

# SACCSS BADMINTON ONE DAY TOURNAMENT

## RULES & REGULATIONS

**SCHOOLS SHOULD AIM TO ARRIVE BY 8.30AM – Venue: Eagle Stadium – Ballan Road, Werribee**

**1. Structure of the Competition:** Round Robin Tournament.

Timing and scoring to be finalized in consultation with Head of Sport group and circulated to all staff prior to the event date.

All matches are 10 min of play, they are scheduled within a 20 min time period.

Matches are to commence within 5 minutes of the scheduled/ fixtured start time – teams that are not on court at this time give 3 points per minute to the opposition.

If the missing team has not arrived on court after the clock has been running for 5 minutes; the match is declared a FORFEIT and the score will be recorded at 15-0 to the team who was ready to play.

If the team arrives before the 5 min mark – the game commences from the time on the clock and is only played for the remaining minutes.

If a team needs to forfeit or withdraw due to injury or another reason – the score of 15-0 is awarded to the opposition.

**2. Convening Colleges:** Caroline Chisholm Catholic College, Thomas Carr and MacKillop College

**3. Categories/ Teams:**

The SACCSS Badminton Tournament is played over 3 days, over the course of the year.

Junior – Year 7 & 8/ Intermediate – Year 9 & 10/ Open – all year levels.

Each College may enter a doubles team in each the following categories:

Juniors (Year 7 & 8)

Boys Doubles A, B, C, D

Girls Doubles A, B, C, D

Intermediate (Year 9 & 10)

Boys Doubles A, B, C, D

Girls Doubles A, B, C, D

Open

Boys Doubles A, B, C, D

Girls Doubles A, B, C, D

**\*\* Total 16 players per Age Group – per Tournament**

**\*\* A player can ONLY compete in ONE category for the day.**

**4. Reserves**

Schools are responsible for bringing reserve players to cover for injured players if they wish to, only original doubles players must not be interchanged into other doubles teams.

For example; - a boy in the Boys Doubles A team cannot play in the Doubles B but must play in the Boys Doubles A only.

Once an interchange has been made to a team, the removed player cannot play again throughout the day for that team or any other team.

Players can only compete in one team/ category for the day of competition

**5. Playing a match and organization**

No warm ups are permitted once the tournament begins.

Courts are available from **8.30am** for schools to use for warm up.

Prior to the start of a match, players from each of the schools must meet on the court introduce themselves and check the correct teams are playing.

The winning team will be responsible for delivery of the score slip to the organisers table. Both players of the winning school must initial the slip.

Assistants will be at the courtside, but students will be required to umpire their own matches.

In the case of a dispute, the point must be replayed with a staff member present.

If you are unhappy with any situation that arises then please contact the organisers to assist.

It is the responsibility of the team manager and captain to make sure that all matches are completed.

*Players should be aware of their matches and the courts that they are played on. It is the responsibility of the players to check their position on the ladders heading into the finals.  
If players are not able to be found for scheduled matches or finals, they may forfeit their match.*

### **Finals**

The top two teams will play off for the title of champion. If there is a need to split the competition into pools the top two teams will play a semifinal with the winners of these games to play off for the championship.

*In finals – a DRAW can NOT occur, if scores are level when the clock stop – play must continue until one team is ahead by a 2 point advantage.*

### **Awards**

Winning teams will receive a medallion each on the day of competition.

### **Dress Code**

Players must wear College polo shirt, appropriate shorts/skirts may be worn.