

ROPSSAA CO-EDUCATIONAL BADMINTON

PLAYING REGULATIONS

1. **Dates**

(a) Senior

- (i) One convenor is required in addition to eight site convenors (one per each region/division). If no site convenor/location is found one week following the pre-season meeting, that division will not compete. See Appendix A for divisions.
- (ii) Division qualifying will be held one week prior to the finals.
- (iii) Finals will be held at least eight days prior to OFSAA.
- (iv) For all tournaments the courts will be available by 7:15 a.m. For all tournaments the coaches/athletes meeting will be held at 7:50 a.m. All tournaments shall begin no later than 8:00 a.m.

(b) Junior

- (i) League play will begin in the middle of April and the championship will be held the last week of May
- (ii) All league competition will begin at 3:30pm. The courts to be used must be available 15 minutes prior to the start of the league competition for warm up

2. **LOCATION**

- (a) Both Senior qualifier and championship tournaments will be held in a high school gymnasium for all levels of play.
- (b) The Junior league championship will be held at one site to be determined at the preseason meeting and approved by the ROPSSAA Executive.

3. **ELIGIBILITY**

- (a) All competitors must meet the eligibility requirements as per Article X of the ROPSSAA Constitution. The eligibility list must be submitted by the deadline announced at the preseason meeting.
- (b) All junior age players shall not have attained their 15th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2009, born in 1994 or later) and must be in their 1st or 2nd year of high school.
- (c) All senior age players shall not have attained their 19th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2009, born in 1990 or later).

- (d) At the senior qualifying and championship tournaments a competitor may participate in one level of competition and one event only.
- (e) Team Eligibility – Junior League Play
 - (i) Individuals are eligible for 1 level of competition only (Junior or Senior).
 - (ii) For team sports, individuals must have participated in at least 50% of their team's league games to be eligible for playoffs. Players missing games due to injury (INJ), or awaiting transfer approval (ATA), must appear so designated on a game sheet to maintain their eligibility. Games missed due to injury are subject to review of a doctors note. Players under game or school suspension may not have their name included on a game sheet for participation percentages.
 - (iii) All game sheets/rosters are to include the name of all those in the bench area (players, coaches, managers). In order to be in the bench area an individuals name must appear on the eligibility sheet. Players under game or school suspension may not sit in the bench area.
 - (iv) Individuals are deemed to have played if their name appears on a game sheet. Individuals must be present at a game to be included on a game sheet.
 - (v) A staff member must be present in the bench area from the start of the warm-up until the last competitor has left the area.

4. OPERATING STRUCTURE

I. Senior

- (a) The senior qualifying and championship tournament structures shall be in accordance with the draw sheets included in these playing regulations (Appendix B, C, D, E)
- (b) The top two entries from the same school must be entered in different halves of the draw in an event. (i.e. if Applewood 1 entry is placed in the top half, Applewood 2 entry is placed in the lower half.) In a 16 draw, if entry #1 is placed in quad A1, then entry #2 must be placed in quad C1. If entry #1 is placed in A2, then entry #2 is placed in Quad C2. If entry #1 is placed in Quad B1, then entry #2 is placed in D1. If entry #1 is placed in Quad B2, then entry #2 must be placed in Quad D2. In a 32 draw, if entry #1 is placed in quad A1, then entry #2 must be placed in quad D1: if entry #1 is placed in Quad A2, then entry #2 must be placed in Quad D2. If entry #1 is placed in Quad B1, then entry #2 must be placed in C1; if entry #1 is placed in Quad B2, then entry #2 must be placed in Quad C2. Entry #3 must be placed in a different quarter of the draw from the other two entries from that same school.

