

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.
- (ii) Division qualifying will be held one week prior to the finals.
- (iii) The Finals may be held over two days, divided by category (Singles and Mixed Doubles on one day and Boys' and Girls' Doubles on the other), if being hosted with 7 or less courts available to play. Finals will be scheduled 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 or a ROPSSAA Council approved site.
- (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 (for the 2023 – 2024 school year, born in 2008 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 (for the 2023 – 2024 school year, born in 2004 or later).

- (d) At the senior qualifying and championship tournaments a competitor may participate in one level of competition and one event only.
 - (e) High School and Open Divisions
 - (i) All players will be declared as either High School (HS) or Open (OP)
 - (ii) A High School player is defined as:
 - a) A badminton player who exclusively trains with and competes with/for their high school and does not train or compete with/for any other badminton program.
 - b) A badminton player is eligible who ceased to train and compete with/for any badminton program in the three (3) years prior to the beginning of the school year and has never achieved a regional or national ranking (U11 or higher).
 - c) Student has attended an Ontario school for at least one year.

Note: All open appeals can be made to the OFSAA Badminton Sports Advisory Committee prior to April 1st of that school year.

 - (iii) Schools will be allowed to enter one designated player or team per category where the high school designation is provided by OFSAA.
- (f) 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 doctor's 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 individual's 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.
 - (vi) *Players of any age with a current or former provincial or national ranking will not be eligible to play in the Junior league (must play at the senior level).*

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 A thru 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) Athletes will have 5 minutes to report to the court once a court has been assigned. Failure to do so will result in a forfeit of the match.
- (e) 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 in the qualifying tournaments. Scoring is at the discretion of the site convenor (dependent on the number of entries and the time available).
- (f) Senior Qualification to Championship
 - (i) Senior Qualifying Tournaments – categories with a high school designation, 3 entries will advance, top in the high school draw, top in the main draw and top in the consolation draw. Where there is no high school designation, the top 2 from each category will advance to the ROPSSAA Championship.
 - (ii) OFSAA – categories with high school designations will advance the top high school and the top main draw players to OFSAA. Where there is no designation, the top 2 entries will advance. If additional entries are awarded, the next top player(s) would advance.
 - (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.

- (g) There will be no come around games at the qualifying and the championship tournaments.
- (h) Any active player on the senior eligibility list may not act as a coach.

II Junior League Play

- (a) There will be a boy's league and a girl's 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 14 players, including 6 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 2 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 two points for a win and one point for a tie (13-13 result).
- (j) Games won 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.
- (k) 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).

- (l) Athletes will have 5 minutes to report to the court once the court has been assigned. Failure to do so will result in a forfeit of the match.
- (m) 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. Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. The defaulting team will cover all cost associated with the game as determined by ROPSSAA Council.
 - (iii) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for that team. An incident report must be completed and submitted to the ROPSSAA Athletic office by the abandoning team within 24 hours of the game. No scores shall be entered until after a Board of Inquiry. A team abandoning a game may be required to cover any costs incurred as determined by ROPSSAA Council.
 - (iv) Final team scores should be reported immediately following each league game to the ROPSSAA score line. The winning school is responsible for reporting the score and uploading the score sheet. In the event of a tie, both schools shall be responsible for reporting scores and the host school will upload the score sheet. Failure to upload score sheets may result in teams being ineligible for ROPSSAA playoffs. Failure to report the score will result in no score reported. Uploading the game sheet is not the same as reporting the score.
 - (v) Schools must bring their own warm-up equipment and first aid kit.
 - (vi)
 - a) Schools must endeavor 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.
- (n) Playoffs
 - (i) Home court for playoff matches will be given to the higher ranked team. In instances where teams have identical rankings, the home team will be determined by the random draw done before the pre-season meeting.
 - (ii) Ties in league standings:
 - a) Two Way Tie
 1. Winner head to head
 2. Most games won
 3. Fewest points against
 4. Coin toss
 - b) Three Way Tie
 1. Winner head to head
 2. Most games won
 3. Fewest points lost between tied teams
 4. Fewest points lost between all teams
 5. Coin toss
 - (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. Playoff games may conclude when 7 or more matches are won at the discretion of the losing team (may choose to concede).
- (o) Substitutions and the use of Alternate Players
 - (i) A team may list up to 6 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.
 - (i) Substitutions during league play and playoffs 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. In playoffs, if an injury occurs the non-injured player would be awarded the match.
4. 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 a 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

(p) Any active player on the junior eligibility list may not act as a coach.

