BADMINTON
LEAGUE RULES

Last Updated: January 2015

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1. RECENT REVISIONS & UPDATES

Recent Changes

January 2015

- Updated section 8 – 'Rosters & Subs.' Teams may now play both regular season or playoff games with only one player, regardless of gender.

April 8, 2013

- Updated section 5 – 'Defaults'.

2. SPORTSMANSHIP

The SSC encourages a fun-first, winning-second attitude in all leagues. All players are expected to abide by the SSC sportsmanship policies, any player or team who does not will be subject to suspensions or league expulsion.

ZERO TOLERANCE POLICY

In order to promote a safe and sportsmanlike environment for its players, the SSC has clarified its stance on unsportsmanlike behaviour. All players must understand the expectations for playing in SSC leagues. The Coordinator and/or the Team Captain is required by the SSC to ask players to leave the gym/field if they are involved with any of the following acts:

- Swearing directly at another player or the Coordinator.
- Intentionally pushing, shoving or making physical contact with another player.
- Making comments to instigate an altercation with another player.

In addition to being dismissed from the game, a one week suspension (or more) may be assigned by the SSC to the involved player or team.

REPORTING SPORTSMANSHIP CONCERNS

- If during the game you have a concern with the other team, address the issue respectfully with the team captain at the appropriate time (during play on the sidelines or at halftime).

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- If at the end of the game you do not feel that the issue has been resolved, report the details of the issue to the SSC by 5pm the next day by using the online complaint form - Click here.

Click on the links below for full details on the following topics:

- Full sportsmanship policy
- End of season sportsmanship rating review
- How the SSC handles complaints
- Nominate a Lady Bing Team

3. WAIVERS

- All players must sign a waiver every season before playing their first game. The waiver can only be completed online.
- Any player that subs in (even if only for one game) must fill out a waiver prior to playing. Captains are responsible to ensure that this is done.
- The waiver outlines the SSC's liability and sportsmanship policies.

4. WEATHER POLICY

The SSC does not cancel any indoor games due to inclement weather. The only time that games would be canceled and rescheduled would be if the facility is closed, teams will be contacted if this is the case.

5. DEFAULTS

- For full details on defaults, please visit the Default Information Page on the website.

6. THE EVENT COORDINATOR (EC)

Event Coordinators are players in the club who help coordinate the games. Each facility has one Event Coordinator. The roles of an EC include:

- Bring the equipment to the facility.
- Facilitate the set-up and take-down of the nets (with help from the players).
- Help manage game times as per the SSC permits.
- Inform players on SSC updates - please be respectful and listen to the EC while they read the announcements.
- If there is no EC present at your game, all games are still to be played and captains will need to report the scores.
- If you would like to learn more about the benefits of being an EC, click here.

7. SCHEDULES

- Schedules are posted online 48 hours prior to the first game.
- If the schedules are not posted you may assume the schedule has not been completed. Please do not contact the SSC regarding your schedule until after it has been posted.
- Games can be played anytime between 6:00pm-11:00pm on weeknights and 8:30am-11:00pm on weekends.
- Singles team names are assigned by the SSC office staff. All individuals' names will appear on the schedule with their team name.

8. ROSTERS & SUBS

- When registering a full team, there is no maximum limit to the number of players that you can have on the roster.
- A full team on the court consists of 2 players with a minimum of 1 female.
- Female minimum requirements:
    - In any game, a team can play with 1 player and they may be male or female. They must still play within the boundaries of a "doubles court" (long and wide).

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- A sub-list can be requested from the office. If you recruit a sub, it is your responsibility to ensure that they are ready to play (know the rules, will play at the proper level and have submitted a waiver).
- A team may bring in subs that are not listed on the roster. They must fill out a waiver prior to playing.
- In the spirit of sportsmanship, captains are expected to replace players with a person of a similar skill level. Bringing in "ringers" for regular season and particularly playoff games is discouraged.
- If you are playing in a league where there are other SSC teams playing before you, your team may borrow players under this condition: to increase your team to a minimum full line-up. The SSC considers it to be an unfair advantage if a team borrows players to bolster their line-up.
- Individual team rosters will be e-mailed out 48 hours prior to game one.
- Subs in Playoffs:
    - Subs are expected to play at the same skill level of the player that they are replacing.
    - The top 4 teams can only bring in subs that have played at least one game in the regular season.
    - To help avoid defaults in the **playoffs**, teams, excluding the top 4 (teams ranking 1-4 in the standings after regular season games), are welcome to bring in subs who have not played at least one regular season game with the team.

9. FACILITIES

- The SSC rents facilities from Parks and Recreation or private establishments. As tenants, players must respect the standards and rules of each facility.
- Alcohol is strictly forbidden inside schools or in parking lots.
- Players are expected to clean up after themselves, please do not leave any garbage behind.
- Any player who causes the SSC to receive a complaint regarding a field rented by the SSC will face a $100 fine and may be ejected from the league. For full details on the Facility Complaint Policy, please click here.
- Facilities are chosen based on quality and location. Some leagues utilize many facilities; the SSC always tries to ensure a fair distribution of locations throughout the city in each division.
- The SSC asks all players to arrive 15 minutes prior to the game start time. This time should be used to change shoes, stretch, warm-up, and any other pre-game preparations.
- We are technically not allowed into the gym until the start of the permit time so be patient. Some schools will allow us into the gym early and some will not, please ask your EC, GC or the caretaker before entering the gym.
- Players must wear clean non-marking running shoes. PLAYERS MUST BRING AN EXTRA SET OF GAME SHOES TO BE PUT ON AFTER ENTERING THE SCHOOL - OTHERWISE, YOU MAY NOT BE ALLOWED TO PLAY.
- **Players are responsible for property damage.**

10. EQUIPMENT

- All equipment will be brought to the gym by an SSC Event Coordinator. This will include two racquets and shuttles. Nets are stored at the gym.
- All players are required to help with the set-up and take-down of nets, but please wait for the EC to instruct you on how to do so.