- (c) Girls' Singles, Girls' Doubles, Boys' Singles, Boys' Doubles and Mixed Doubles will be run at all Tournaments.
- (d) Senior Qualifying and Championship Scoring
 - (i) For all tournaments rally point scoring will be used. All matches will be 2 of 3 games to 21 points. Teams must win games by 2 points and there is a cap at 30 points.
Note: - placement games will not be played out in the qualifying tournaments.
- scoring is at the discretion of the site convenor (dependent on the number of entries and the time available).
- (e) Senior Qualification to Championship
 - (i) Senior Qualifying Tournaments - top 3 from each of the eight qualifying tournaments will advance to the Championship.
 - (ii) Ofsaa - top 2 from the Senior Championship will advance to Ofsaa.
 - (iii) In the event that a player/team entitled to advance cannot do so for any reason, the player or team finishing next in order shall be entitled to advance.

II Junior League Play

- (a) There will be a boys league and a girls league.
- (b) Schools may enter one boys team and one girls team.
- (c) Teams will compete within assigned divisions. Divisions and playoff structures will be determined based upon number of entries and approved by the ROPSSAA Executive.
- (d) Order of matches will be as per Appendix F and listed on the ROPSSAA Junior Badminton Game Report Sheet.
- (e) A team will consist of 8 players (2 singles entries and 3 double entries). The game sheet may include up to 12 players, including 4 alternates. A player may only compete in one discipline per day in league play (single or doubles).
- (f) Game report forms from both schools must be completed prior to the first match and left in the reporting area throughout competition.
- (g) Each regular season league match will consist of 13 separate matches of two rally point games to 21 points. Teams must win games by 2 points and there is a cap at 30 points.

- (h) In the event that a team has less than 8 players the following scenarios will apply:
 - (i) A team with 7 players must enter 1 singles and 3 doubles teams and forfeit the games in the singles-2 position.
 - (ii) A team with 6 players must enter 3 singles and 2 doubles teams and forfeit the game in the doubles-3 position.
 - (iii) All forfeited matches will still be played. The offending team is responsible for providing the required opposition. It can be any player from their roster (this would be the only circumstance where a player may play in both disciplines on a given day).
- (i) Teams will be awarded one point for each game won. This must be recorded on the game report sheet under the Home or Visitor Column. Individual match forfeitures will be recorded as 2 for the winning school and 'F' for the team that forfeited.
- (j) In the event that there are less than 6 players available to play, the league match will be defaulted (the non-offending team will be awarded the victory with a 26-0 score being recorded).
- (k) Scheduled games
 - (i) Coaches are responsible for reviewing final league game schedules and playoff schedules as to locations, dates, and times to ensure their attendance.
 - (ii) Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. A default fee of \$100.00 will be assessed each time a school fails to attend at the scheduled time.

Appeals may be made for the forfeiture occurring and must be submitted to ROPSSAA Council with a fee of \$25.00.
 - (iii) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for that team. An abandonment fee of \$100.00 will be assessed each time (does not apply to coach ejection). Appeals may be made for the forfeiture or abandonment of a game and must be submitted to ROPSSAA Council with a fee of \$25.00.
 - (iv) Final team scores should be reported immediately following each league game to the ROPSSAA scoreline. The winning school is responsible for reporting the score and submitting both score sheets. In the event of a tie, both schools shall be responsible for reporting scores and the host school will submit the score sheets.
 - (v) Schools must bring their own warm-up equipment and first aid kit.

- (vi) a) Schools must endeavour to arrive no earlier than 60 minutes before game time. Teams arriving earlier than this must be supervised by the head coach in an area where students from the home school do not congregate. Schools with team members who do not travel with the head coach (in taxis, cars, on foot, etc.) must inform players that they must wait for their head coach and should ensure that the head coach is the first to arrive at the host school.
- b) Schools arriving for an away game between 30 and 60 minutes before game time must accompany the head coach to the competition area and liaise with the host school. The visiting team will be provided a safe waiting area and change room during this time and the visiting head coach must provide supervision of his/her players. Visiting athletes must bring all belongings with them to the competition area.
- c) Visiting schools are entitled access to the competition area at the same time as the host school, and no later than 30 minutes before the game time (pertains to the first game).
- d) Visiting schools are entitled access to a safe waiting area and change room at the completion of the competition.

