



SSNL GENERAL TECH STANDARD RULES AND REGULATIONS

The following regulations will apply to ALL tournaments under the jurisdiction of School Sports Newfoundland and Labrador (SSNL). Please consult the technical standards, which follow the specific sport rules.

1. All SSNL sports have some sport specific rules that differ from Provincial Sport Organization or National Governing body playing rules so make sure you and the Officials review these in the tech standards that follow. They **MUST** be followed.
2. No player will be permitted to play wearing a cast made of plaster, fibreglass or any other material considered dangerous by the official.
3. **NEW** All school teams **MUST** register through the SSNL HUB process. All players must be registered prior to their FIRST GAME STARTING in order to be eligible to play in an SSNL Tournament. Failure to comply will result in default of the games in question and awarding of points to the opposing teams.
4. SSNL has instituted a maximum point spread to be used in tie breaking situations and to promote SSNL ideals of sportsmanship. All games should be recorded on the SSNL JV tournament page website and at the playing venue(s) and reported to media using only the maximum point spread as set out in the technical standards of each sport. In the tie-breaking procedure, the goal/point spread must credit all the points for the losing team only (eg. If sport has a max 7-point reporting spread and score was 12-2 then report/post as 9-2, not 7-0).
5. There is a no fighting policy in all SSNL events. Any violation will result in an immediate expulsion from the tournament and a possible multi-year suspension from all SSNL activities.
6. Players and fans are not permitted to engage in behaviour where they are intentionally trying to distract players or are impeding on the playing surface. Failure to comply could result in in-game penalties, expulsion from the playing venue, and further discipline from SSNL.
7. SSNL has banned the use of **electronic and mechanical noise makers** (Air horns, mega phones) during SSNL events. SSNL will provide signage to all schools.
8. **Teacher Sponsor:** SSNL follows the Schools/District Policy regarding the requirements for a Teacher Sponsor, please ensure that your school is aware of requirements.

9. All members of the coaching staff for each team **MUST** complete the free coach.ca “Safe Sport Training” & “Rule of Two”; one member must complete the “Making Headway” concussion course in order for their school’s team to be eligible for SSNL tournaments.
10. Players who are not dressing for a game are permitted to still sit in the bench area, but are still subject to all rules governing appropriate team behaviour.
11. Team composition is at the discretion of the coach.
12. SSNL game referees are to be instructed to remain on the floor after the game to sign the score sheet and participate/oversee the shaking of hands by teams.
13. In-Game Protests: It is expected that all tournament game related protests be made in-game when the issue arises. Teams wishing to protest must do so in game by telling the Referee (or in sports where self-refereeing is used, stop and tell the convenor or other designated official) at the next available stoppage in play. The Tournament Protest Committee shall review and rule on the issue within a reasonable time before the game will re-commence. You CANNOT protest discretionary calls by the referee. **Protests must still be accompanied in game by a \$50 protest fee or they will not be considered.** See “Protest, Disciplinary Infractions, and Appeals” section in the SSNL Varsity Manual for more details.
14. Coaches are not permitted to change any SSNL rules at the coaches meeting or at any other time by consensus vote. Any change in rules in this situation could result in a loss of points by infringing teams, potential school fines and sanctions, and/or the entire tournament being voided.
15. The use of unauthorized video replays is banned from SSNL events as a measure of officiating.
16. No cell phones or any person who is not a minor official are permitted at scorer’s tables.
17. Game officials **MUST** provide written reports to the convenor for all major rule infractions.
18. SSNL philosophy values team accomplishments and sportsmanship. Aside from SSNL sports with an individual component, the Sportsmanship and MVP medals will be the only individual awards presented at SSNL tournaments. There are to be no other individual awards (i.e. Player of the Game or All-Star Team) to be awarded at our tournaments. Failure to comply with this will result in a \$100 fine and possible further sanctions.
19. Fines:
 - a. If a team pulls out of the tournament Wednesday 5pm of the registration week they will also be required to pay a \$150 fine and possible further sanctions.
 - b. Aside from the fines, teams will still be responsible for any expenses they incurred regarding the tournament (e.g. t-shirts, meals).
 - c. Any school that fails to pay the assessed fines by June 30 of the current year, will be suspended until the fine has been paid.

