

School Sport SA Badminton

Rules of the competition

Updated August 2021

Team composition

- A school may bring a maximum of 6 players.
- Players must be ranked 1 to 6 in ability order.
- Teams for each match may comprise of all 6 players, with students being able to substitute out for the singles or doubles rubbers provided they remain in their same order.

Matches

Matches will comprise of 8 rubbers (best of 3 games). 4 singles and 4 doubles rubbers.

Singles order

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

Doubles order

- 1 and 2 v 1 and 2
- 3 and 4 v 3 and 4
- 1 and 3 v 1 and 3
- 2 and 4 v 2 and 4

Injury

- If a player is injured and cannot complete the game they are playing they forfeit that game keeping any points gained.
- They can only be replaced by a lower ranked player for any remaining game in that match.

Shuttles

Each team is to supply red shuttles for all matches including finals.

Scoring

- Each game is to be played to 21 points (rally point).
- When either player first reaches 11 points, players have a 60 second interval to change ends.
- At 20 all, the side which gains a 2 point lead first, wins that game.
- At 29 all, the side scoring point 30, wins that game.
- The side winning a game serves first in the next game.
- A 2 minute interval between each game is allowed.
- The winner of the match is decided by the total number of rubbers won.



- If rubbers are equal, games will decide the winner.
- If games are equal, points will decide the winner.
- If rubbers, games and then points are equal, a doubles match (1 and 4 v 1 and 4) will decide the winner.
- At the end of the round robin, placings are determined by premiership points (3 points for a win, 1 for a loss). If premiership points are even, the next method used to determine placings is the result between the teams (this will not be possible if more than 2 teams are equal on premiership points). Then use rubbers, games and finally points.
- Where 3 or more schools are playing, schools must jointly agree on whether rubbers (best of 3 games) or games (one for each) are to be played.

Service

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.

Minor round format options

The intent of having more than two teams grouped to play on the day is to give greater value for the time, effort and cost involved in coming together to play school sport.

Three teams

Each team plays both of the other two teams on the day as per the rules above in a round robin format. The host school would typically play in the first and last match.

Four teams

- Option A (recommended): each team plays all of the other three teams on the day as per the rules above (3 rounds need to be played on the day).
- Option B: teams are seeded for the day's play. In round one, teams ranked #1 and #4 play off and teams ranked #2 and #3 play off. In round two, the round one winners play off and the round one losers play off (2 rounds need to be played on the day). This option may be suitable when teams have significant time restraints.

Determining a winner

- The winner of the grouping is determined by the greatest number of premiership points:
 - 3 for a win
 - 1 for a loss
 - 0 for a forfeit
- The winner of a match is decided by the total number of rubbers won.
- If rubbers are equal, games will decide the winner.
- If games are equal, points will decide the winner.
- If rubbers, games and then points are equal, a doubles match (1 and 4 v 1 and 4) will decide the winner.

Doubles Serving Example Diagram

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
					A	B
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
					A	B
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	D	C
					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	D	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	D	C
					B	A

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.