

DeakinPLAY Badminton Competition Registration

Terms and Conditions

DeakinACTIVE and the DeakinPLAY Social Sport Competitions are managed by Clublinks Management Pty Ltd (Clublinks) under a management agreement with Deakin University. As part of your Team Registration, you are agreeing you have read and accepted the below DeakinPLAY Badminton Competition Rules.

Payment

Team Registration payments need to be made by credit card via the online registration portal or by calling or visiting a DeakinACTIVE facility. Registrations and registration payments must be completed prior to a team participating in a DeakinPLAY Social Sport Competition. Earlybird registration rates of \$20 per team apply up until the Sunday before the start of the competition. From the Monday of the first week of the competition, registration fees are \$25 per team.

Game fees are \$15 per game per team and need to be paid prior to the start of your fixtured game. These can be made via EFTPOS upon arrival.

Team Registration Form

A completed team registration form is due prior your team being entered into the competition. A completed team registration form is due prior your team being entered into the competition. All teams will need to provide player details for every member of their team. Teams will also need to nominate a team captain. The team captain will be the first point of contact to pass on any messages to the team. Players cannot play for another team in the same league. Player identification needs to be available in the case of the game day operator asking prior to each game, or participant(s) may not play. Each team is allowed 4 players on their roster. There are 2 players on court per team at one time.

Additional players can be added or removed throughout the season providing you do not exceed 4 registered players. If you wish to make changes to your registered player list, please email DeakinPLAY@deakinactive.com.au.

Individuals under the age of 18 are able to play but must have signed parental/guardian consent. Individuals under the age of 16 will require signed parental/guardian consent and these participants must be accompanied by an adult at all games. You may also contact DeakinACTIVE via DeakinPLAY@deakinactive.com.au for assistance in finding extra players for you where possible. Please ensure you do this within the timeframe allowed as otherwise you may be required to forfeit the match.

Forfeits

Please notify the DeakinACTIVE team of your forfeit via phone call (Burwood – 9251 7719, Wairn Ponds – 5227 2711).

If DeakinACTIVE are notified before 12 pm on game day, the forfeiting team is required to pay a forfeit fee equal to 1.5 times the game fee to be paid before the next match. Failure to notify DeakinACTIVE regarding your forfeit or if notified after 12pm on game day, your team will incur a fee equal to 2 times the game fee to be paid before the next match. Failure to pay your forfeit fine prior to your next match will mean that your team will not be eligible to take the field until DeakinACTIVE has received payment. This could result in your team being removed from the competition with no refund.

If a team does not have two players present at the start of a match, the Game Day Operator will wait up to 1 minute for additional player/s to arrive. If the team is not able to take the court within 1 minute the game day operator will award the first game to the opposing team. If players for the opposing team still have not arrived 15 minutes after the scheduled start

time of the match, the game day operator will award the overall win to the opposing team (21 – 0, 21 – 0, 21 – 0 score line). This will result in a forfeit (fees as above).

Risk Warning - Insurance dependent

Playing badminton is subject to risks and players can incur injuries. There are also risks that access to medical assistance, and evacuation might be slow, and of damage to, or loss of, your personal property. DeakinACTIVE carry Public Liability Insurance and minimal coverage for injuries.

Release and Waiver

If you suffer injury, loss, claims, liability or damage (Loss) while at DeakinACTIVE, to the fullest extent permitted by law, you release the Trust and Clublinks Management Pty Ltd (Clublinks), their employees, officers and contractors from any liability for any loss suffered by you and you release each of the Trust, Clublinks and their employees, officers and contractors from any responsibility or legal liability for death or personal injury associated with your presence at DeakinACTIVE and any activities you undertake at DeakinACTIVE facilities.

Withdrawal from the Competition

If a team withdraws from the competition after the completion of the first 3 rounds of the current season they will be required to pay a team withdrawal fee of \$50.

Badminton Competition Rules:

Tournament rules are subject to change at the discretion of the DeakinPLAY Coordinator at any time during the course of the season.

Games cannot be rescheduled or changed once the league schedule has been posted on the DeakinPLAY Teams portal, website or emailed to the captains.

Teams are awarded: 3 points for a win, and 1 points for a loss. The tournament standings are determined by the following: Total Team Points and then Score Differential (percentage).