(I) Playoffs

- (i) Home court for playoff matches will be given to the higher seeded team based on the regular season standings.
- (ii) Ties in league standings:
 - a) Where teams will not be eliminated from the playoffs, ties in the league standings will be broken in the following manner:
 - 1. The results of the leagues match(es) between the tied teams.
 - 2. A coin toss.
 - b) Where a tie exists between two teams for the last playoff position:
 - 1. A sudden-death tie breaker match, with the home court determined by results of the league game between the two teams.
 - 2. If league match was tied a coin toss will be used to determine the host.
 - c) Where a tie exists between more than two teams for the last playoff position, byes will be awarded according to the following criteria:
 - 1. The results of league game(s) between the tied teams.
 - 2. A coin toss.
 - 3. Once a ranking is established for the tied teams based on their season records using the above formula the bottom teams in the ranking would play in a sudden death game.
 - 4. At this point, if more than two teams are still tied for the last playoff position, points 1., 2. and 3. would be recycled until only one team advances to the playoffs.

- (iii) All playoff matches will be 2 of 3 games. One point will be awarded for each **MATCH** won. A school must win at least 7 matches to be declared the winner. All matches will be played.

- (m) Substitutions and the use of Alternate Player
 - (i) A team may list up to 4 alternate players on their game report sheet. These players will be considered to have played in the league match but must be present in the playing area.

 - (ii) Substitutions during league play will be allowed in the following cases:
 - a) Injury – In the event that a player is injured an alternate may be used.
 - 1. If the injury occurs in the first game of the match resulting in the player being unable to continue, the non-injured player would be awarded the game. An alternate player from the game report sheet could replace the injured player and would then play the second game of the match and results would stand.
 - 2. If the injury occurs in the second game of the match resulting in the player being unable to continue, the non-injured player would be awarded the game.
 - 3. An injured player who is replaced by a substitution would no longer be eligible to play in that league match.
 - b) Roster Change
 - 1. A coach may decide to replace any player with an player from their alternate list.
 - 2. Once a substitution has been made, the original player is no longer eligible to compete on that play date. The substitute player must continue for the remainder of the matches.
 - 3. Substitutions cannot be made during a match with the exception of injury (see above).
 - 4. Coaches may not make a second substitution for the same position with the exception of an injury.

 - (iii) Substitutions will not be allowed during playoff matches.

5. ENTRIES

- (a) Senior Tournament Entries
 - (i) Entries and eligibility sheets must be forwarded to the Athletic Convenor prior to the initial tournament on or before the date set by the Convenor at the pre-season coaches meeting. Players names must be included on the entry form at time of submission.

 - (ii) The entry form will allow for a full team. The alternates may be used to replace one of the athletes submitted on the entry form. This may occur up until the start of the tournament.

 - (iii) No changes will be accepted after the deadline of entries.

- (iv) Once a player or team begins its first round match in any tournament no substitutions will be allowed.
- (v) At the senior qualifying tournaments each school is allowed a maximum of three entries in each event.
- (b) Junior League Play
 - (i) Junior competition will involve league play. Each school may enter one team in boys and one team in girls. Each team to consist of 8 players (2 singles and 3 doubles). Each school may have a minimum of 6 players to a maximum of 12 for each league game.

6. EXPENSES

- (a) Expenses for the Championship tournaments may be met by ROPSSAA.

7. RULES AND OFFICIALS

- (a) The rules of the Canadian Badminton Association will govern play unless otherwise specified in these regulations.
- (b) Yonex Mavis 350 shuttles will be used at all senior qualifying and championship tournaments.
- (c) During all competition a 30 second coaching time is permitted between the first and second game. The break may not exceed 3 minutes between the second and third game. All coaching must occur on the court surface by the designated coach.
- (d) Service Rules: refer to Appendix G for information.
Rally Point Scoring Rules for Doubles: refer to Appendix H for information.
- (e) A player is entitled to a minimum of a 10 minute break between matches.
- (f) Teams are allowed a maximum of 3 minutes to warm up.
- (g) For junior team league matches the home school is responsible for providing the birds. Either Yonex Mavis 300 or 350 shuttles may be used. Schools are responsible for their own warm-up birds.

