UniSport Australia Guideline

Badminton

Men and Women

UniSport Australia (UniSport) badminton competitions are conducted in accordance with the rules of the Badminton World Federation (BWF) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence. Reference should also be made to the UniSport breach of competition requirements guidelines for penalties related to breaches.

1. Team Size

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

2. Competition rules

2.1. Seeding

a) 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.

i. Singles and all possible doubles combinations must be ranked in order of merit.

ii. Ranking order for singles must be guided by the current Badminton Australia's Australian National Rankings wherever such ranking information is available for the team players, except for the provisions of clause 2.1.iii.

iii. Where players do not have Badminton Australia rankings, they should be ranked after players as per clause 2.1.ii. by merit.

iv. If the captains believe that their team rankings should deviate from the requirements of clause 2.1.ii., they must submit a brief written rationale together with the ranking list to the competition manager for approval. Such rationale may include verifiable tournament results, documented team trials/selection, etc.

v. Only ranked doubles combinations are permitted to play.

2.2. Competition format

a) Each tie shall consist of 5 matches (3 singles and 2 doubles).

b) The order of play shall be singles – 3, 2, 1 then doubles – 2, 1

c) For singles and doubles, each match is the best of three games.

d) No player shall play in more than one single and/or doubles match in any tie.

2.3. Game duration

a) One court per tie should be allocated a three hour time slot.

b) Two minutes of warm up time for each match is permitted once match is called.
c) When the leading score reaches 11 points in any game, players have a 60 second interval.
d) A two-minute interval between each game is allowed. In the third game, players change ends when a side scores 11 points.
e) Players may leave the court during the breaks, players must be back on court, ready to play when break period is over.

2.4. Point score

Points for each match shall be awarded as follows:

vi. 1 point for each match won (max 5) plus
vii. Tie winning team: 3 points (total min 6pts / max 8pts)
viii. Tie losing team: 1 point (total min 1pt / max 3pts)
ix. Forfeiting team: 0 points

In the event that two or more teams have the same number of points at the completion of the preliminary rounds, Badminton World Federation (BWF) item 16.3. will be followed.

3. Team duties

3.1. Team duty requirements for badminton are:
a) Each team competing in the current tie will be required to perform the duties of scoring, umpiring and line judges.

3.2. 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.

4. Uniform requirements

The specific uniform requirements for badminton are as per the national sporting organisation standard with the following UniSport uniform requirements:

- Shirt, shorts or skirt – It is expected that doubles partners wear the same colours
- Non-marking shoes
- 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.

5. Forfeits, delays and abandonments

5.1. A forfeit will be declared 10 minutes after the scheduled start of play where either team is unable to commence play.

5.2. The forfeit score is 210 game points, 10 sets, 5 matches and 8 points to nil (0).

5.3. Should the commencement of a game be delayed due to no fault of either team (as determined competition management or UniSport), 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. If resolution between the teams is not possible then the Competition Manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.

5.4. In the event of a game being abandoned, the UniSport abandonment guideline will be implemented.

Previous amendments

13 June 2003 | 5 July 2004 | 1 August 2005 | 15 August 2006 | March 2010 | May 2012 | May 2014 | February 2015 | April 2017 | June 2018 | March 2019 | February 2020 | January 2021

*All competitions will be held in accordance with the UniSport competition guidelines.