

BADMINTON: EVENT SPECIFICATION

(Excel and Engage category – SSG competitions)



Date: Thursday 18th November 2021

Venue: Medway Park

Organiser: Claire Moore moorec@thehowardschool.co.uk Tel: 07725 724393

Closing Date (for team numbers/age groups only):
Friday 15th October 2021 (online at www.eventbrite.co.uk)

This event has kindly been supported (medals) by:
MEDWAY CASTLEMAINE BADMINTON ASSOCIATION

General:

- There will be 8 separate competitions running on the day (4 for Excel and 4 for Engage). KS3 for boys and girls. KS4 for boys and girls. Both a 2 stranded competition for each age group: 'excel' and 'engage'. The Engage competition cannot allow county and club players to enter.
- The Excel category is largely for Grammar School Badminton players (county and club players) and the Engage category is largely for school/beginner players.
- Teachers to assess their team's playing experience and select the most appropriate Excel/Engage category for that team to enter.
- Entries will not be accepted after the closing date online at Event Brite. Team entries may be limited (based upon a 'first come first serve basis') by the organiser to one school team per EXCEL/ENGAGE/KS3/KS4/BOY/GIRL category, however teams will be given as many games as possible.
- Teachers are at all times responsible for the behaviour and conduct of the participants and supporters.
- Staff and officials should be treated with respect at all times.
- Teachers/Team managers need to submit and sign a team sheet including pupils names on at the start of the event upon registration (to identify any county players not allowed to play in the Engage competition, please ensure this is the case in advance)
- Referees and organisers decisions are final and should be accepted at all times.
- Teachers will be asked to assist throughout the day.

EXCEL SSG Team Info. (largely for county/club players: any one player in the team of 4):

School & Player Eligibility

- Players within the Key Stage 3 competition **must be in school years 7, 8 or 9**
- Players within the Key Stage 4 competition **must be in school years 10 or 11 (Years 7, 8 or 9 are not eligible to play in the Key Stage 4 events. If an ineligible player(s) is/are fielded their scores will be awarded to the opposition game to love)**
- There is currently for 2021-2022, no official Badminton England Schools Championships pathway for winning school teams in each age group. However, the Kent County Badminton Association plan to organise a county final in February/March 2022. As follows: qualifying teams from each age group in the Medway 'Excel' competition will be invited to play in the Kent County finals in Feb/March 2022 at Medway Park, if this goes ahead. There will be no regional or national pathway school's competition finals.

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ENGAGE SSG Team Info. (largely for school/beginner players)

- All competitors for the under 14's should be in years 7-9 and those competitors in the under 16's event should be in years 10-11.
- This is an Engage/Developmental competition and therefore school teams should not consist of any county individual players (from 2019-20, 2020-2021 and 2021-2022 season). If a school arrives with a county player in their team wishing to play in this Engage/Development competition, the team will not be eligible to play/enter.
- For this new Engage Schools strand of the competition, we are trying to encourage students to play competitive Badminton from an entry/beginner level upwards. All county Badminton players need to enter a team in the 'excel' Medway Competition, not the Engage competition.
- There is currently for 2021-2022 no official Badminton England Schools Championships pathway for winning school teams in each age group. However, the Kent County Badminton Association plan to organise a county final in February/March 2022. As follows: qualifying teams from each age group in the Medway 'Engage' competition will be invited to play in the Kent County finals in Feb/March 2022 at Medway Park.

Equipment:

- Schools should bring their own standard size badminton rackets and shuttles.
- If the school does not have the sufficient equipment to take part they should contact the event organiser before entering.
- Participants should wear appropriate sportswear and footwear.
- Match shuttlecocks (hybrids) will be provided by Castlemaine Badminton Assoc.

Playing Rules:

- A completed team sheet should be given to the umpire before the start of each match. Four players per team.
- The players must be ranked in order of singles playing ability.
- Each game will be 1 set to 11/15/21 points, using rally points scoring, with no extended scoring or setting. The first and second rounds may be played to fewer points if time is restricted.
- Each match will consist of 5 games: 2 x singles & 3 x doubles, with each player playing 2 games:
 - Game 1 : Singles : highest ranked players
 - Game 2 : Doubles : the 2 players not selected for any singles games
 - Game 3 : Singles : second ranked players
 - Game 4 : Doubles : first ranked player & either of the non singles player
 - Game 5 : Doubles : second ranked player & the other non singles player
- For each match a score sheet must be completed and signed by both team managers. Team managers are responsible for ensuring that the results on the sheets are correct.
- Group winners will be decided as follows:
 - Most matches won
 - If 2 teams are tied, the winner of the match between them
 - If 3 or more teams are tied, the team with greater games difference

Match format

Each match will consist of 5 games: 2 x singles and 3 x doubles, with each player playing 2 games

- Any 2 of the 4 players may be chosen to play singles
- **1st game:** Singles (No.1 ranked player in the team)
- **2nd game:** Doubles (the 2 players not selected for a singles game)
- **3rd game:** Singles (No. 2 or 3 ranked player chosen for singles)
- **4th game:** Doubles (first singles player plus either one of the non-singles players)
- **5th game:** Doubles (second singles player plus the other non-singles player)

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Guide to Rally Points Scoring

- Each game will be 1 set to 21/15/11 points, using rally points scoring, with no extended scoring or setting.
- The side winning a rally adds a point to its score.
- The side winning a rally serves the next point.

Serving in Singles

- At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left service court.
- If the server wins a rally, the server scores a point and then serves again from the alternate service court.
- If the receiver wins a rally, the receiver scores a point and becomes the new server, serving from the service court appropriate to the new score (even score = right court, odd score = left court).

Serving in Doubles

- At the beginning of the game and when the score is even whoever is serving serves from the right court.
- When the score is odd whoever is serving 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. This player will continue to serve and switch sides with their partner until they lose a rally.
- If the receiving side wins a rally, the receiving side scores a point. The receiving side also becomes the new serving side, and the serve passes to the player standing in the service court appropriate to the new score (even score = right court, odd score = left court).
- Players in a pair only switch sides when they win a point when their side is serving. When service is lost and then regained service should automatically fall to the player who did not serve the previous time the side had service (i.e. Service in doubles will alternate between all 4 players).
- NB: If players serve from or receive in the wrong service court, the error is corrected when the mistake is discovered, but the score is not corrected.