8. AWARDS

- (a) Gold medallions will be presented to the winners of the boys and girls junior league championship (maximum 12 per team).
- (b) Silver medallions will be presented to the second place finishers of the boys and girls league championship'.

- (c) There will be one trophy awarded for the school winning the boys and girls junior league championship to share.
- (d) Gold medallions will be presented to the winners of each championship tournament.
- (e) Silver medallions will be presented to the second place finishers of each championship tournament.
- (f) Bronze medallions will be presented to the third place finishers of each championship tournament.
- (g) 4th - 6th place ribbons will be presented to the 4th - 6th place finishers of each championship tournament.
- (h) There will be a trophy awarded to the school which accumulates the most total points at the Senior Championship Tournaments. Only the top 6 places will be awarded points in each draw (e.g. 1st place = 6 pts., 6th place = 1 pt).

9. UNIFORMS AND DRESS CODE

- (a) (i) **Tops**
Senior competitors can wear a white shirt (90% white) with sleeves (pocket size school or athletic crest is permitted). For Junior league play, competitors may wear their phys-ed uniforms. Members of a double team must wear identical shirts.

note: no shirt will be allowed to be turned inside out
: no markings on backs of shirts
 - (ii) **Bottoms**
Shall consist of athletic wear that is either:
 - dark colour
 - phys-ed school gym shorts or school uniform
 - solid whiteMembers of a doubles team must wear similar colour bottoms.
 - (iii) **General**
 - No hats or bandannas shall be worn at anytime.
 - No bare midriffs.
 - No club affiliation log shall be visible on the uniform.
 - No street clothes at anytime while on court (including warm-ups).
 - No knee pads or elbow pads may be worn
- (b) Athletes may not change their clothing in the competition area. For all outdoor sports, athletes must arrive dressed to compete. Visiting teams requiring the use of washroom facilities must send a staff member into the school with the team member(s). For all indoor sports, athletes must move to the designed locker room or change area to change their clothing.

- (c) It is mandatory that all competitors participating must wear safety eyewear properly during all team practices and competitions. Personal eyewear does not qualify.

10. DEPARTMENT

- (a) It is expected that all competitors and coaches will conduct themselves in a manner that reflects the objectives of ROPSSAA as outlined in Article XVI, Section II of the ROPSSAA Constitution.
- (b) All players must be supervised by their school coach or designate, or players will not be allowed to compete.
- (c) Failure of a team to report to the court within five minutes from the beginning of the official timed warm up may result in the disqualification of that match for the team at fault.

11. JURY OF APPEAL

- (a) A Jury of Appeal constructed at each senior tournament meeting will rule on all disputes which do not fall within the playing regulations or rules. This Jury will consist of the Convenor and four coaches from participating schools.
- (b) For Junior league play, a Jury of Appeal will be constructed at the preseason coaches meeting and will rule on disputes which do not fall under the jurisdiction of the officials. The Jury will consist of the Convenor and four coaches from participating schools.

12. MEDICAL PERSONNEL

- (a) The host Convenor to arrange for an adequate amount of ice.

Divisional Assignments

Northeast

Ascension
Bramalea
Central Peel
Holy Name
Lincoln Alexander
North Park
St. Thomas Aquinas

North

Cardinal Aloysius Ambrozic
Chinguacousy
Harold Brathwaite
Humberview
Mayfield
Robert Hall
St. Marguerite d'Youville
Sandalwood

Northwest

Brampton Christian
Cardinal Leger
Fletcher's Meadow
Heart Lake
Notre Dame
St. Edmund Campion
St. Roch

Central

Brampton Centennial
Jeunes sans Frontieres
Mississauga
St. Augustine
St. Marcellinus
Ste. Famille
Turner Fenton