20. SSNL believes in a philosophy of fair play and sportsmanship; it is the coaches responsibility to ensure that fairplay is being practiced.

SSNL JUNIOR VARSITY BADMINTON TECH STANDARDS

RULES

There are rules listed in these SSNL Badminton Tech Standards that are specific to SSNL tournaments. **It is the responsibility of the tournament Convenor to make sure they and all Officials are aware of these rules.** SSNL defers to Badminton Canada for all other rules not listed in these technical standards.

EVENTS

Unless there is a competition between at least three teams/individuals in any SSNL tournament, there will be no medals or banners awarded.

JV Tournament **Team Champions** shall be declared.

JV Tournament **Individual Event Champions** shall be declared in:

1. Girls Singles
2. Boys Singles
3. Girls Doubles
4. Boys Doubles
5. Mixed Doubles

TOURNAMENT DATES

Tournament dates are set at the discretion of, and or, in conjunction with the Regional Contact; Host/Convenor and or the Junior Varsity Coordinator.

TEAM COMPOSITION (For Team Competition)

Minimum: The minimum number of athletes to make up a team is the team's ability to play in at least 3 of 5 matches in an encounter while adhering to the rules of player restrictions per encounter.

Maximum: 6 male and 6 female

*Only those in grades 7-9 are eligible; exceptions must be requested and approved by the process communicated by the JV Coordinator. (If a grade 6 has been approved to participate, they are eligible for individual/ team table tennis events)

ENTRIES

1. Each school is permitted to be represented by 1 team in the Team Competition. An athlete can only play in 1 event per encounter. A school can also be represented by at least 1 singles athlete, doubles pair, and mixed doubles pair in the Individual Competition, but an athlete can only participate in a maximum of 2 individual events.

2. If the schedule allows, schools may be permitted to be represented by more than one 1 singles athlete, doubles pair, and mixed doubles pair in the JV Individual Competition.
3. Teams that consist of less than the minimum players automatically default a match in the team competition, but can still compete.

EQUIPMENT & DRESS CODE

1. Official SSNL Badminton Shuttle is the Yonex Mavis 300 & 350 yellow skirt, blue band.
2. The playing dress code shall be whites or the official school colours. In doubles, both players must wear white or their official school colours.
3. Hats are NOT permitted to be worn during SSNL tournament play.
4. Goggles are recommended for player use, but not mandatory.

PLAYING FACILITY

1. Floor: Non-slippery surface.
2. Area around court: Ends of the court should be at least 4 feet from the wall and sidelines 3 feet from the wall. There should be 3 feet between the sidelines of adjacent courts.
3. Walls: Walls should be dark in color and free of any dark projections in order to see the shuttle.
4. Ceiling: Minimum 24 feet in height.
5. Lighting: Should not cause glare and the shuttle should not disappear into lights.

SAFETY STANDARDS

1. Area surrounding the court should be as stated under the playing facility.
2. Spectators should not be allowed on the sides or ends of the court.
3. Walls should be free of projections.
4. Floor should be clean.
5. Goggles are recommended for player use, but not mandatory.

OFFICIALS

1. Referee: to be appointed by the convenor. It is encouraged that a certified Badminton NL Head Official be used. The main role of the head official is to provide expertise and support for tournament officiating. SSNL will provide a contact for obtaining certified Badminton NL Officials on the SSNL Badminton page.
2. Umpire: necessary for finals only. If athletes cannot agree on whether the shuttle is in play or out of play, the Head Official (or Convenor if no Head Official) will be notified, a re-serve will occur and an umpire will be appointed from that point on for that match.
3. Linesman: necessary for finals only.
4. Scorer: assigned to each court to keep score.

