

Badminton Rules

Where:	Wellington Badminton Centre, 1 Ruahine St, Hataitai
When:	Saturday 3 rd of April 2010
	9am start
Controller:	Tony Law
Phone:	021 243 8820

Events

The events to be held are:

1. Men's Team Event
2. Women's Team Event

Draw

1. The draw will be published 5 days prior to the start of the competition on www.badminton.net.nz

Format

1. Each team shall consist of a minimum 4 players and a maximum of 7 players
2. Each tie consists of 3 singles matches and 2 doubles matches

Player's and Team's Duties

1. Players must be able to act as linesmen or umpires when asked to do so.
2. Players must be ready to start their matches at the stated time on the playing schedule.
3. Teams/players must obtain permission from the controller to leave the hall during playing times and also abide by all decisions of the controller and with directions given to them.

Rules of Play

1. Each team shall consist of a minimum 4 players and a maximum of 7 players. These players must be the same for the entire tournament.
2. All matches will be 1 game to 31 points rally point scoring system. If the score is 30 all, the side which gains a 2 point lead, wins the game. If the score is 34 all, the side that scores the 35th point, wins that game.
3. All matches should be umpired.
4. No player shall play in more than one singles and one doubles match.
5. Each tie shall be decided by the results of first singles, second singles, third singles, first doubles and second doubles.
6. Each team must submit a team ranking list, in order of merit in singles plus all doubles combinations 14 days prior to the start of the event.
7. The controller has the right to review and change the team ranking list and inform the team with the changes.
8. The team playing order for each tie must follow the order of merit list.
9. Teams for each tie must be submitted to the controller 1 hour before the start of the tie.
10. The order of play shall be: 1st Doubles, 2nd Doubles, 1st Singles, 2nd Singles and 3rd Singles.
11. Feather shuttles will be supplied for this event.
12. A player may only receive advice by their coach when the shuttle is not in play.
13. Players must be ready to start their matches within 3 minutes of the completion of the previous match on that court and that period will be the only time allowed for warming up.

14. If a player is injured and unable to continue, the match in progress shall be forfeited. If a team consists of a minimum number of players, then the remaining match in which the injured player is unable to play shall be forfeited. If a team consists of more than the minimum number of players, then one other team member must substitute for the injured player, in that player's position, in the remaining match of the tie provided the substitute complies with Rule 4.

If a player is injured then that team's manager must confer with the opposing team captain/manager and controller regarding both the injured player and substitute player. The controller will be the sole judge and his or her decision will be final. If a match is forfeited, the injured side shall retain their points scored and the winning side shall take the extra points needed to win the match.

15. The winner of a tie shall be the team winning the greater number of matches.
16. The winner of the men's and women's team event shall be the team that wins the greatest number of ties. Should more than 2 teams be equal on the number of ties won, then the winner between the 2 teams will receive the higher position. If more than 2 teams are equal on the number of ties won, the team with more matches won shall receive the higher position.

Local Rules

1. If the shuttle is to strike a grey or white beam on the roof during a rally, a let will be played. If the shuttle is to strike a different part of the room, it is a fault.