Central East

Applewood
Central Christian Academy
Father Goetz
John Cabot
Rick Hansen
St. Francis Xavier
St. Joseph
T.L. Kennedy

Southwest

Clarkson
Erindale
Iona
Holy Name of Mary College School
Lorne Park
Loyola
St. Martin
Woodlands

Southeast

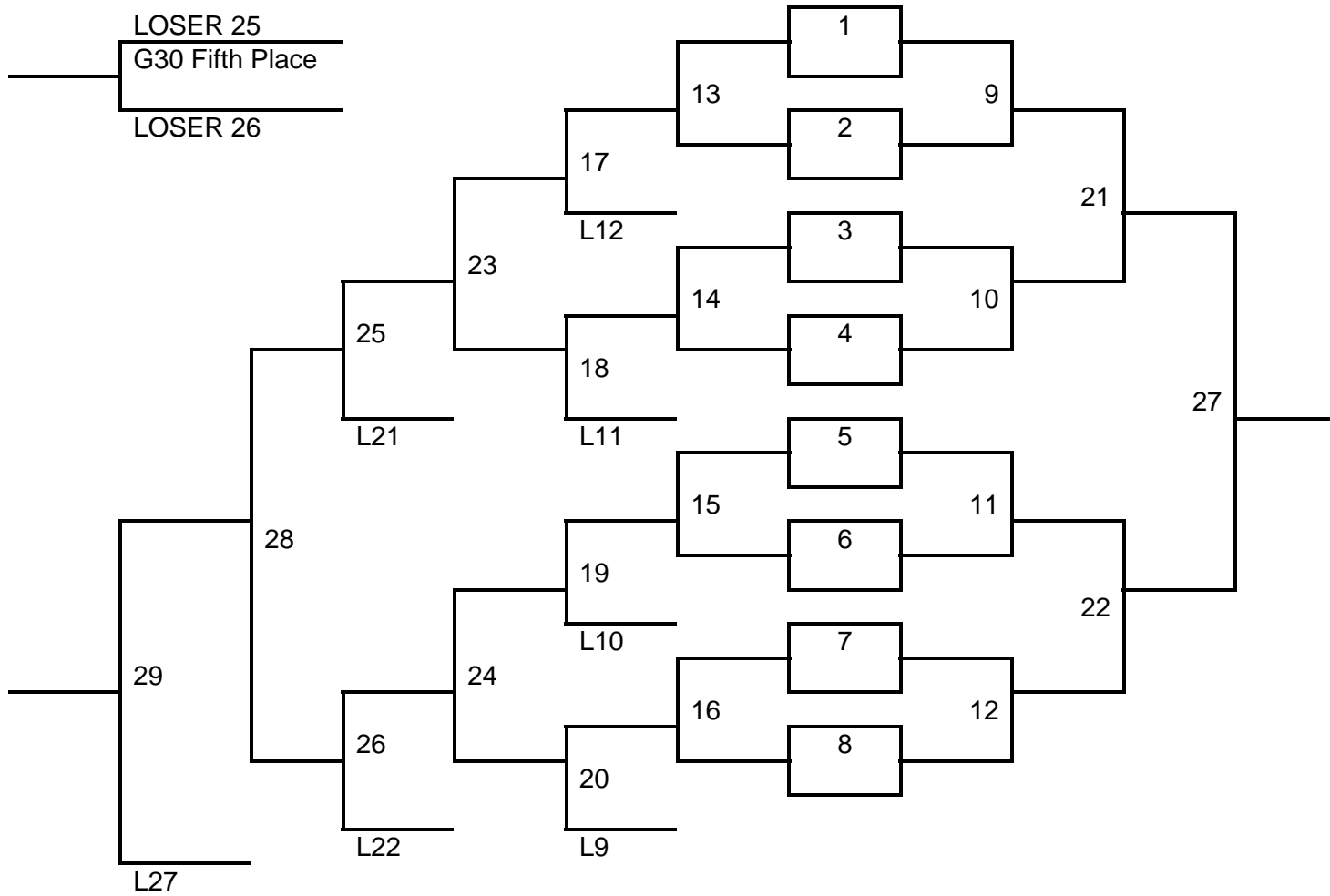
Cawthra
Glenforest
Gordon Graydon
Mentor College
Philip Pocock
Port Credit
St. Paul