5. ENTRIES

(a) Senior Tournament Entries

- (i) Entry form and eligibility sheet 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** when the form is submitted.
- (ii) No new category entries are allowed after the submission deadline date.
- (iii) Changes can be made up until 7:30am the morning of the qualifying tournaments to the site convenors. No name changes or substitutions can be made past 7:30am. Only players listed on the original entry form are eligible to compete.
- (iv) *For the Senior Qualifying tournament, the maximum number of entries allowed will be determined by the number of schools registered for Senior Badminton.*

*Up to 48 schools – maximum 3 entries in each event
More than 48 schools – maximum of 2 entries in each event for doubles and 3 entries in singles.*

(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 consists of 8 players (2 singles and 3 doubles). Each school may have a minimum of 6 players to a maximum of 14 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 competitions 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 Badminton Canada, Rules of the Game Section 9 Service <https://www.badminton.ca/page/27820/Rules-of-the-Game>*
- (e) Rally Point Scoring Rules: refer to Appendix G for information.
- (f) A player is entitled to a minimum of a 10 minute break between matches.
- (g) Teams are allowed a maximum of 2 minutes to warm up.
- (h) For junior team league matches the home school is responsible for providing the birds. Either Yonex Mavis 300 or 350, Black Knight Truflight 4000 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 14 per team).
- (b) Silver medallions will be presented to the second place finishers of the boys and girls league championship (maximum 14 per team).
- (c) There will be one trophy awarded for the school winning the boys' junior league championship.
- (d) There will be one trophy awarded for the school winning the girls' junior league championship.
- (e) Gold medallions will be presented to the winners of each championship tournament.
- (f) Silver medallions will be presented to the second place finishers of each championship tournament.
- (g) Bronze medallions will be presented to the third place finishers of each championship tournament.
- (h) 4th - 6th place ribbons will be presented to the 4th - 6th place finishers of each championship tournament.

- (i) 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) Athletes who DO NOT follow the uniform dress code are **INELIGIBLE** to play.

- (i) Tops

- All competitors must wear a white shirt (90% white) with sleeves (pocket size school or athletic crest is permitted) or **ALL** team members **MUST** wear a team uniform. If wearing a team uniform, EVERY player **MUST** be wearing the same shirt (color and style).

- note: no shirt will be allowed to be turned inside out.

- (ii) Bottoms

- Shall consist of athletic wear that is either:

- dark colour
 - phys-ed school gym shorts or school uniform
 - solid white

- Members of a doubles team must wear similar colour bottoms.

- (iii) General

- No hats or bandannas shall be worn at any time.
 - No bare midriffs.
 - No club affiliation logo shall be visible on the uniform.
 - No street clothes at any time while on court (including warm-ups).
 - No knee pads or elbow pads may be worn

- Note: Court shoes may be required to be worn at the championship tournament if held at an offsite location.

- (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 certified (should meet or exceed ASTM standard F803) safety eyewear properly during all team practices and competitions. Personal eyewear does not qualify. Athletes who fail to wear approved eyewear will be **INELIGIBLE** to play.

10. DEPORTMENT

- (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

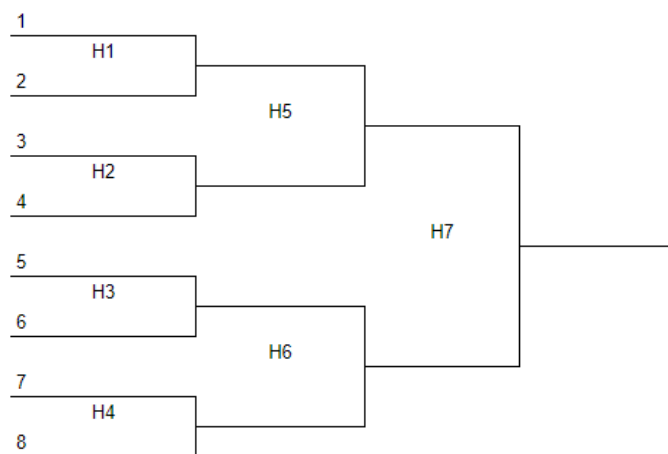
- (a) A Jury of Appeal constructed at each senior tournament meeting will rule on all disputes which do not fall within the playing regulations or rules. This Jury will consist of the Convenor and four coaches from participating schools.
- (b) For Junior league play, a Jury of Appeal will be constructed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

