



BADMINTON - TEAMS (men and women)

2016

AUS Badminton competitions are conducted in accordance with the rules of the [Badminton World Federation](#) (BWF) except where these differ from AUS sports rules; in which case the latter shall take precedence.

Badminton teams is only contested at the Australian University Games.

1. Team/squad size

- Minimum registered players – 4
- Maximum registered players – 6
- Maximum cross registrations – 3

2. Seeding

- 2.1. Captains shall declare ranking order of their team at the start of the championship. This order is to remain for the duration of the competition. This ranking is required to be submitted to the competition manager prior to the start of the first match on the first day of competition.
- 2.2. Singles and all possible doubles combinations must be ranked in order of merit.
- 2.3. The order of play shall be singles – 3, 2, 1 then doubles – 2, 1
- 2.4. No player shall play in more than one single and/or doubles match in any tie.
- 2.5. Only ranked doubles combinations are permitted to play.

3. Competition format

- 3.1. Each tie shall consist of 5 matches, 3 singles and 2 doubles.
- 3.2. For singles and doubles, each match is the best of 3 games to 21 points.
 - The side winning a rally adds a point to their score
 - If the score reaches 20 all, the winner is the side which gains a 2 point lead first
 - If the score reaches 29 all, the side scoring the 30th point shall win that game
- 3.3. Players shall change ends:
 - At the end of the first game
 - At the end of the second game, if there is to be a third game
 - In the third game when a side first scores 11 points
- 3.4. Singles
 - If the server wins a rally the server shall score a point. The server shall then serve again from the alternate service court. If the receiver wins a rally, the receiver shall score a point. The receiver shall then become the new server
- 3.5. Doubles
 - There is only one serve in doubles. At the beginning of the game and when the score is even, the server serves from the right court. When the score is odd, the server serves from the left court
 - If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court
 - If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side
 - The player of the receiving side who served last stays in the same service court from where he served last. The reverse pattern applies to the receiver's partner
 - The players do not change their respective service courts until they win a point when their side is serving

4. Game time/duration

- 4.1. One court per tie should be allocated with a 3 hour time slot allocated.
- 4.2. 3 minutes of warm up time for each match is permitted once match is called.
- 4.3. When the leading score reaches 11 points in any game, players have a 60 second interval.
- 4.4. A 2 minute interval between each game is allowed. In the third game, players change ends when a side scores 11 points.
- 4.5. Players may not leave the court during the breaks. Players must be back on court, ready to play when break period is over.
- 4.6. A summary of game time/duration is also available via the [AUS supplement – games time summary](#).

5. Point score

- 5.1. Points for each tie shall be awarded as follows;
 - 1 point for each match won (max 5) plus
 - Tie winning team: 3 points (total min 6pts / max 8pts)
 - Tie losing team: 1 point (total min 1pt / max 3pts)
 - Forfeiting team: 0 points
- 5.2. In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order, favours one team:
 - a) Team winning the tie when/if the teams played each other in the preliminary rounds
 - b) Number of matches won
 - c) Number of games won
 - d) Differential between points won and points lost

6. Forfeits

- 6.1. Badminton is run under the [AUS Guideline – forfeit of competition requirements](#).
- 6.2. A forfeit will be declared 10 minutes after the scheduled start of play where either team is unable to commence play.
- 6.3. The forfeit score is 210 game points, 10 sets, 5 matches and 8 points to nil (0).
- 6.4. Should the commencement of a game be delayed due to no fault of either team (as determined by the sport officials), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams.
- 6.5. In the event of a game being abandoned, the [AUS abandonment guideline](#) will be implemented.

7. Uniform requirements

- 7.1. Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform if requested.
- 7.2. The specific uniform requirements for Badminton are as per the national sporting organisation standard with the following AUS uniform requirements:
 - Shirt, shorts or skirt
 - It is expected that doubles partners wear the same colours
 - Non marking shoes
 - Players must be attired in correct clothing i.e. clothing made for badminton
 - Tracksuits may be worn during warm up period, but not during a match
 - Exceptions to shorts or skirts may be considered provided permission is granted by the competition manager prior to play

7.3. Minimum uniform requirements for AUS events must be met:

- A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery)
- Long or sharp fingernails are to be trimmed short
- All participating competitors are to be correctly attired in appropriate, matching team uniforms
- Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally the exceptions will only be granted providing they are the same colour, and the extra clothing does not cover up any identification numbers or colours
- All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt
- Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated
- All participants must retain the one number throughout the tournament (if numbered jerseys are used)
- Numbers on shirts are restricted to one or two digit numbers
- Players should not take the field of play in any costume or part of a costume. If they do, players will be asked to remove costume items or incur a code of behaviour report

8. Team duties

8.1. Team duty requirements for Badminton are:

- Each team competing in the current tie will be required to perform the duties of scoring, umpiring and line judges

8.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.

8.3. Teams that do not fulfil team duties will be fined as per the [AUS Guideline - Forfeit of Competition Requirements](#).

9. Award ceremonies

9.1. Medal ceremonies will be held at the completion of the competition.

9.2. Gold, silver and bronze medals will be presented to those teams finishing 1st, 2nd and 3rd in the competition.

9.3. Pennants will be presented at the closing presentation to the following teams:

- For the Australian University Games
 - Overall mens champion
 - Mens champion division 2
 - Overall womens champion
 - Womens champion division 2

9.4. The following trophies will be presented to the overall champion teams at the Australian University Games (note that trophies are presented at the closing presentation):

- Mens Overall Champions - Intervarsity Badminton Championships trophy
- Womens Overall Champions - Inter University Women's Badminton Championships trophy

Previous rule amendments

13 June 2003 | 5 July 2004 | 1 August 2005 | 15 August 2006 | March 2010 | May 2012 | May 2014 | February 2015