TEAM COMPETITION (to be played first)

1. 6 or less: round robin

7 or more teams: 2 divisions with crossovers and finals

2. Group of 5 matches (an encounter)

- a. Each team shall play 5 matches against each as follows:
 - i. 1 boys singles
 - ii. 1 girls singles
 - iii. 1 boys doubles
 - iv. 1 girls doubles
 - v. 1 mixed doubles
- b. A match is 2 out of 3 games. Each game is 21 points. (see "Scoring" section below)
In order for a winner to be declared the player must win by 2 points, up to a maximum of 30. Once a player reaches 30 a single point win will end that game.
- c. To win an encounter, a team must win a minimum of 3 out of 5 matches. All matches in an encounter must be played unless defaulted due to injury.
- d. A defaulted match will be scored 0-21, 0-21. (see "Scoring" section below)

3. For each encounter:

- a. The coach must nominate his/her team 30 minutes prior to the start of the encounter. **Both coaches in an encounter must submit their teams independently without knowing the other team's lineup.**
- b. The coach may nominate any player to fill any position on his/her team.
- c. A player may only participate in **1 event**.

INDIVIDUAL COMPETITION

1. A match is 2 out of 3 games. Each game is 21 points. (see "Scoring" section below) In order for a winner to be declared the player must win by 2 points, up to a maximum of 30. Once a player reaches 30 a single point win will end that game.
2. Individual champion shall be declared utilizing a single elimination draw system, single round robin or double knock out.
3. The draw for each event shall be conducted during the coaches meeting.
4. The seeding of players for the individual draw will take place at the coaches meeting following the team competition.
5. **Individual seedings will be based on returning champion status. Any returning players, or complete doubles teams, will be seeded 1 through 4 depending on how they finished the previous year.**
6. At the ranking session, one representative per team shall speak on the team's behalf.
7. All other entries shall be placed through random draw.
8. The order of play shall be: girls/boys singles, girls/boys doubles, mixed doubles.
9. Finals for all categories shall be played at the conclusion of the mixed doubles.

SCORING

JV Tournaments with 5 or more teams have the option to change the total score needed to win a game from 21pts to 15pts in order to get the team portion of the event done in time. This request, however, must be approved by the SSNL office.

Scoring System

1. A match shall consist of the best of three games.

2. A game shall be won by the side which first scores 21 points, except in cases where an exception is approved in Qualifiers as noted above.
3. In order for a winner to be declared the player must win by 2 points, upto a maximum of 30. Once a player reaches 30 a single point win will end that game.
4. When the score reaches 1 point away from the points required to win (20 for regular scoring and 14 for exception at Qualifiers) the side which gains a two point lead first, shall win that game.
5. 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.
6. The side winning a game shall serve first in the next game.

SERVICE

1. In a correct service:
 - a. Neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service. On completion of the backward movement of server's racket head, any delay in the start of the service shall be considered to be an undue delay.
 - b. The server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts.
 - c. Some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered.
 - d. The server's racket shall initially hit the base of the shuttle.
 - e. The whole shuttle shall be below the server's waist at the instant of being hit by the server's racket. The waist shall be considered to be an imaginary line around the body, level with the lowest part of the server's bottom rib.
 - f. The shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction.
 - g. The movement of the server's racket shall continue forwards from the start of the service until the service is delivered.
 - h. The flight of the shuttle shall be upwards from the server's racket to pass over the net so that, if not intercepted, it shall land in the receiver's service court (i. e. on or within the boundary lines); and in attempting to serve, the server shall not miss the shuttle.
2. Once the players are ready for the service, the first forward movement of the server's racket head shall be the start of the service.
3. Once started, the service is delivered when the shuttle is hit by the server's racket or, in attempting to serve, the server misses the shuttle.
4. The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of the service is attempted.
5. In doubles, during the delivery of service, the partners may take up any positions within their respective courts, which do not unsight the opposing server or receiver.

COACHING & BREAKS

1. At the coaches meeting, 1 person from the coaching staff will act as the main representative for the team and speak on their behalf.
2. In-Game coaching is only permitted between points and cannot delay the next service.
3. Coaches must sit courtside in the chairs provided, and meet the players on court. Water bottles, spare rackets, and towels should be kept under the coaches chair.
4. A 1 minute break when the 1st player reaches 11 points in each game can be used as the water break, or coaching opportunity.
5. Coaches can also consult with athletes during the break between games, but athletes must remain on the court. The only exception is an injury time-out.
6. Time outs are not permitted.

