



## Sport & Social Club General Rules

### SCORE REPORTING

- Team captains are responsible for reporting the scores after your game through the SSC website. Teams have a 48-hour window to report scores after the completion of the game. Please be timely with your score reporting so league standings can remain updated for playoff positioning.

### STANDINGS/SCHEDULES

- Players can view league schedules and standings by logging into your player profile and clicking on 'Schedule and Standings'.

### PLAYER ELIGIBILITY

- All players must be added to the team roster by the team captain. This process confirms that all players have agreed to our policies and online waiver.
- Substitute players are allowed; however, they must be added to the team roster. Adding a substitute player from another team in the same league is allowed, however, regular/consistent use of a substitute player in the same league is considered unsportsmanlike and not encouraged.
- For a player to be eligible for a playoff game, the following criteria must be met, or the team will default the game:
  - Be on the SSC online team roster.
  - Play a minimum of two regular season games in a 6–10 week season, or three regular season games in an 11–14 week season.
  - Play for only one team per league/pool in playoff games. If a player plays for two teams, the second game will be defaulted.

### DEFAULTS

- A default will occur if a team cannot field a squad by 15 minutes after the official start time. If a team does not meet the standard eligibility requirements, team captains must confirm the outcome prior to starting the game. Captains may agree to waive the rules regarding eligibility requirements. If it is agreed that the game counts, it counts! In the event there is a default dispute, and the game was played, the SSC ruling is that the game counts.
- In the event of inclement weather, follow our SSC foul weather policy available on the website and the sport specific instruction below.

### ROUGH PLAY & PLAYER CONDUCT

- It is recognized that incidental contact between players is inevitable – however, all players should go out of their way to avoid creating unsafe play.
- Any unsportsmanlike conduct may result in immediate expulsion from the league. This includes, physical or rough play, verbal abuse, damage to facility property and/or loss of facility permit. Fighting will result in immediate expulsion from the league. View our complete Unsportsmanlike Conduct policy on our website.
- Drinking alcoholic beverages, use of drugs and smoking at your game site before, during, or after your game is strictly prohibited. Offenders will be asked to leave the league without refund. No Exceptions.

### GAME COORDINATOR (GC) ON-SITE SSC LEAGUE REPRESENTATIVES

- A Game Coordinator (GC) presence is dependent on sport, season, and/or facility locations. They are not referees, as all games are self-officiated. They are on-site to be a neutral supporter of both teams, clarify rules, manage equipment, start/stop games, and to inform players of league news.
- A Game Coordinator may stop a game before the full time has expired due to overly aggressive play, persistent unsportsmanlike conduct, or a general violation of the rules of the game.

## Sport & Social Club AirBadminton Rules

<b>GAME LENGTH &amp; LEAGUE STRUCTURE</b>	<ul style="list-style-type: none"> <li>SSC AirBadminton league is based on a casual gameplay format and will not have standings. Your opponent will be different for each game. The courts will be reserved for a specific amount of time according to the online schedule. Players join an open game as the courts become available.</li> <li>You can stay and play the full amount of time, or 'drop-in' at your leisure.</li> <li>SSC does not use a ranking system to indicate the different skill level of its members nor does it use a system to impose time limits on matches. Rather, SSC uses the "honour system" to keep track of who is next up to play. Be courteous by allowing players that have not had a chance to play or warm up to do so.</li> <li>No consecutive matches amongst teams or individuals.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Players are responsible for bringing their own racquets.</li> <li>Do not share your racquet with other players.</li> <li>Outdoor shuttles will be provided on-site.</li> <li>Nets are setup by the onsite SSC Game Coordinator.</li> <li>Players are strongly encouraged to bring their own lawn chair as most locations do not have benches.</li> </ul>
<b>SKILL LEVELS</b>	<ul style="list-style-type: none"> <li>All skill levels are welcome (beginner to advanced).</li> </ul>
<b>GENERAL GAME RULES</b>	<p><b>SSC Air Badminton plays an 11 Rally Point Scoring System and Best out of 5 Games (which equals 1 match).</b></p> <ul style="list-style-type: none"> <li>To determine first serve or side of court, players should participate in rock-paper-scissors.</li> <li>The victors of the first game of the match serves first in the subsequent game and so forth.</li> <li>There is a 3-meter serving marker (or pylon) clearly visible on the sideline. The player shall serve from anywhere behind this marker within the court, with both feet stationary. The server may direct the AirShuttle anywhere into the opposition's playing area beyond the 2-meter dead zone line.</li> <li>Dead zone: There is a 2-meter zone marked out at the front of the court if the shuttle lands in this zone it is considered a fault. Players are also not permitted to step inside the dead zone to hit the AirShuttle, after the hit, the player can step or land inside the dead zone.</li> <li>There is no centre line that divides the court into equal left or right service courts.</li> <li>If the serving side wins a rally, the serving side scores a point.</li> <li>If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.</li> </ul>
<b>SCORING</b>	<ul style="list-style-type: none"> <li>Points are scored if a serve lands on the opponent's court without being volleyed back or if the opponent returns a volley outside of the court. The player who gains the point retains the serve until it is broken by the opponent.</li> <li>A winning score in AirBadminton is 11. A player must win by two points unless the score is 12-12, the 13<sup>th</sup> point would then win.</li> <li>A winner of an AirBadminton match is the one who wins the best of 5 games.</li> </ul>
<b>FAULTS AND LETS</b>	<p><b>Faults</b></p> <p>Faults can occur for a wide variety of reasons, including:</p> <ul style="list-style-type: none"> <li>Improper shuttle contact, improper shuttle landing, improper player contact, player misconduct, or double hits.</li> <li>A player touches the net or poles with their body, racquet or clothing.</li> <li>Crosses under/over the plane of the net with their body, racquet or clothing.</li> <li>Hard smashing is discouraged in the game of AirBadminton. Please respect the level of your opponents.</li> </ul> <p><b>Lets</b></p> <ul style="list-style-type: none"> <li>Lets can be called for a variety of reasons, including if a shuttle is caught on top of or in the net, if both players fault, if a player is unready for a serve, if a shuttle falls apart, or if there is a service court error.</li> </ul>

**REMEMBER... ALWAYS HAVE FUN & PHYSICALLY DISTANCE!**