Officer.
- c) A player is not allowed to be bought down from a higher grade to fill in for a team that does not have enough players to take the court unless approval has been given by the Executive Officer and both teams have been notified.

### 3. UMPIRES

- a) Matches are to be umpired and scored by the girls playing.
- b) However if the players are not confident of keeping the score correctly they may get assistance from a non-player who calls the score only.

### 4. MATCHES

- a) Matches to consist of 4 singles and 2 doubles.
- b) Matches begin with both doubles played simultaneously unless neither doubles can be started by allocated time.
- c) The highest ranked player in the team on the day must play in the #1 doubles pair.

Singles -    1 v 1  
                  2 v 2  
                  3 v 3  
                  4 v 4

- d) The time indicated is the match starting time, not the warm up time.
- e) Players must arrive at least 10 min earlier so as to be ready to play at the starting time after filling in the score sheet and warming up.

**5. SERVING**

- a) Serving must be made underhand (backhand OR forehand) by holding the “feathers” of the shuttle.

**6. SCORING**

- a) First to 11 points wins the ‘game’, then change ends and begin the next ‘game’.
- b) If the score is 10 all, the player which gains a two-point lead first, shall win that game.
- c) If at the end of the allotted time the game is still a draw or only 1-point difference the game will not count as a completed game, however the points will be added to the team’s final total.
- d) A game is classed as complete if the score reaches 7 or more at the end of time allowed as long as the player/s are ahead by 2 points (ie. 7 – 5 is classed as a completed game, however if the score is 7 – 6 then the points can count towards the final total but not the game.)
- e) Best of 3 games wins the ‘set’.
- f) Match scores to be taken from sets won not games won.
- g) If sets are 3 all, then games count.
- h) Each team is to score the game.
- i) The venue coordinator will supply score sheets at the venue and they need to be handed back to them at the conclusion of the match.

**7. UNIFORM**

- a) Correct school sports uniform is to be worn by ALL team members.
- b) Penalty for non-compliance of uniform is 3 points per game per player out of uniform to be added to oppositions score, at the start of the game.
- c) Please note that sandshoes must be worn at all times.
- d) NO jewellery to be worn, this includes rings, watches, necklaces and earrings.
- e) Fingernails must be short NOT taped.

**8. VENUE COORDINATOR**

- a) Unlock and lock gymnasium.
- b) Ensure smooth running of competition (copy of rules must be available at venue)
- c) Provide a back-up First Aid Kit.
- d) Ensure that Blood Policy is brought to the attention of Coaches and Umpires and that it is strictly adhered to.

## 9. RESULTS

- a) Host venues are responsible for inputting results onto Google Sheets by 3pm, Monday of the following week. If unable to, please email SACSSGSA
- b) SACSSGSA- Email: [sacssgsa@cesa.catholic.edu.au](mailto:sacssgsa@cesa.catholic.edu.au)

## 10. FORFEITS

- a) The forfeiting school is responsible for contacting the opposition school with regard to a forfeit by 12.00 noon on the Friday of that week as well as contacting the Venue Coordinator and the SACSSGSA Executive Officer.
- b) Failure to notify opposition will incur a \$ 75.00 forfeit fine.
- c) Forfeit score is 6-0 sets and no premiership points will be awarded to the forfeiting team.

## 11. POINTS ALLOCATION

- a) 3 points for a win
- b) 2 points for a draw
- c) 1 point for a loss
- d) 3 points for a forfeit win (Score to be 6: 30 – 0: 0)
- e) 0 points for a forfeit loss (Score to be 0: 0 – 6: 30)

## 12. FINALS

- a) Semi Finals will be determined by the premiership table at the conclusion of all rounds.
- b) Please refer to the "Finals Draw" sheet to determine how matches are allocated.
- c) A player has to play 5 games in any one grade to qualify for the play off in that grade.
- d) If there is a genuine situation of injury before a play off, a team get approval from the Executive Officer to bring up a player.
- e) Notification to be received by the Executive Officer, Ph 08 8301 6879 or email [laura.gilbert@cesa.catholic.edu.au](mailto:laura.gilbert@cesa.catholic.edu.au) at least 3 days before play off if there is a dispute in the premiership table.
- f) If in the semi finals and grand finals the games are drawn at the end of official time then, results will be taken from points. Every game must have an official winner.
- g) No matches in the FINALS rounds are to be rescheduled. A \$60.00 fine will apply and a letter to both school principals must be written explaining the reasons, unless there are extenuating circumstances.
- h) All games must be played at their allocated venues.