PROTESTS, DISCIPLINARY INFRACTIONS & APPEALS

See the SSNL Junior Varsity Manual or General Tech Standards section at the beginning of the document for policy and procedures on all protests, disciplinary infractions, and appeals.

TIE-BREAKING PROCEDURE (TEAM EVENT)

2-way ties:

1. The team that won the encounter between the 2 teams that are tied shall be awarded the higher placing.
2. If still not resolved then the team that won the most matches against all other teams in the round robin shall be awarded the higher placing.
3. If still not resolved then the team with the best plus/minus (points scored minus points against) shall be awarded the higher placing.
4. If still not resolved the convenor will choose an appropriate tie-breaker i.e. tiebreaker match (with or without reduced points required to win), coin flip, etc...

3-way ties: If at any point, 1, 2, or 3 below, reduce the tie to a 2 way tie, the 2 way tie breaking procedure above will be in effect.

1. If all 3 teams played each other then head to head results are used to determine placing. If only one team is eliminated then revert to the two-way tie breaking procedure above.
2. If still not resolved then the team winning the most matches in the round robin shall be awarded the higher placing. If only one team is eliminated then revert to the two-way tie breaking procedure above.
3. If still not resolved then the team winning the most games from all the matches each team played shall be awarded the higher placing. If only one team is eliminated then revert to the two-way tie breaking procedure above.
4. If still not resolved then the team with the best plus/minus (points scored minus points against) shall be awarded the higher placing. If only one team is eliminated then revert to the two-way tie breaking procedure above.
5. If still not resolved the convenor will choose an appropriate tie-breaker i.e. tiebreaker match (with or without reduced points required to win), coin flip, etc...

SCHEDULING

Type of tournament allowed:	See "Team Competition" and "Individual Competition" above for formats.
Maximum # of teams in round robin:	7
Maximum # of teams in one venue:	Dependent on SSNL approval of what the awarded host school can accommodate.
Max # of encounters per team per day allowed:	7
Encounters scheduled every:	45 minutes
Back-to-back encounters permitted:	1 per tournament
Earliest a game should be scheduled	9am
Latest a game can be scheduled	9pm
Time between back-to-back round robin games or last round robin game and first playoff game if back-to-back.	15 minutes
Time between last round robin game that leads straight to a final (if back to back)	15 minutes (30 mins if requested)
Time between back-to-back playoff games	30 minutes

AWARDS

Note: Championship banners will be awarded to the team event winner. Individual competition winners will not count towards the team total in determining the overall team competition winner.

1. Gold and Silver Team Medals
2. Gold, Silver, and Bronze Individual Medals
3. Individual Sportsmanship Award (1 Male and 1 Female for entire Tournament)
4. Individual MVP Award (1 Male and 1 Female for entire Tournament)
5. Junior Varsity Championship Banner

NOTE: *No Player of the Game" / "All-Star" or other individual awards are permitted. Failure to comply can result in a \$100 fine for the host school.

REGISTRATION FEE

- All JV events are based on a cost recovery model. Officials, game balls and venue cleaning are eligible expenses to base your registration fees on. Contact your SSNL JV Rep or the JV Coordinator for approval of registration fee total.
- Maximum registration for Badminton is \$50.00 per team. If BNL Head Official is brought in then subject to cost approval of SSNL.
- Host teams must also pay the full set registration fee.

PARTICIPATION FEE

Junior Varsity SSNL Participation Fee - \$5 per athlete. If playing an individual event only, then \$5 maximum. The host is required to submit the tournament remittance form to SSNL as part of the post tournament process.

**Hosts will no longer be responsible for collecting fees, SSNL will invoice participating schools every 2 months for total fees owed based on the records from remittance forms.

(This fee is in addition to set maximum registration fee, you may adjust your registration accordingly)