

GENERAL RULES OF INTER-SCHOOL BADMINTON COMPETITION

1. Unless otherwise stated, the rules of the Badminton World Federation (BWF) shall be applied.

2. SYSTEM OF PLAY

2.1 Thomas Cup & Uber Cup system be adopted in the boys & girls competition respectively. Should there be any amendment to the competition system of the 2 cups in future, the Federation would review the system for schools competition accordingly.

2.2 A team for each match shall consist of 5 to 7 players. There must be at least 5 players present before the start of a match.

2.3 Each team shall be arranged in such a way as to provide 3 singles and 2 doubles. Players can play in one single and one doubles game only but two singles cannot play together in a double game. Double players cannot play in two doubles.

2.4 21 points system is adopted in all games, including all singles and doubles.

2.5 The order of play shall be as follows:

Game	Home Team	Away Team
1	First Singles	First Singles
2	First Doubles	First Doubles
3	Second Singles	Second Singles
4	Second Doubles	Second Doubles
5	Third Singles	Third Singles

2.6 The winner of the match shall be the team that wins 3 games first.

3. CLASSIFICATION OF TEAMS

3.1 2 points for a win, 1 point for a loss and -2 points for giving away a walk-over.

3.2 If two teams tie on points, the winner of the match between the two teams shall be awarded the higher position.

3.3 If three or more teams tie on points, the winner will be decided by:-

- i. games difference in the match among teams concerned, if undecided
- ii. points difference in the matches among teams concerned

3.4 If at any stage, using the above criteria in 3.3 (i) and (ii), a multiple team is reduced to a tie involving only two teams, the procedure in 3.2 will automatically be applied.

3.5 If it is reduced to a tie still involving more than two teams, the procedure beginning with 3.3 (i) is repeated.

3.6 In the event of a walk-over, the score should be recorded as 3:0.

3.7 Any player or pair unable to play when requested to do so shall forfeit the game concerned, and it shall be scored as a win for the opponent by one game.

4. DUTIES OF HOME TEAM (The first mentioned team in the fixture)

4.1 To be responsible for the arrangement of umpires and linesmen.

4.2 To bring the match shuttlecocks and score sheet provided by the Management Committee.: **CN Alpha (Gold Label) shuttlecocks have been adopted as official shuttlecock.** Other brand of shuttlecocks can be used only when both teams agree. If all the shuttlecocks are used up before the end of the match, the home team and the away team should provide extra shuttlecocks alternately until the end of the match and these shuttlecocks must be the

same brand of shuttlecocks used in the previous games.

- 4.3 Before the game, the home team shall give a blank score sheet to the away team. Each captain or teacher-in-charge shall present the composition of his team in writing in the score sheet to his counterpart in the opposing team before the start of play. No alternation thereof shall be made afterwards. Any discrepancy will lead to the forfeiture of the game(s) in question.
- 4.4 To see that the score sheets are completed and remind BOTH teams to fax the result sheet to the Federation office within 2 days of competition.
- 4.5 A walk over will be declared if the team cannot fulfill the relevant duties as above.

5. TEAM MANAGER

- 5.1 All teams must be accompanied by a team manager who is a full time staff member or authorized person of the school. (Please refer to "General Rules of Sports Competition" item 11)
- 5.2 Only the team manager can make appeal and communicate with opposing school.
- 5.3 The name of the team manager should appear on the score sheet prior to the competition. The team manager has to sign the score sheet after the competition.

6. PUNCTUALITY

- 6.1 If the full team fails to commence competition at the scheduled time shall lead to a walkover.
- 6.2 In case of special circumstances, any team needing to alter the scheduled time of the match should consult the opposing team well in advance and permission must be given by the opposing team. The Federation office must be notified of any changes.

7. UNIFORM

Players have exemption from the uniform requirement in General Rules of Sports Competition 7.4, i.e. it is not necessary for all players to dress in identical uniform with same colour and same style.

8. UMPIRES

- 8.1 The home team shall provide umpires for the odd number games while the away team the even number games.
- 8.2 The umpire, before the commencement of a game, shall see to it that each team has provided 2 linesmen for the game. In double games, the umpire can ask for additional linesman from each team.
- 8.3 Teachers-in-charge should emphasize to their umpire and linesmen the importance of fair play and neutral judgement. Players and spectators should also be told to be careful when using facilities of schools and games halls.
- 8.4 With the help of HKBA, participating schools may request neutral umpires for their matches through the Convenor if both of the opposing teams agree. Both schools must be responsible for the charges involved and the Convenor must be notified at least 14 days before the date of the match.

9. BEHAVIOUR

- 9.1 Competitors and student spectators must behave properly.
- 9.2 Student/competitor misbehaving will be requested to leave the competition centre.

Such misbehaviour will be reported to the Discipline Committee for further action.