11. REPORTING RESULTS

- After each game/match both captains must submit the game scores and spirit rating (where applicable) directly to the EC or the score sheet that the EC provides.
- Teams that do not report scores to the EC are subject to a default loss.
- **The mercy rule does not apply in Badminton.**

12. STANDINGS

Scores are to be reported by the EC to the office by 5pm the day after the game. The SSC admin staff will process scores and post the updated standings to the website within 72 hours of the games. Each set of SSC standings will display notes at the bottom outlining how the standings are calculated.

HOW TEAMS ARE RANKED

- 1st criteria: Winning %.
- 2nd criteria: Differential of games won vs. games lost.

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- 3rd criteria: Differential of points scored vs. points allowed.

13. PLAYOFFS

- All teams are guaranteed 2 playoff matches. The top 4 teams will play for the league championship.
- League champs receive t-shirts and need to attend the Season Ending Party to pick them up.
- Sportsmanship during the playoffs is very important – a team that wins their playoff game but has sportsmanship issues may have their win overturned and may not be allowed to play their final game or participate in future seasons.
- For rules regarding subs in playoffs, please see Section 8: Rosters and Subs.
- There are no ties in playoffs.
- Playoff format will be a best-of-3 games match as per usual. In most cases, there should be enough time for all matches to be completed. IF TIME IS CALLED AND THE MATCH HAS NOT BEEN COMPLETED, the following scenarios can occur:
    - If time is called during the 2nd game or after two games have been completed: If the 2nd game is tied, the team who won the first game will be the match winner. If each team has won a game, the team with the highest points differential is the winner. In the event that both teams have the same total points, one additional point must be played to determine the match winner.
    - Teams may not start a 3rd game unless more than 5 minutes remain in the match time.
    - In a 3rd game, 5 total points must be played for the game to count.
    - **If time is called in a third game, the team who is ahead when time is called is the match winner. If the game is tied when time is called, one more point would be played to determine the match winner. Serve would remain with the team who had the serve when time was called.**

14. LEAGUE SPECIFIC RULES

GAME FORMAT

- Teams will play two matches per night. Each team will play 3 games per match, regardless of who won the first two games.
- Teams will switch sides after each game. In the third game teams will switch sides once a team has reached 7 points.
- You cannot start a third game if there are less than 5 minutes remaining in the match.
- If each team has won a game and 'time' is called before the third game is completed, the team leading the third game will win the match. If time is called and the third game is tied, the match will be considered a tie.
- If the Event Coordinator is required to call 'time' on a match, stop play immediately. Do not finish the rally, do not start another rally.
- The first two games are rally-point scoring to 21 points. Teams must win by two points, to a capped limit of 25. The third game is also rally-point to 15. Teams must win by two points, to a capped limit 17.
    - In the third game, 5 total points must be played for the result to count.
    - If time only permits for two games to be played and each team has won a game, the match will be recorded as a tie.
    - If you run out of time during the second or third game, the team leading will win the game. If the teams are tied in the second game (if 'time' is called), the team who won the first game will win the match. If the teams are tied in the third game and each team has won a game previously, the match will be considered a tie.

Service

- Teams can use any suitable means to determine who gets to serve first *or* pick a side. Service alternates between teams for the start of each game. If a third game is played, teams need to re-determine who gets to serve first *or* pick a side.
- The server and the receiver must stand within diagonally opposite service courts, they cannot touch the boundary lines of these service courts.
- If your team's score is even - serve from the right court. If your team's score is odd - serve from the left court.
- Both the server and the receiver must be stationary during the serve.
- The server's racquet must initially hit the base of the shuttle.
- All serves must be underhand. The whole shuttle must be below the server's waist at the instant of being hit by the server's racquet. The racquet must be pointing in a downwards direction.

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- Players are to call shuttles in or out of bounds. If there is a dispute, re-serve with no point awarded.
- There is no maximum amount of times that one player can serve consecutively.

FAULTS

- Players are to call their own faults. If an obvious fault is missed, a player on the opposing team may politely point this out, assuming that their opponent either does not know the rule or missed their own fault. Generally, teams should NOT call faults against their opponents.
- If any of the faults below occur, the opposing team gets a point and gains service.

If the following happens during service, it is considered a fault

- If the shuttle hits the net and lands before the serving square.
- If the server misses or drops the shuttle.
- If the shuttle gets caught on the net.
- If the shuttle is hit by the receiver's partner, the serving team gets a point.

If the shuttle does any of the following, it is considered a fault

- Lands outside the boundaries of the court.
- Fails to pass over the net.
- Touches the ceiling or side walls.
- Touches a player or their clothing.
- Touches any other object or person outside of the court.
- Is caught and held on the racquet and then slung during the execution of a stroke.
- Is hit more than once by the same team (double hit).

If a player does any of the following, it is considered a fault

- Touches the net or its supports with their body, racquet or clothing.
- Crosses the plane of the net with their body, racquet or clothing. Exception: You can cross the plane (without touching the net) if you have contacted the shuttle on your side of the net first.
- Crosses under the plane of the net with their body, racquet or clothing.

Hard smashing is discouraged in SSC badminton leagues, please respect the level of your opponents.

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