

# BADMINTON CARNIVAL - trial

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## Venue:

The Lights Sports and Community Centre  
244 - 270 East Parkway, Lightsvue

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## General Information:

1. Draws will be put on the SACSA Sports website and the Sportfix App at least a week before the event. (Results and ladders will be available via the app during the day)  
Please check two days prior to the event in case of draws changing. Any changes after this will be only available on the Sportfix App. [www.sacsasports.com.au/sports/badminton](http://www.sacsasports.com.au/sports/badminton)
2. **Scorers & game times**
  - Scoring can be done by players on the HOME team on the score sheet that are not playing at that time. And the Away team to use the scoreboard provided.
  - **THE HOME TEAM (on the scoresheet)**  
**A TEACHER or COACH WILL NEED TO UMPIRE EACH GAME. NOT PLAYING STUDENTS.**
  - Each round will be approximately 20 minutes long. If all matches have finished before this time, the next round will start. Please be aware of this during the day.
  - A sound will be made at the start of each round.
  - Please ensure your team is ready to play on the correct court.
3. All team coaches must attend the coaches meeting at **8:30am**.  
If this is not possible, please let the SACSA Executive Sports Coordinator know prior to the carnival.  
Please sign in your school on arrival with the convenor.
4. Please remind your students that they may not wear anything that will endanger themselves or any other players e.g. NO jewellery or adornments
5. Schools will be responsible for their **own** first aid needs as there will be no official First Aid Officer.
6. There will be a Cafe at the carnival providing hot/cold food and drinks.
7. **Team Photos** are the school's responsibility.
8. **Lateness policy**
  - Teams who are late (7mins) for the first match will receive a forfeit for that game and a score of 11 - 0.
9. **Medallions & Trophies**
  - Players from the winning team (gold) and the runner-up team (silver) will receive medallions. Only 3 medallions (Boys) and 3 medallions (Girls) will be given out for each team.  
A championship trophy will be awarded to the overall winners of each age group.

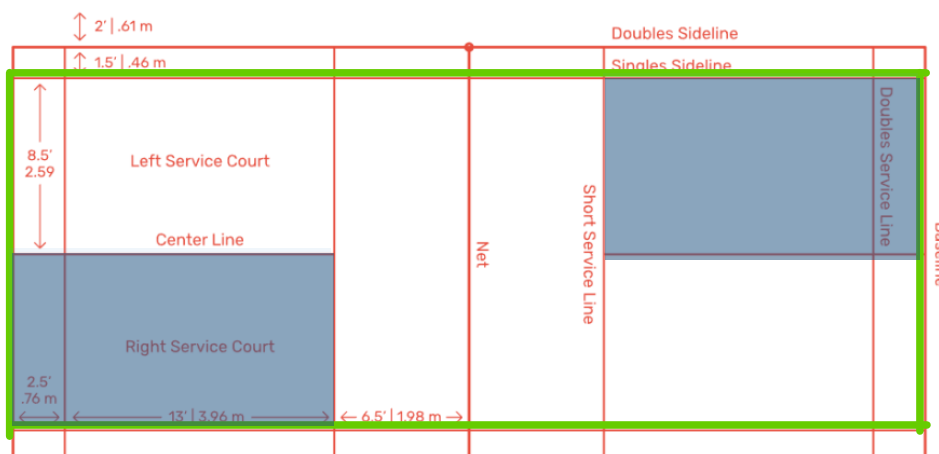
## 10. Spirit of the game

- At the end of the game all players and coaches should shake hands/Fist pump  
This is a visual demonstration of the spirit in which the game is played.
- We would also like for all teams to come together and pray in your last game before the start.

11. **Presentations** are at the end of the day. Teams are expected to stay until the conclusion of the day. Please inform the convenor or SACSA Executive Sports Coordinator **at the start of the day** if your school needs to leave early.

## Team, results & draw Information:

- Rules will be in accordance with International Badminton rules  
(<https://corporate.bwfbadminton.com/statutes/>)
- THE TEAM – SINGLES ONLY**
  - Teams consist of 3 players – No sub/extra players allowed on the day.
  - Please give each student on each team a **ranking 1, 2 and 3 in order of ability** as they will be playing the same numbered student on opposition teams.
  - This assigned number is for the **whole day and cannot be changed. This will be checked off from the first rounds score card.**
  - Schools with more than one team, **need to have their strongest team as team A**, followed by next strongest as team B etc. players cannot swap during the day..
  - If you only have two players, they will be players 1 & 2 and you will forfeit the 3<sup>rd</sup> playing position.
- BEFORE THE START OF THE GAME**
  - The Home team on the **score sheet** shall: **Choose to Serve or Receive.**
  - The Away team shall choose which end of the court to play on.
- EQUIPMENT**
  - Players/schools are required to bring their own Racquets.
  - All Shuttles will be provided by SACSA Sports.
  - The singles courts will be used for play – long and thin.



- **TABLE POINTS:** 3 points for a win, 2 points for a draw, 1 point for a loss.
- **CROSSOVER DRAWS:**
  - Teams may play a final crossover game, but only the top two teams from each pool will play off in a cross-over format, for a spot in the Grand Final.
  - Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
    - i. **The result** of the match between the teams concerned (if a two or three - way tie).
    - ii. If still tied or more than two teams tied, placing's determined by the **highest point percentage** e.g., points scored for / points scored against x 100.
- **In the event of a draw or one team is up one point in the 3<sup>RD</sup> SET during Semi Finals and Grand Finals:**
  - Once the siren sounds, the game will continue until one team wins **by two (2) points**.
- **SERVICE**
  - Remember that you have two service courts: one on the right, and one on the left.
  - When the server's score is an even number, they serve from the right service court. When his score is an odd number, they serve from the left service court.
  - The server must stand inside the service court and must be diagonally opposite of their opponent's and serve in a forward continuous motion.
  - Both feet must be in contact with the floor when striking the shuttle and not be touching any of the court lines.
  - You must strike the cork, not the feather and the whole shuttle must be struck below their sternum with the racquet in a downward angle.
  - The receiver must stand inside the diagonally opposite service court.
  - The server and receiver must stay inside their service boxes until the server contacts the shuttle with their racket. After that, they can leave the boxes immediately and move anywhere on court.
  - **Teams** will play best of three (3) sets with games being played to 11 points, winning by two. If the score is 10 all then the winning score needs to be for example 11 -13.

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If you have any further questions regarding the carnivals, please contact.

**Luke Shearer**

SACSA Executive Sports Coordinator

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