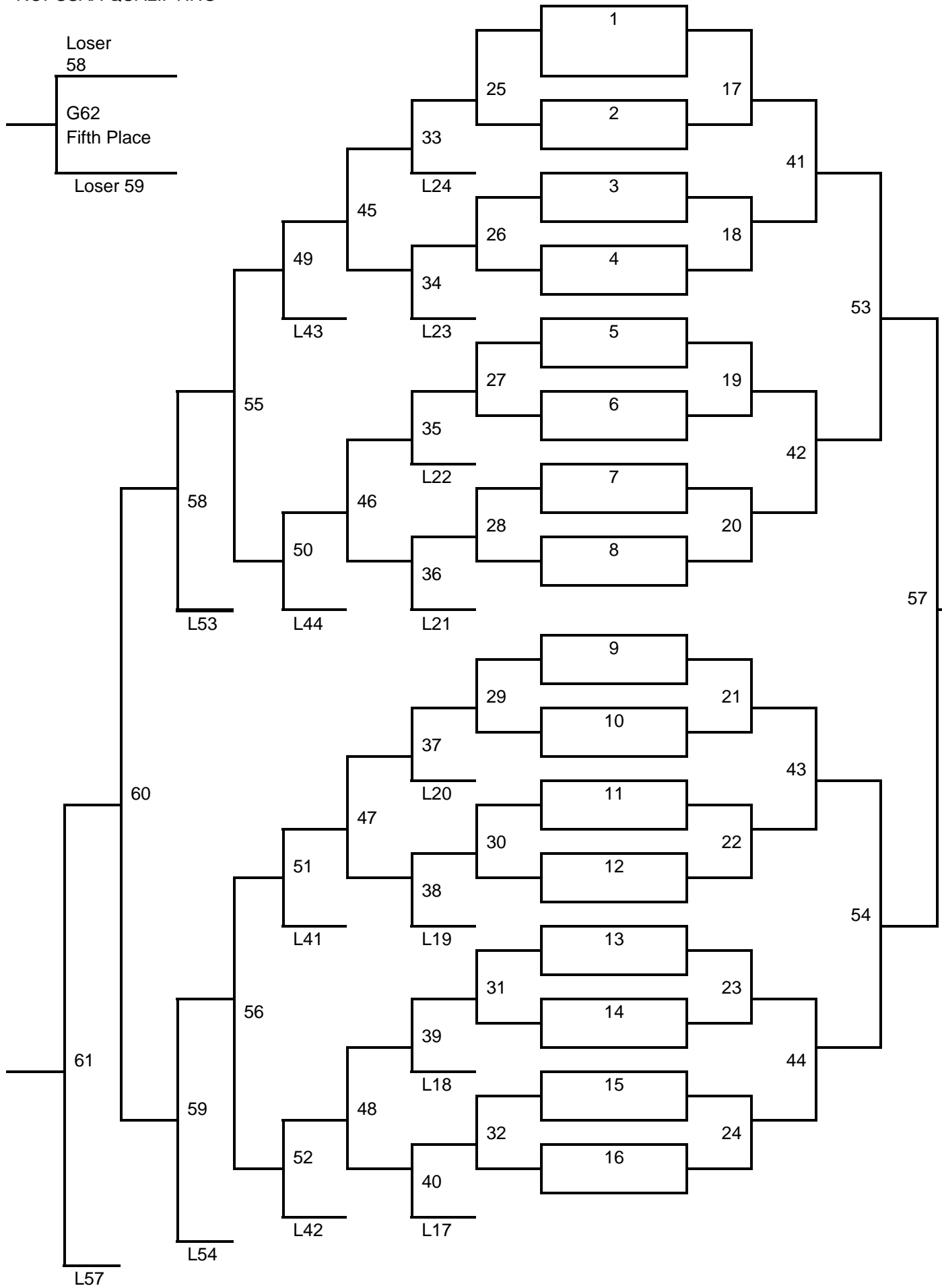
Central West

John Fraser
Meadowvale
Our Lady of Mount Carmel
St. Aloysius Gonzaga
St. Joan of Arc
Stephen Lewis
Streetsville