Games will be officiated in line with the [BWF Badminton Rules](#). Self-officiating will be required with the support of a game day operator who will be overseeing all matches. Self-officiating is to be done in line with these rules, to the best ability of those participating.

Matches

- Match times: Matches run every 60 mins, commencing from around 6:30 pm on Thursday nights
- A match shall consist of the best of three games
- A game shall be won by the side which first scores 21 points
- 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
- If the score becomes 20-all, the side which gains a two point lead first, shall win that game

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- If the score becomes 29-all, the side scoring the 30th point shall win that game
- The side winning a game shall serve first in the next game
- Teams coming off must exit the court immediately. Teams coming on must be prepared to start the match immediately
- Games start promptly according to competition schedule – no exceptions
- Failure to court a team will result in a team forfeit

Change of Ends

Players shall change ends:

- at the end of the first game
- at the end of the second game
- if there is to be a third game
- and in the third game when a side first scores 11 points

If the ends are not changed as indicated, it shall be done so as soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand.

Doubles - Serving and Receiving Courts

- A player of the serving side shall serve from the right service court when the serving side has not scored or has scored an even number of points in that game.
- A player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game.
- The player of the receiving side who served last shall stay in the same service court from where he served last. The reverse pattern shall apply to the receiver's partner.
- The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver.
- The players shall not change their respective service courts until they win a point when their side is serving.
- Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score.
- If the serving side wins a rally (Law 7.3), the serving side shall score a point. The server shall then serve again from the alternate service court.
- If the receiving side wins a rally, the receiving side shall score a point. The receiving side shall then become the new serving side.

Uniform

During a match, all team members must wear:

- Comfortable exercise clothes (no pockets).
- Suitable footwear (e.g. runners).

Players may not wear anything that could endanger themselves or other players, specifically:

- No adornment or jewellery may be worn other than a wedding ring which must be covered with tape.
- A medical alert bracelet may be worn provided it is covered with tape.
- Hair must be suitably tied back.
- No casts/splints will be allowed under any circumstances. No pads or braces will be allowed above the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it. Kneepads of a soft pliable nature will be allowed below the waist.

Playoffs

Players are required to have played at least 3 games to qualify for finals.

Game Day Operators

The Game Day Operators will have sole jurisdiction over the conduct of the game. NO PROTESTS against game day operators will be considered or allowed. If this rule is violated the Game Day Operator has the right to ask players to leave. If the League Rules appear to be violated, the matter may be brought to the attention of the DeakinPLAY coordinator or Sports Team Leader for the final resolution. All decisions made by the DeakinPLAY coordinator or Sports Team Leader will be final.

Photography Consent and Release

Participants grant permission to DeakinACTIVE, Deakin University and any associated representatives to take and use photographs, digital images and/or videos of them, for use in, but not limited to:

1. Media releases, media articles, printed publications and/or educational materials
2. Electronic publications and communications, including websites and social media
3. Promotional material and/or advertisements, both printed and digital
4. Other uses as allowed by law and associated regulations

Participants agree that their name and identity may be revealed in descriptive text or commentary in connection with image(s). All negatives, prints, digital copies and files shall remain the property of DeakinACTIVE.

Participants waive any rights, claims or interest they may have to control the use of their identity or likeness in the photographs and agree that any uses described herein may be made without compensation or additional consideration of them.

Code of Conduct

Player Rules

Wear suitable uniform and footwear. Always show good sportsmanship. Please respect all staff and players. Any disrespect, violence or verbal abuse will not be tolerated. If there is any failure to adhere to these rules, the player or spectator will be asked to leave stadium. Players are responsible to clean up any garbage from their team bench. Alcohol and smoking are not permitted on the premises. Please notify staff of any hazards or incidents immediately and always follow staff instructions. Management reserve the right to remove or ban individuals or teams from competition/access for behavioural or financial misconduct.

Spectator Rules

Coaches and spectators are always expected to act in good sportsmanship. There will be zero tolerance for abuse (verbal or other) towards staff or players. Any indication of such behaviour by a spectator, parent, player or coach may result in immediate removal from the competition or DeakinACTIVE facility. Please notify staff of any hazards or incidents immediately and always follow staff instructions. Management reserve the right to remove or ban individuals or teams from competition/access for behavioural misconduct. We are here to play Badminton and have fun!