

BADMINTON

1 ELIGIBILITY

- 1.1 Competition will be conducted in Open, Senior, Year 10, Year 9, Year 8 and Year 7 grades.
These grades will be divided into further divisions to suit the nominations from member schools.
- 1.2 Each team shall consist of two seeded doubles pairs.
 - 1.2.1 For all seedings on any fixture day, the school must enter the best pair from its team as the number one seeded pair and subsequent ranking in descending order for the following seeding must apply.
 - 1.2.2 Players must be ranked in all combination of pairs for each grade. The maximum number of players for each badminton team will be eight (8) players on any given day. (Team numbers have been increased to reduce the risk of teams withdrawing due to injury/illness and to allow adequate scorers at each game.)
 - 1.2.3 Teams playing out of order will forfeit that round.

2 FIXTURES

- 2.1 Each fixture shall consist of two seeded doubles sets.
- 2.2 A game will count when 50% of the timed game has been played.
Exception: Open - a game will count after 50% of the total points ie: 15 points has been reached.
- 2.3 For the first set, the choice of end and / or right to serve first, shall be decided by the toss of the shuttle. All subsequent sets will be alternated between the two teams.
- 2.4 **OPEN GRADE**
Each match will consist of two doubles games.
Each game will be played to 31 points.
There will be no setting if the scores are tied at 30 - 30 ie: the winning team will be the first to score 31 points.
The players change ends at 16 points. Players may have 20 seconds at the change of ends to towel off etc. Talking to their coach at this time is permitted.
- 2.5 **SENIOR, YEAR 10, YEAR 9 GRADES**
Each match will consist of two doubles games.
Each game will be played to 31 points but a time limit of 12 minutes will apply.
There will be no setting if the scores are tied at 30-30 ie: the winning team will be the first to score 31 points.
If the game is incomplete at the completion of the 12 minute time limit, the score will stand and the winner will be the team which is ahead on points.
There will be a 3 minute break between rounds.
The players change ends at 16 points. Players may have 20 seconds at the change of ends to towel off etc. Talking to their coach at this time is permitted.
- 2.6 **YEAR 8 AND 7 GRADES**
Each match will consist of two doubles games.
Each game will be played to 21 points but a time limit of 10 minutes will apply.

There will be no setting if the scores are tied at 20–20 ie: the winning team will be the first to score 21 points.

If the game is incomplete at the completion of the 10 minute time limit, the score will stand and the winner will be the team which is ahead on points.

There will be a 5 minute break between rounds.

The players change ends at 11 points. Players may have 20 seconds at the change of ends to towel off etc. Talking to their coach at this time is permitted.

2.7 Players change ends when one team reaches 16 points. EXCEPTION: Years 7 and 8 will change when one team reaches 11 points.

2.8 Teams who are not on the court for the start of the game must forfeit the game.
Exception: transport difficulties for the whole team eg: bus/traffic problems.

3 OFFICIALS

3.1 Each school must provide a minimum of one scorer for every team entered.

3.1.1 Scorers and umpires may be school students who are conversant with the current rules.

3.2 Coaches may not score.

4 COACHES

4.1 Coaches are allowed to sit at the back of the court and may talk to the players after a rally but the flow of the game may not be interrupted.

4.2 All spectators must remain off the main playing areas and must not interfere with the progress of the match.

5 INJURY

In the event of injury / illness, a player may be replaced by a player seeded lower in her own grade provided play is not suspended.

An Open player may be replaced by a player seeded lower in her own grade or by a player of a lower grade provided play is not suspended.

Injury time shall be a maximum of two minutes.

6 WARNINGS (do not refer to Queensland Badminton Association rules)

6.1 FOOT FAULTS and INCORRECT SERVING: competitors and scorers are not able to call foot faults. An umpire is able to raise their hand during a game to call the referee. The referee will watch play and enforce a warning if necessary. The announcer at the venue will continue to remind players of these warnings.