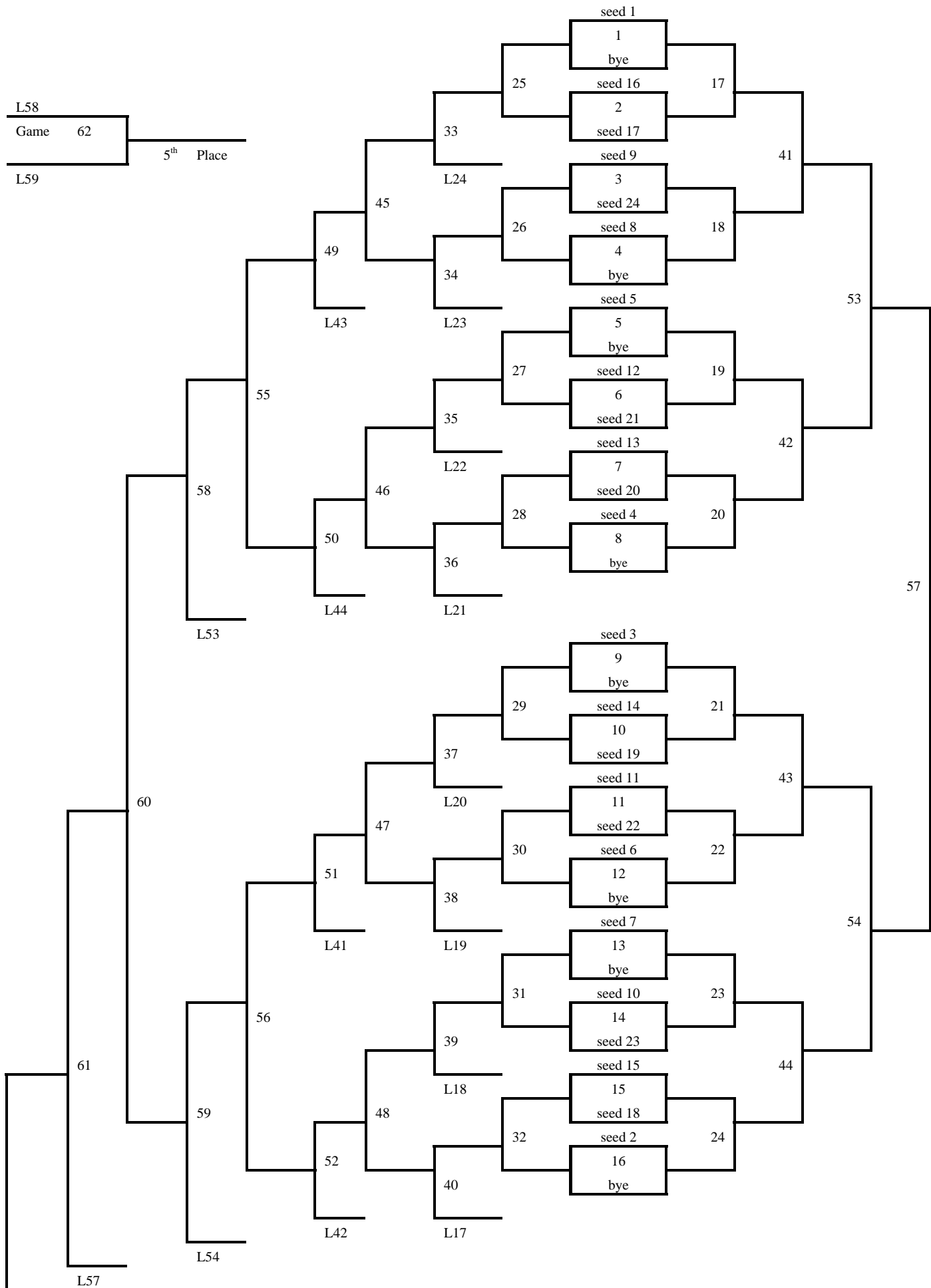
BADMINTON
ROPSSAA QUALIFYING

16 DRAW





BADMINTON
ROPSSAA CHAMPIONSHIP (8 regions)



Appendix F

ORDER OF GAMES DURING LEAGUE AND PLAYOFFS

Key: S-Singles D-Doubles H-Home V-Visitor

Game #			
1	DH1	V S	DV1
2	DH2	V S	DV2
3	SH1	V S	SV1
4	DH3	V S	DV3
5	SH2	V S	SV2
6	DH1	V S	DV2
7	DH2	V S	DV3
8	SH1	V S	SV2
9	DH3	V S	DV1
10	SH2	V S	SV1
11	DH1	V S	DV3
12	DH2	V S	DV1
13	DH3	V S	DV2

Single League Matches

Games shall be placed on available courts in the order shown. No more than 5 courts should be used at one time for a league or playoff match.

In the event that fewer courts are available proceed in the same order using the courts as they become available.

Double Header League Matches

In cases where a double header is being played (boys and girls matches) on 5 or fewer courts it would be recommended to play alternating games between the two sexes. The same game order should be followed as courts become available.

If more than 5 courts are available it would be beneficial to designate courts for each league match and proceed through the schedule on those courts.

From the International Laws of Badminton

9. SERVICE

- 9.1 In a correct service:
 - 9.1.1 neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service. On completion of the backward movement of server's racket head, any delay in the start of the service (Law 9.2), shall be considered to be an undue delay;
 - 9.1.2 the server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts;
 - 9.1.3 some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service (Law 9.2) until the service is delivered (Law 9.3);
 - 9.1.4 the server's racket shall initially hit the base of the shuttle;
 - 9.1.5 **the whole shuttle shall be below the server's waist at the instant of being hit by the server's racket. The waist shall be considered to be an imaginary line round the body, level with the lowest part of the server's bottom rib;**
 - 9.1.6 **the shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction;**
