## SCHOOL SPORT VICTORIA ${ }^{\text {T }}$ <br> SCHOOL SPORT VICTORIA BADMINTON - SECONDARY

These rules apply to State, Region and Division competitions. Any variations to these rules at Region and Division levels will be found on the relevant page on the SSV website.
Match Format: For Regions and Division match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.

State Format:
State Match Schedule:

State Match Format:

## Split Round Robin, Cross-Over Semi Finals, Final

There will be a Pre-Championships Briefing for all teams prior to the first round of matches.
See the Badminton Draw, on the SSV website for the Match Schedule.
In all matches, 4 seeded singles games and 2 doubles games will be played. Singles and Doubles as one game to 21 points with a 2 point advantage to a maximum of 30 points.
Changing of seedings during competition will result in either forfeiture of the relevant matches or forfeiture of the round or disqualification from the competition, at the Convener's discretion.
Note: players are restricted to one singles game and one doubles game in each match.
Play must be continuous. An ill or injured player must be able to continue within five minutes or the match will be forfeited.

Any pairings may be used for the doubles to comprise a First Pair and a Second Pair.
Teams must nominate their doubles pairings before the start of play in each match. Pairings may be changed following the singles by mutual agreement of the two coaches involved.
State Match Order:
State Match Winner:
State Round Robin Winner:

State Final Winner:

Conditions:
$1^{\text {st }}$ Singles $\& 2^{\text {nd }}$ Singles, $3^{\text {rd }}$ Singles $\& 4^{\text {th }}$ Singles, $1^{\text {st }}$ Doubles Pair $\& 2^{\text {nd }}$ Doubles Pair.
Matches will be decided by games won. If equal, then points scored. If still equal, points percentage will be used. If still equal, a draw will be declared.
If, at the end of the round robin, two teams are equal on matches won, then the winner of their face to face match will be declared the winner. If their face to face match was tied, then each team will nominate a doubles pair who will then play an extra game.
If more than two teams are equal on matches won, then the winner will be determined by total games won against the other tied teams. If equal, then by total points scored in the matches against the other tied teams. If still equal, then points percentage from the matches involving the other tied teams will be used.
If still equal, each team will nominate two doubles pairs who will then play an extra game simultaneously. If they win one match each, points total will decide the winning team.
The Final will be decided by games won. If equal, then points scored. If still equal, percentage will be used.
If still equal, each team will nominate two doubles pairs who will then play an extra game simultaneously. If they win one match each, points total will decide the winning team.
See the School Sport Victoria 'General Conditions of Competition'.
The level of competition chosen by a student at Division level remains binding through to Region and State levels.

Team Size:
A team consists of 4 to 6 players
A maximum of six (6) SSV medallions plus one (1) for the team coach will be awarded to placegetters.
Extra medallions will NOT be available.
Rules: Badminton is conducted under the rules of the Australian Badminton Association unless otherwise stated. This includes the international rules for scoring.
Dress:
Competitors must be dressed in their school sports uniform or in approved light coloured noncontrasting squash or tennis attire. Players not correctly dressed will not be permitted to compete.
Jeans, board shorts (surf shorts) and clothing with designs, advertising or large manufacturer's logos are not acceptable.
Non mark soled sports shoes must be worn.

Lateness Penalty: If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, then the convener will try to accommodate the team as best he/she can.

If a team is more than 10 min late without notice or communication or in the convener's opinion their lateness makes the draw impracticable, then they will forfeit their number 3 and 4 singles one game 0:21 for each further 10 minutes of lateness.

Equipment to
Bring:

Competing schools must provide:
Racquets.
Orange or Yellow speed 51 feather shuttles (Note: shuttles are supplied for State Finals)
A first aid kit.
Please consult the relevant Region or Division page on the SSV website for the type of shuttles to be used at those competitions.

NOTE: An up to date team sheet must be handed to the convener on the day of competition. This team sheet must include players' correct seeded order.


Yr 7 / Yr 8 / Int / Snr
Boys / Girls
Courts:
A.

Vs

| $\# 1$ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| $\# 1$ | 20 | 21 | 22 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| $\# 1$ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |


| 2 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 2 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |


| $\underset{\sim}{\sim}$ | \# 2 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 11 | 1213 | 14 | 15 | 16 | 17 | 8 | 9 | 2 | 1 | 2 | 3 | 25 | 26 | 27 | 28 | 29 | 30 |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| - | \# 2 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |  | 213 | 14 | 15 | 16 | 17 | 8 | 9 | 20 |  |  | 32 | 2 | 26 | 27 | 28 | 29 | 30 |  |



| $\# 4$ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 27 | 28 | 29 | 30 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| $\# 4$ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |


| $\# 1$ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 14 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  | 27 | 28 | 29 | 30 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| $\# 1$ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
|  |  | 27 | 28 | 29 | 30 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |



|  | Games Won | Points Won |
| :---: | :---: | :---: |
| A ................................. |  |  |
| B .................................. |  |  |

Winning Team:

A
Coach's Signature

