

INTERCLUB RULES

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1. PLAYER REGISTRATION & TEAM ENTRIES

- a. Clubs when entering teams must for all grades give names of all players. This determines a players grade, team and Club for the season. Clubs are also requested on registering players for the season to state grading for all players especially those not named in a team. This will assist the Interclub Convenor (IC) to determine eligibility of fill-ins.
- b. All players who will be playing Interclub in the current season must be registered with the Association through their Club by 30th June.
- c. A Club must give 24 hours' notice of intention to default to the Interclub Convenor otherwise the defaulting team will incur both team fees. When a team plays with a player short that team must pay that players fees and those of the opposing player.
- d. No named interclub player may play for more than one Club per season without obtaining permission from the IC unless the player is not in a team and named in a fill-in pool [see Rule 5(c)].

2. COMPOSITE TEAMS

- a. Composite teams may be entered as, for example, Avon/Ashgrove. The name of the team shall be known as "Avon/Ashgrove" for the season. The first team named is responsible for entering the team. A fill-in from either club can be used if a composite team player is unable to play. Members of composite teams may fill in for their Club teams only, not the other named team.
- b. A composite team must be entered with the consent of both Clubs involved.

3. MATCH FEES

- a. Match fees are payable on the night (Cash or eftpos – please bring correct change)
- b. The team members named at the start of the year are ultimately responsible for paying their team fees. If they get a fill in and require the fill in to pay, they must tell the fill in of this.
- c. Any fees outstanding after 8 days will be invoiced with a 10% administration fee.

- d. Any fees outstanding after 14 days will void the entire teams results for that night until the team is current with their fees.

4. DISPUTES

- a. All disputes must be referred to, in writing, through your Club to the IC.

5. FILL-IN RULES

- a. Fill-ins must be found by the team or club requiring the fill-in. It is not the responsibility of the interclub convener to assist with finding fill-ins.
- b. A team can obtain fill-ins from the same level or a lower level as per the following table. All fill-ins must be financial members of a club registered to Badminton Canterbury.
 - i. Level 1: A Grade and Doubles 1
 - ii. Level 2: B Grade and DOUBLES 2
 - iii. Level 3: DOUBLES 3/Social
- c. For clarification of fill ins:
 - i. Doubles 1 (section 2) may fill down to Doubles 2.
 - ii. Doubles 1 (section 2) may fill down to B Grade (in order of merit)
- d. Fill in pools: Teams must draw from their own clubs first. Clubs (teams) requiring a player may use a player from another club as long as the player is not required by their own club. If using a player from another club teams must notify the players club and also the Interclub Convenors. Players have a responsibility to their own club first.
- e. Permission to use any other variation such as a fill-in from another club, who is not listed in a fill-in pool, may only be obtained from the IC.
- f. The IC can at times use his/her discretion to allow players to play down a grade.
- g. Any player filling in from a lower grade must play bottom singles. All Doubles Grade players and non-regular team members must play in order of strength.
- h. No player may play for more than one team per night.
- i. Clubs with more than one team in a grade may not interchange players within those teams; however, players filling in may do so for either team. Players with a bye may fill-in in their grade.

6. COURT RULES

- a. All Interclub competition must be played on the dates and times set down in the draw; NO mutual agreement to depart from these will be permitted unless agreed to by the IC.
- b. In any grade if a team is a player short the bottom singles, doubles and mixed will be defaulted. If 24 hours' notice of a player's default is not given, the offending team is liable to pay for their absent player and the opponent's fee. Notice of a default must be given first to the Interclub Convener & also the opposing team.
- c. If, during a match, a player is incapacitated and unable to continue, the match shall be forfeited to the opponent. All subsequent matches in which that player is unable to continue must be defaulted.
- d. In exceptional circumstances, once Interclub is underway, a Club may wish to regrade a player. In such cases application must be made in writing to the IC giving full details.
- e. Any player not ready to start play thirty minutes after the official start time of 7.00 p.m. for all grades, will default all matches unless prior arrangement with opposing team and consent of the IC.

- f. Teams must clean the courts they have used after play using the static mops only. Please make sure the court sweepings are placed in the bins & all rubbish is cleaned up and put in the bins. (dust-pan and broom to clean up sweepings can be found in the cleaners cupboard).
- g. All matches must be “tossed for” individually by the umpire of the match. Both teams must alternate between umpiring matches.
- h. In all other aspects, the Rules of the Badminton World Federation will apply.
- i. Extra feather shuttles are available for purchase from the BC Office if open, however it is recommended that they are purchased in advance of matches.

7. CLOTHING CODE

- a. The Association requires a tidy standard of sports clothing when playing Interclub Competition. Jeans, singlets, rugby socks etc will not be allowed. Team uniforms are encouraged.
- b. To protect the court surface, we request that all players do not wear street shoes within the playing area. Non-marking sports shoes must be worn during play.

8. SCORING & RESULTS

- a. New Rally Point Scoring to be used for all Interclub matches.
- b. Results sheets must be completed with players full names on them. If players are not named in full their results will be voided.
- c. The Captain of the winning team must place the result sheet, listing player names (i.e first name and surname), individual and team scores, date and round number in the results box before they leave the hall. Sheets must be signed by both team Captains. NO RESULTS – NO POINTS

9. SEMI-FINALS & FINALS

- a. The winner of each grade will be determined by the team who finishes the league with the most points as per scoring system in Badminton League Planner.
- b. In the event of a tie it will be counted back in the following order:
 - i. Rubbers (matches won vs matches lost), then
 - ii. Games (sets) won and lost
 - iii. Points won and lost

10. ORDER OF PLAY

- a. The order of play shall be as stated on the score sheets. However if it not possible to be played in this order from Start Time an alternative game MUST be played out of this stated order (or in A grade the team unable to provide the correct player will forfeit their start bonus point).
- b. Teams shall play in order of merit for singles & doubles. Doubles merit to be based on strength of pair, not individual players. Captains shall, before the start of play, list their team showing order of merit, which shall be the playing order for each event: no alteration in the composition of the team or its playing order shall be made thereafter. The playing order used after the third tie of the season shall be deemed permanent and no alteration shall be made without the permission of the IC, excepting when Rule 6(d) applies.