



BADMINTON BY-LAWS

ARTICLE I GOVERNING RULES

SECTION 1 The current edition of the U.S.B.A. official rules of play shall be the official book for league badminton matches, except as noted in the by-laws.

ARTICLE II CLASSIFICATIONS

SECTION 1 There shall be two (2) official teams - the Varsity and the Junior Varsity (JV). There shall be two leagues-the De Anza (upper) and the El Camino (lower).

ARTICLE III PRACTICE AND GAME LIMITATIONS

SECTION 1 Practice limitations outlined in article VIII of the SCVAL by-laws shall be in effect.

SECTION 2 There shall be a double round robin league schedule of Varsity and JV badminton.

ARTICLE IV GAME MANAGEMENT & PLAYER ELIGIBILITY

SECTION 1 Players shall compete in only one event during a dual league meet or in the league tournament.

SECTION 2 A Junior Varsity player may compete in a varsity league match and return to the JV level.

SECTION 3 The team match lineup must contain the first and last name of each participant, as well as their year in school. In mixed doubles the boys' names must be first.

SECTION 4 All rosters should be sent to the AD Liaison of Badminton prior to the first league match, for distribution to SCVAL schools.

ARTICLE V LEAGUE MATCHES

SECTION 1 **Determination of league champion and placement of teams in divisions.**

1.1 The varsity and JV team championship shall be determined on the basis of a double round robin dual meet schedule.

1.2 Movement up or down will be based on varsity and junior varsity record (totaling wins of both) and a discussion of coaches involved. By strength of program, coaches MAY, by agreement, move 1 or 2 teams up or down, reserving the option to have no movement at all.

- 1.3 In the case of a tie for first place, the teams involved shall be considered co-champions.
- 1.4 Certificates will be awarded to the league champions in each division.

SECTION 2 Dual Meets

- 2.1 The official Varsity and JV meet shall consist of fifteen (15) matches each.
- 2.2 At both levels, each school shall be represented by three (3) players or teams in each event; singles, doubles, and mixed doubles.
- 2.3 All matches shall be played to twenty-one (21) points with rally scoring, best two (2) out of three (3) games. If the score becomes 20-all, the side which gains a 2 point lead first, wins. If the score becomes 29-all, the side scoring the 30th point shall win the game.
- 2.4 A player or team at the Varsity level may be coached during game #1, #2 & #3 when one side reaches 11points (maximum 60 seconds), during the 90 second interval between games 1 & 2 and during the break between game #2 & #3.
- 2.5 Matches shall begin at 3:30 P.M. A coach and at least 6 teams must be present or default of the match will occur. If both coaches agree, a match may begin earlier (but no earlier than 3 p.m.).
- 2.6 Varsity scoring will be three (3) points for match #1, two (2) points for match #2, and one (1) point for match #3. For JV matches, one team point shall be awarded for each game won.
- 2.7 To win a meet, a varsity team must win a larger number of points than the opposing team. In the case of each team having the same number of points, the team winning the majority of the matches shall be declared the winner. The same rules apply to the JV match.

SECTION 3 Forfeits

- 3.1 Within each event of both Varsity and Junior Varsity, forfeits MUST be made from the bottom.
- 3.2 Coaches are obligated to fill the Varsity roster before the JV roster.
- 3.3 Any forfeiture will result in a loss in the remaining positions below the forfeiture.

SECTION 4 Home Responsibilities

- 4.1 The home coach shall act as official referee.
- 4.2 He / She shall greet all players, explain the home court rules, and assign players to courts for matches.
- 4.3 All courts will be cleaned prior to the beginning of match play.
- 4.4 The home team shall provide at least 3 shuttlecocks per court for warm-ups and a new tournament shuttlecock for each match.
- 4.5 The official shuttle of the league is the white or yellow Yonex Mavis 350 blue (medium speed).
- 4.6 Warm-ups shall be held to 5 minutes for each match. Scorekeepers and coaches will enforce this rule.

SECTION 5 Uniforms

- 5.1 All players shall wear a T-shirt or collared shirt which shall be uniform in color and display either the name of the school, the mascot or the logo. In addition, the player shall wear standard athletic shorts and appropriate gym shoes.
- 5.2 The only headgear allowed is a sweat band. Bows and ribbons are OK for boys and girls.
- 5.3 Sweats and warm-ups of the school colors are acceptable to be worn during matches.

SECTION 6

Umpiring

- 6.1 Players shall umpire their own matches or request an umpire and/or linesmen.
- 6.2 Coaches from both teams will only assist in interpreting rules of play if asked (for assistance) by the players involved. No other player, spectator, or coach may assist in making calls, unless they have been designated as a linesman/umpire as outlined in section 6.1.

SECTION 7

Sportsmanship

- 7.1 Obvious or deliberate unsportsmanlike conduct during match play shall result in a warning by the two teams' coaches after consultation. The next violation shall result in the forfeiture of that game. The next violation shall result in forfeiture of the offender's match. Examples would include but not be limited to: profanity, throwing of equipment, and other unsportsmanlike conduct.

SECTION 8

League Tournaments

- 8.1 A varsity SCVAL double elimination tournament shall be held to determine the four (4) entrants to the C.C.S. tournament draw in each event. Each school may send up to four representatives in each event with unfilled positions given away by lottery.
- 8.2 Certificates for all-league awards will be awarded for 1st team, 2nd team, and Honorable Mention. These will be determined by the coaches in each league and will be based upon season results. Limitations will be: Top 4 get 8-6-4, next 4 get 6-4-2, remaining teams get 4-2-2.
- 8.3 Awards will be given to the top 4 finishers in each event for both the League Final tournaments. Each school has agreed to pay \$40 to the League Rep or AD Liaison to purchase these awards.
- 8.4 One school shall be decided upon to host the tournament best practice in alpha order based but also on availability, courts, and coaches' agreement.
- 8.5 There will be a Team Competition during League Playoffs (SCVALS) based on a point system for each win at each level on the draw.
- 8.6 Any forfeiture during the league tournament will result in exclusion from CCS.

ARTICLE VI

SPECIAL RULINGS / BADMINTON LEAGUE REPS

SECTION 1

A Badminton League Rep shall be selected by the badminton coaches from each division of all the league schools by majority vote, one (1) vote per school.

SECTION 2

The Badminton rep shall serve for a period of one (1) year.

SECTION 3

The duties of the badminton rep shall be:

- 3.1 Call a meeting of all the league badminton coaches prior to the beginning of the season to go over the schedule, by-laws, rule changes (from last season), and anything pertinent to badminton for that season.
- 3.2 Call a meeting of all the league badminton coaches at the end of the season to review the by-laws, make revisions to the by-laws, and discuss any problems that came up during the season, and try to determine how to address/solve these problems. The division chairperson shall present any by-law changes to the athletic director assigned to badminton.

- 3.3** Compile the season results (or appoint someone) and send them to the league commissioner as well as to the league schools (or AD Liaison).
- 3.4** The chairmen shall act as representative of the SCVAL to the C.C.S. badminton committee.
- 3.5** The chairman shall notify the Athletic Director in charge of badminton and the league commissioner of all league committee meetings.
- 3.6** The chairperson of both divisions shall be notified by the commissioner when a match protest is filed with the league.
- 3.7** Be responsible to acquire Frosh/Soph tournament awards.

SECTION 4 Division chairperson shall be elected by majority vote, one vote per school; only the varsity coach votes or his/her proxy.