10. PROTEST

Protest should be lodged to Management Committee within 3 working days of the date of the match.

11. INTERRUPTION OF PLAY

In the case when a match cannot be completed as scheduled, the home team should report the case to the Federation Office within 2 working days of the match. If an arrangement is necessary, the re-match shall continue from where it has been stopped using same players of the interrupted match.

校際羽毛球比賽章則

1. 除特別聲明外，所有比賽均依照世界羽毛球聯會所訂之比賽規則舉行。

2. 比賽制度

2.1 男子團體採用湯姆斯盃制，女子團體採用優霸盃制。若“湯優盃”賽制有所修訂時，賽會將跟隨檢討，並考慮其可行性。

2.2 每隊可報五至七名球員。每隊最少五名球員到場方可開賽。

2.3 每隊應有三名單打及兩對雙打。每名運動員可參加一局單打及一局雙打。唯兩名單打運動員不能組成同一對雙打。雙打運動員不能參加兩組雙打比賽。

2.4 採用五局三勝制（即三局單打及兩局雙打）。所有男、女子單、雙打賽事均採用二十一分直接得分制。

2.5 比賽次序如下：

局數	主隊	客隊
1	第一單打	第一單打
2	第一雙打	第一雙打
3	第二單打	第二單打
4	第二雙打	第二雙打
5	第二單打	第二單打

2.6 先勝三局者為勝。

3. 球隊名次之制定

3.1 每場比賽勝方得兩分，負方得一分，而棄權者得負兩分。

3.2 遇兩隊同分時，以該兩隊之間的比賽勝負而定。

3.3 遇三隊或以上同分時，則以下列方法處理：

（一）計算同分隊伍互相比賽時之得失局，如仍未分勝負時

（二）計算同分隊伍互相比賽時之得失分數

3.4 若依據第 3.3 項之判定標準而僅餘兩隊仍相等，則應依據第 3.2 項判定該兩隊之名次。

3.5 若仍餘三隊或以上相等，則應再依據第 3.3 項之第一段重複判定。

3.6 遇棄權時，成績為三比零。

3.7 單打或雙打運動員如不能出賽時，該局比賽應由對方獲勝。

4. 主隊職責（賽程表上排先之隊伍）

4.1 負責指派裁判及司線員

4.2 攜帶由管委會供應之比賽用羽毛球及積分表。**CN Alpha (Gold Label)** 為指定比賽用球。除雙方同意外，不能用另一牌子之羽毛球作賽。如所有羽毛球於比賽完結前

用完，則主、客隊須分別供應相同牌子之羽毛球直至比賽完畢。

4.3 比賽雙方須於計分紙上填上球員比賽次序並於開賽前互相交換。此後不得更換球員名單或次序。如有任何錯誤，有關球隊應被判該局為負方。

4.4 主隊須確保積分表正確填妥，並提醒雙方隊伍於兩日內將積分表傳真至學體會辦事處。

4.5 如未能履行以上職責，有關球隊將被判棄權。

5. 領隊

5.1 參賽隊伍須有全職學校職員或獲授權人仕帶隊，方准出賽。（請參考“比賽通則”第11項）

5.2 只有領隊才可與對隊聯絡。如需要上訴時，應由領隊提出。

5.3 領隊姓名須於賽前填寫在計分紙上。比賽完畢後，領隊須在計分紙上簽署。

6. 準時

6.1 如參賽隊伍全體成員於法定比賽時間還未能出賽者，當棄權論。

6.2 參賽學校如因特別事故而須更改比賽時間，事前須得對方同意並通知管委會。

7. 運動員服裝

參加羽毛球比賽之運動員可豁免本會所訂之比賽通則第7.4項之服裝要求，即全隊運動員並不需要穿著同色同款比賽衣。

8. 裁判

8.1 主隊須提供裁判主持單局數比賽而客隊則負責雙局數。

8.2 每局裁判須於開賽前確保比賽雙方委派兩名司線員協助裁判工作。於雙打賽事中，裁判可要求更多之司線員。

8.3 各校領隊應向其裁判強調公平競賽及裁判之中立性。領隊亦須提醒運動員及觀眾小心使用場地器材及設施。

8.4 參賽隊伍可要求香港羽毛球總會委派裁判主持賽事。唯有關學校須於比賽前十四天向主委提出安排及承諾支付所需費用。

9. 紀律

9.1 運動員及學生觀眾必須穿著校服或該校運動服裝並嚴守紀律。

9.2 行為不當者可被逐離場並交由紀律小組處理。

10. 投訴

投訴應於比賽舉行後三個工作天內以書面通知。

11. 比賽中斷

如有任何因素令比賽無法完成，主隊應於兩個工作天內向會方報告。如需安排重賽，賽事將沿用同一批運動員，於停賽一刻開始繼續比賽。