



## 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.

## SSC Official Badminton League Rules

<b>GAME LENGTH &amp; LEAGUE STRUCTURE</b>	<ul style="list-style-type: none"> <li>SSC Badminton league will host a ladder format in week 1 to determine skill division. Results from week 1 will confirm division placement for remainder of season.</li> <li>Matches are 90-minutes.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Players are responsible for bringing their own racquets.</li> <li>Shuttles will be provided on-site.</li> <li>Nets are stored at the gym.</li> <li>Players are encouraged to help with the set-up and take-down of nets, but please wait for the SSC Game Coordinator.</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>	<ul style="list-style-type: none"> <li>At the start of each match the winner of the toss, or the opening volley, has the choice of first serve or side of court.</li> <li>At the beginning of the game, the server serves from the right-side of the court.</li> <li>If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.</li> <li>If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.</li> <li>When the score is even, the server serves from the right court. When it is odd, the server serves from the left court.</li> <li>The players do not change their respective service courts until they win a point when their side is serving.</li> <li>Receiving Courts: A player serves and receives in the right service court if their opponent has scored an even number of points at that juncture of the game. A player serves and receives in the left service court if their opponent has scored an odd number of points at that juncture of the game. The shuttle is volleyed back and forth until a fault is committed or the shuttle has exited the field of play.</li> </ul>
<b>MATCH STRUCTURE &amp; SCORING</b>	<ul style="list-style-type: none"> <li>Matches consist of 5 total games within the 90-minute time frame. <ul style="list-style-type: none"> <li>Game 1 = Singles A1 vs B1</li> <li>Game 2 = Singles A2 vs B2</li> <li>Game 3 = Singles A2 vs B1</li> <li>Game 4 = Singles A1 vs B2</li> <li>Game 5 = Doubles A1/A2 vs B1/B2</li> </ul> </li> <li>Single matches are first to 11 points (hard cap).</li> <li>Double matches are best 2 of 3, first to 11 (hard cap).</li> <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>Score Reporting: Captains must report the scores as follows (example): 1-0, 0-1, 0-1, 1-0, 2-1. Please do not enter the total number of points per match.</li> </ul>
<b>FAULTS, LETS AND ERRORS</b>	<ul style="list-style-type: none"> <li>Faults can occur for a wide variety of reasons, including: <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 the plane of the net with their body, racquet or clothing. <i>Exception: You can cross the plane (without touching the net) if you have contacted the shuttle on your side of the net first.</i></li> <li>Crosses under the plane of the net with their body, racquet or clothing.</li> </ul> </li> <li>Hard smashing is discouraged in SSC badminton leagues. Please respect the level of your opponents.</li> <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> <li>A service court error has been committed if a player has served out of their rotation, if a player has served from the wrong court, or if a player is standing on the wrong court while receiving a serve. Service court errors can only be enforced if discovered prior to the next serve. If the error is discovered and both sides committed it, a 'let' will result. If the offending player won the rally, it shall also be a 'let'. If the offending player lost the rally, the error is null.</li> </ul>

**REMEMBER... ALWAYS HAVE FUN!**