



AUCKLAND BADMINTON ASSOCIATION (INC.)

SECONDARY SCHOOLS COMPETITION RULES 2024

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1. These rules shall become effective from 1st February 2024.
2. **INTERPRETATION**
 - (a) All matches shall be played in accordance with the rules and regulations of the New Zealand Badminton Federation.
 - (b) Contest shall mean the total matches between two teams in any one grade or section within the round.
 - (c) Match shall mean any individual singles and doubles between members of opposing teams.
3. **TEAM COMPOSITION**
 - (a) Teams consist of a maximum of 6 players all of whom may play in each contest.
 - (b) If a team has only three players, they can still play but default one doubles match and one singles match in that contest.
4. **CONTEST**
 - (a) A contest shall consist of 4 singles matches and 2 doubles matches.
 - (b) Players may compete in singles, doubles or both in a contest.
 - (c) Players may only compete in one team in a contest.
5. **MATCHES**
 - (a) A match shall consist of one game up to 21 points (rally point scoring system) for all grades except for Premier who will play to 31.
 - (b) There will be no settings advantage in the competition i.e. first to 21 (or 31) points.
6. **SECTION AND GRADE WINNERS**
 - (a) **PLAY-OFFS**

In the event of there being more than one section in a grade, then the winners and/or runners up of the section shall, at the Organisers discretion, play off on a round robin or knockout system to find the winner and/or runner up of the grade. In the event of a tie, a count back on the section finals only shall determine the winner.
 - (b) **TIED GRADES WHERE ONLY ONE SECTION**

Where in a grade with only one section, teams finish level, a play-off shall decide the grade winner and/or runner up on the same basis as above.
 - (c) **GRADE WINNERS**

To ascertain the winner and runner up of a grade the following rules shall apply:
7. **POINTS**
 - (a) Points are based on Ties won, Matches won, Game Differential, Point Differential.
 - (b) **DRAWS**

When both teams win an equal number of matches, the contest is a draw. In the event of a draw, there shall be a point count back to determine an overall winner, in a rare circumstance where the points are the same equal points are awarded to both teams.
 - (c) **DEFAULTS**

A team winning by default shall be awarded a win.
 - (d) **MINIMUM NUMBER IN TEAM BEFORE DEFAULT**

A team which fields less than three players shall be deemed to have defaulted.

If a team has only three players, they can still play but default one doubles match and one singles match in that contest.

(e) **DEFAULT TIME**

A team which does not have three players ready to play 30 minutes after the deemed starting time of 3.30pm, they will lose the entire contest by default. If a team has no players able to play within 15 minutes of the deemed starting time of 3.30pm they will lose the first match only by default. In the event of uncompleted matches due to the late arrival of one team the opposing team will be awarded all uncompleted matches by default.

(f) **DEFAULT FINE**

Defaults must be notified to ABA by email community@aklbadminton.com and the opposing school by 11:00am on the day of the contest otherwise a default fine of \$20.00 will be enforced.

Non-payment of any default fines will exclude the school from entering the competition in the following year.

8. **ORDER OF MERIT**

- (a) The players shall be arranged strictly in order of merit as submitted in the school team grading list.
- (b) The number one singles player will play in the number one doubles position, the rest can interchange.

(c) **PENALTY FOR PLAYING OUT OF ORDER**

Players in a team must play in the same order as it appears on the school's teams grading list. All singles matches involving players playing out of order on the School's teams grading list shall be defaulted.

9. **QUALIFICATION OF PLAYERS**

A player must be currently attending school. Should a player leave school part way through the competition they will not be eligible to play from the day they leave school.

10. **RESTRICTION ON ENTRY**

- (a) Male players who have been selected to represent their association in Division One at the BNZ Junior Team Championships in the current year may enter in the Premier or Reserve Grade only.
- (b) Female players who have been selected to represent their association in Division One at the BNZ Junior Team Championships in the current year may enter in the Premier, Reserve or Advanced Grade only.
- (c) Players playing in a higher grade cannot play down in a lower grade.
- (d) This applies for teams from term to term i.e. Advanced grade in Term 2 and then play Social grade in Term 3.

11. **SUBSTITUTES**

(a) **MUST PLAY IN GRADED POSITION**

If for any reason a player picked for a team is unable to play, a substitute may be played in his/her graded position. The substitute may only be a player who is graded below the person replaced and must not be playing in another contest in the same playing round.

(b) **SUBSTITUTE NOT AVAILABLE**

If it is known before a contest commences that a regular team member is unable to play, and a substitute is not available, the team members must move upward where necessary to fill his/her position so that any defaulted matches are at the lowest position in singles.

(c) **PROCEDURE WHERE CONTEST HAS COMMENCED BEFORE DEFECTION KNOWN**

If it is not known until after a contest commences that a team member is unable to play (e.g. through sudden illness, mechanical breakdown etc.) matches which have already been played will stand

but other team members must move upwards where necessary to fill any higher vacant position in singles matches yet to be played. Rearrangement of their doubles and pairings remain at the discretion of the team playing short.

(d) **SUBSTITUTION FOR PLAYER INJURED IN MATCH**

A substitute may not play in place of a player who has played or commenced to play in one of his/her matches.

12. **RESULT SHEETS**

Sheets can be collected by the first team arriving at the venue. A record of the results, on the sheets provided, and signed by both Captains shall be returned to the yellow box outside the ProShop.

13. **SHUTTLES**

Premier & Reserve Grade Feather shuttles only. Three per team per night.

Other Grades Each team must supply one ttle per match. If unable to do so a shuttle must be obtained from the ProShop and the school will be charged accordingly.

14. **DRESS**

School sports uniform of any colour is permitted.

Appropriate clothing for indoor sports is to be worn - clean and tidy clothing is essential.

No hats or caps allowed during play.

Shoes which may mark the court, dirty or road shoes are not allowed on court. This rule will be strictly enforced.

15. **ADULT SUPERVISION**

Schools must provide an adult (either teacher or parent) supervisor at every contest a school team is playing. The supervisors duties are as follows:-

- (a) Ensure all team members are aware of the competition rules.
- (b) Maintain contact with team captains and ensure scoresheet is completed.

16. **TEAM CAPTAINS**

Each team must have a team captain. Team captains' duties are as follows:-

- (a) Ensure that team members arrive on time for their matches and are ready to play.
- (b) That all players wear regulation clothing and footwear.
- (c) That result sheets are correctly completed and returned to the proshop at the end of each session.