

2007 SHSAA BADMINTON

PROVINCIAL CHAMPIONSHIP

Date: May 12, 2007

Location: Rosetown Central High School

Commissioner: Vicki Moore

Phone: 882-1324 **Fax:** 882-3889

Rules and Procedures: Refer to the SHSAA Handbook, Badminton Pages 79-82.

Official Shuttlecock: The SHSAA has a sponsorship contract with Yonex Canada. The Yonex, Mavis 350, Blue Band Shuttle will be supplied by the SHSAA & Yonex for each District, Regional and the Provincial Tournament.

Accommodation:

Country Rose Inn	22 rooms	306-882-3093
Heartland Motor In	42 rooms	306-882-4200
Rosetown Motel	15 rooms	306-882-2212
Saskatoon Comfort Inn		306-934-1122
Saskatoon Inn		306-668-9655

Inquiries: Please contact the respective commissioners or the SHSAA Office at:

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REGIONAL PLAYOFFS

MAY 5, 2007

Reminder to all District Commissioners:

You must have your entries for Regional Badminton into the Regional host by Monday April 30.

	SERIES A	SERIES B	SERIES C	SERIES D
Location:	Regina Regina Miller High School	East Central Melville Comprehensive School	North East Carrot River High School	North West Meadow Lake Carpenter High School
Contact:	Greg Johnson	Rick Haacke	Cory Schmaltz	Tim Johnstone
Phone:	791-8475	728-4181	768-2433	236-5236
Fax:	791-8481	728-4742	768-2633	236-4294
Format:	8-Team	6-Team	8-Team	6-Team
Participating Teams:	South Central Jody Lehmann Gravelbourg: 648-2480 West Central Vicki Moore Rosetown: 882-1324 South West Darcy Huyghebaert Herbert: 784-2454	South East Dale Issel Estevan: 634-4761 Qu'Appelle Dennis Scott Whitewood: 735-2550	Saskatoon Kelly Bowers SSSAD: 683-8249 Horizon Central Graham Farrell Foam Lake: 272-3308 North Central Mark Cantin St. Mary: 953-7544	Battle West Laurie Zoller Wilkie: 843-2288 Central Valley: Syd Laskowski Osler: 239-2196

BADMINTON SCORING CHANGE **Effective 2006-2007**

The IBF (International Badminton Federation) and Badminton Canada have adopted the rally point scoring for badminton. At the September meeting, the SHSAA Executive Council adopted this new scoring rule for high school badminton beginning with the 2006-2007 competition season.

7. SCORING SYSTEM

- 7.1 A match shall consist of the best of three games, unless otherwise arranged (Appendix 2 and 3).
- 7.2 A game shall be won by the side which first scores 21 points, except as provided in Law 7.4 and 7.5.**
- 7.3 The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.
- 7.4 If the score becomes 20-all, the side, which gains a two-point lead first, shall win that game.
- 7.5 If the score becomes 29-all, the side scoring the 30th point shall win that game.
- 7.6 The side winning a game shall serve first in the next game.

SIMPLIFIED RALLY POINTS SCORING SYSTEM

Scoring System

A match consists of the best of 3 games of 21 points.
The side winning a rally adds a point to its score.
At 20 all, the side, which gains a 2-point lead first, wins that game.
At 29 all, the side scoring the 30th point wins that game.
The side winning a game serves first in the next game.

Intervals and Change of Ends

International Badminton has included in the rally point scoring system, when the leading score reaches 11 points, players are to have a 60 second interval.
The SHSAA is adopting an amendment to this procedure and will NOT have a 60 second break after the 11th point.
A 2-minute interval between each game is allowed. Coaches and players may consult during the 2-minute intervals.
In the third game, players change ends when a side scores 11 points.

Singles

At the beginning of the game and when the server's 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 alternate service court.
If the receiver wins a rally, the receiver scores a point and becomes the new server.

Doubles

There is only one serve in doubles (see attached diagram). The service passes consecutively to the players as shown in the attached diagram.
At the beginning of the game and when the score is even, the server serves from the right court. When it is odd, the server 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.
If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
The player of the receiving side who served last stays in the same service court from where he served last.
The reverse pattern applies to the receiver's partner

The players do not change their respective service courts until they win a point when their side is serving.

If players commit an error in the service court, the error is corrected when the mistake is discovered.

The following is a diagram and description for doubles movement utilizing this new scoring system:

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.

<i>Course of action / Explanation</i>	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 serving 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.