 - 9.1.7 the movement of the server's racket shall continue forwards from the start of the service (Law 9.2) until the service is delivered (Law 9.3);
 - 9.1.8 the flight of the shuttle shall be upwards from the server's racket to pass over the net so that, if not intercepted, it shall land in the receiver's service court (i. e. on or within the boundary lines); and
 - 9.1.9 in attempting to serve, the server shall not miss the shuttle.
- 9.2 Once the players are ready for the service, the first forward movement of the server's racket head shall be the start of the service.
- 9.3 Once started (Law 9.2), the service is delivered when the shuttle is hit by the server's racket or, in attempting to serve, the server misses the shuttle.
- 9.4 The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of the service is attempted.
- 9.5 In doubles, during the delivery of service (Law 9.2, 9.3), the partners may take up any positions within their respective courts, which do not unsight the opposing server or receiver.

Rally Point Scoring Rules for Doubles

In a Doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

Course of action / Explanation	Score	Service from Service Court	Server & Receiver	Winner of the rally		
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B.	C	D
					B	A
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd.	A serves to D	C & D.	C	D
					A	B
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B.	C	D
					A	B
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D	C	D
					A	B
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D	C	D
					A	B
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B	D	C
					A	B
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B	D	C
					A	B
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D	D	C
					B	A

Note that this means

- the order of server depends on the score odd or even same as in singles.
- The service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played previous rally. This shall guarantee alternate server.