Draws for Categories with High School and Open Designation

High School Draw



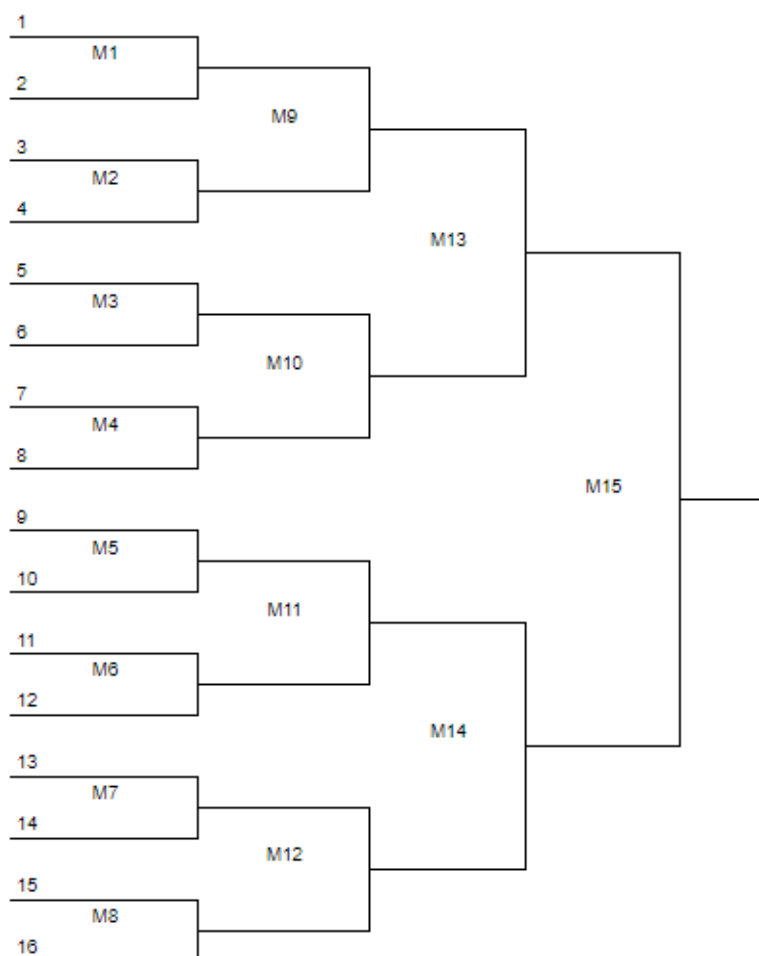
Qualifiers Advancing

High School Winner
Main Draw Winner
Consolation Winner

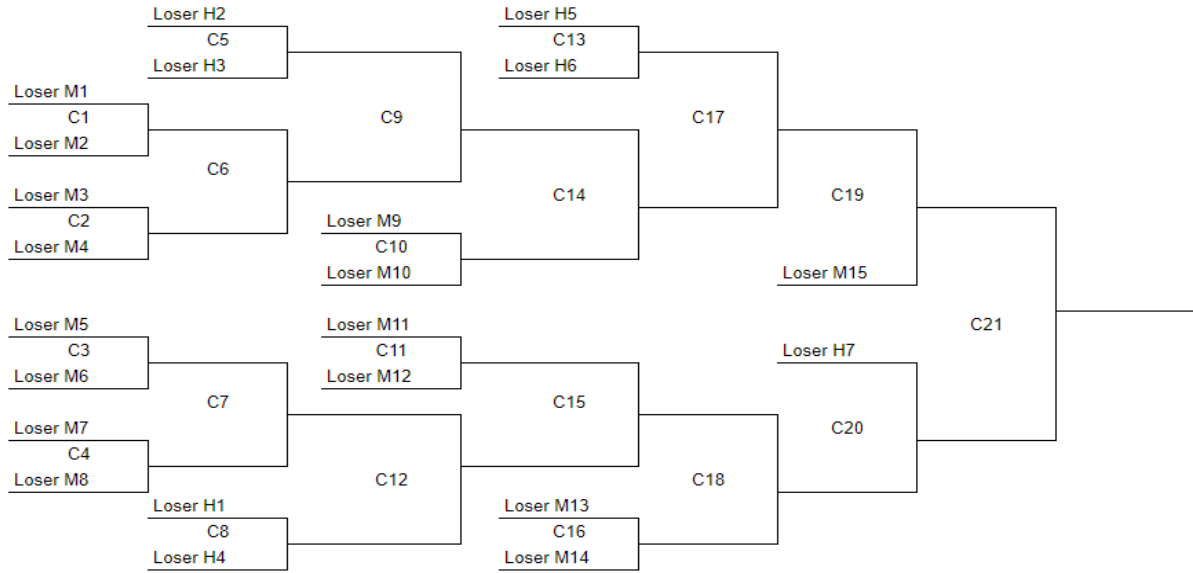
Finals Point System

Ranking	Points	
1	5.5	High School Winner
1	5.5	Main Draw Winner
3	4	Consolation Winner
4	3	Loser C21
5	2	Loser C20
6	1	Loser C19

Main Draw

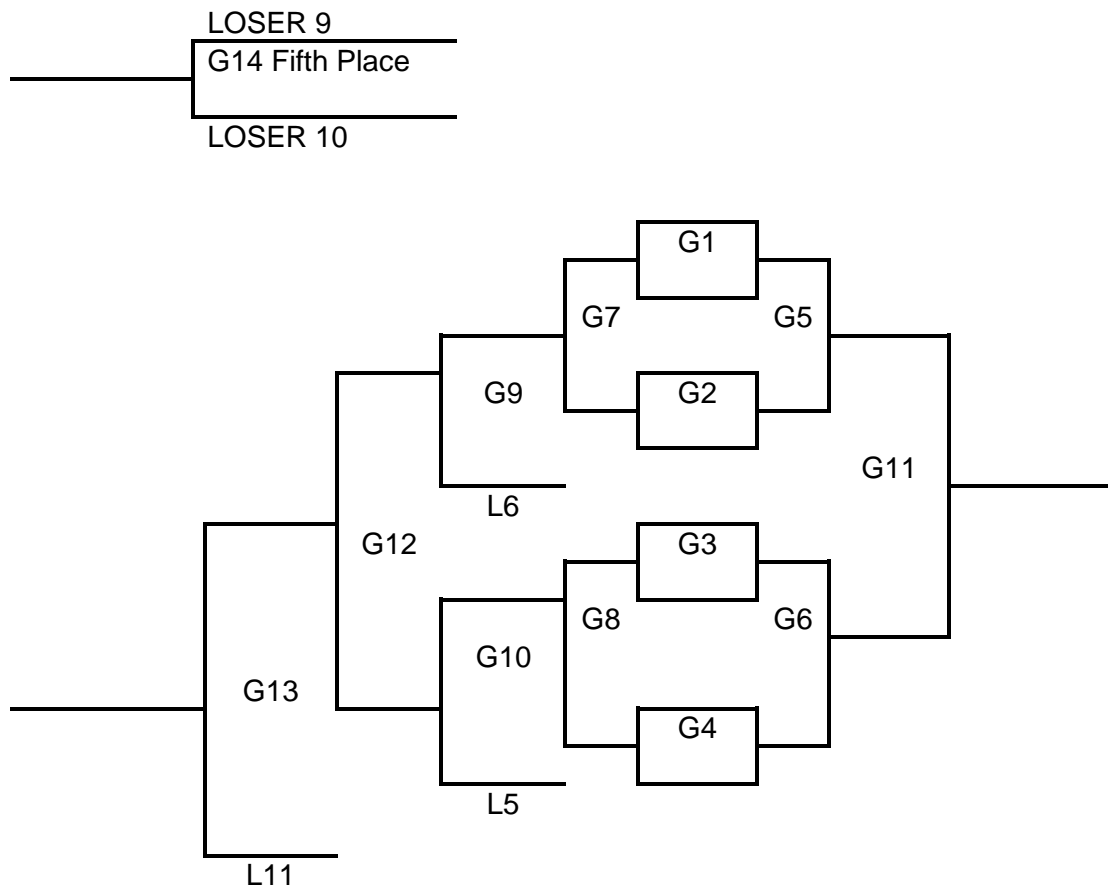


Consolation Draw

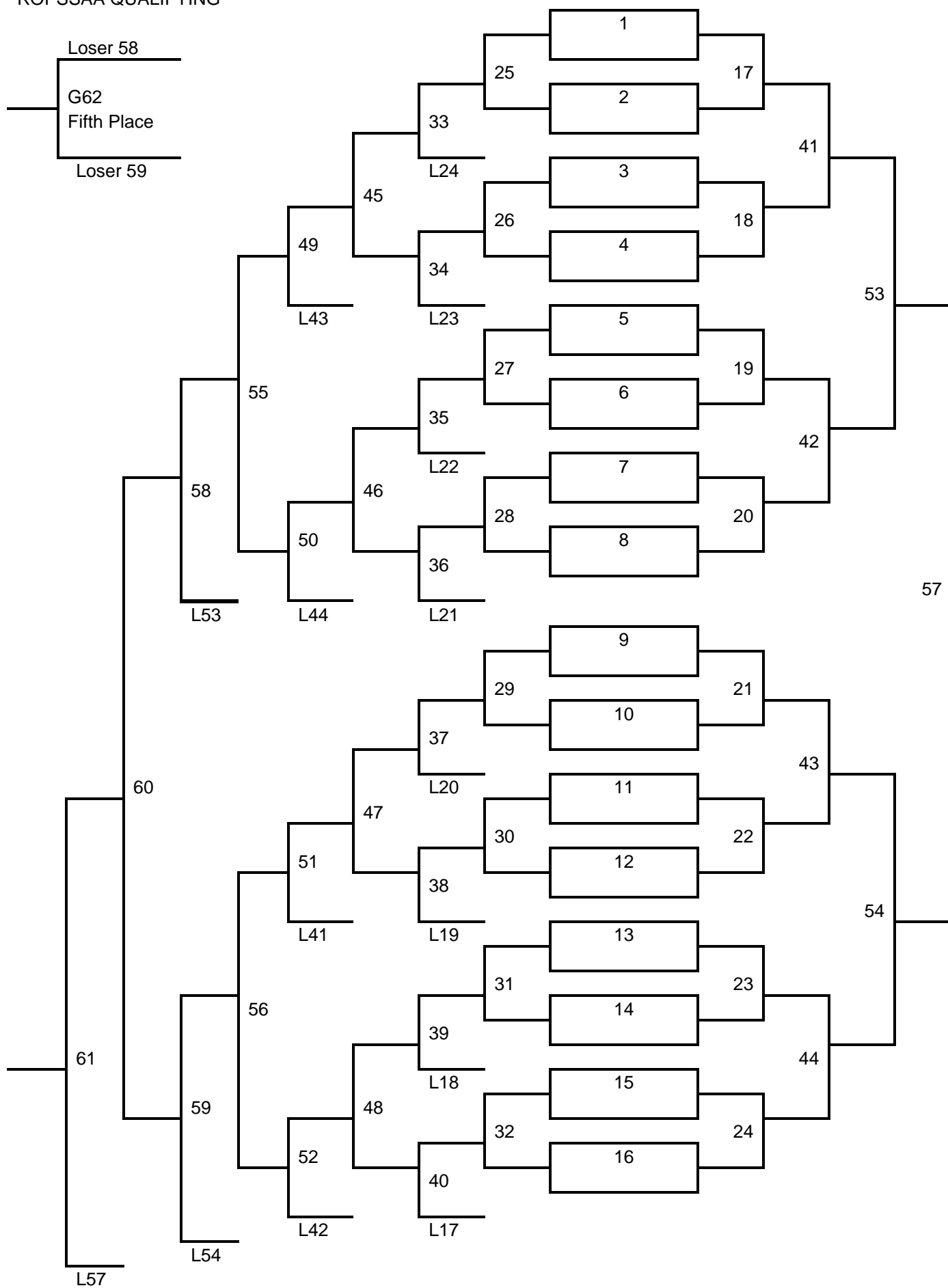


BADMINTON
ROPSSAA QUALIFYING

8 DRAW

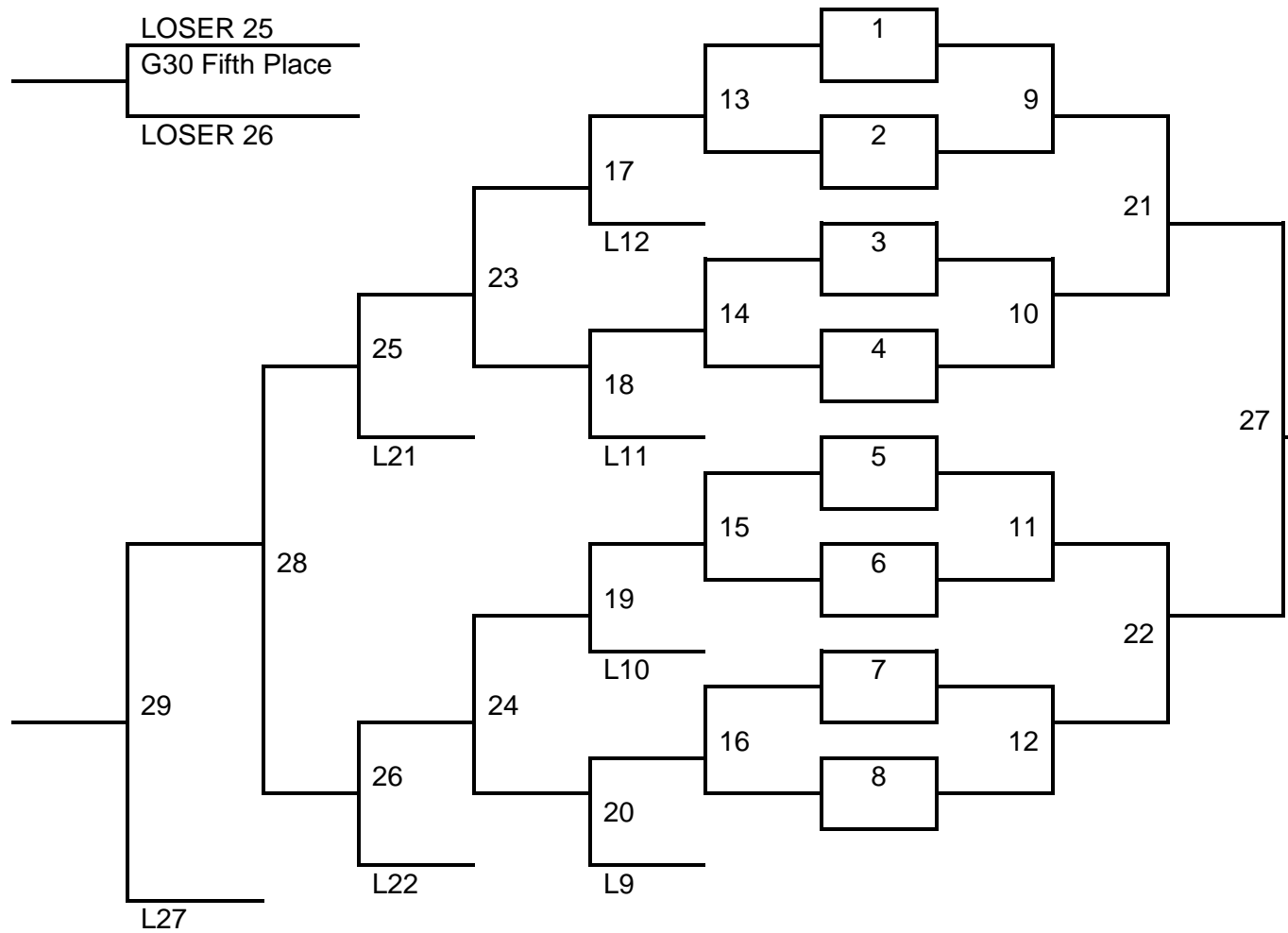


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Appendix E

BADMINTON
ROPSSAA CHAMPIONSHIP (8 regions)



ORDER OF GAMES DURING LEAGUE AND PLAYOFFS

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

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

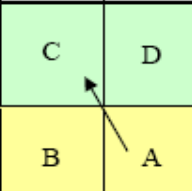
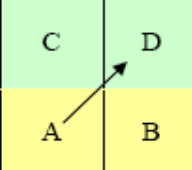
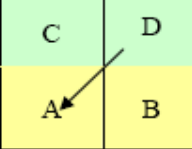
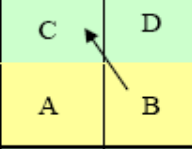
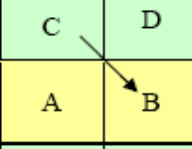
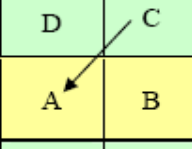
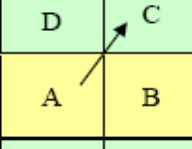
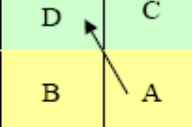
Double Header League Matches

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.

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.		
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 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.		
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 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 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		
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		
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		

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.